#### **NAME**

xcb\_image\_text\_16 - Draws text

### **SYNOPSIS**

#include <xcb/xproto.h>

## **Request function**

```
xcb_void_cookie_t xcb_image_text_16(xcb_connection_t *conn, uint8_t string_len, xcb_drawable_t drawable, xcb_gcontext_t gc, int16_t x, int16_t y, const xcb_char2b_t *string);
```

## REQUEST ARGUMENTS

conn	The XCB connection to X11.
string_len	The length of the <i>string</i> in characters. Note that this parameter limited by 255 due to using 8 bits!
drawable	The drawable (Window or Pixmap) to draw text on.
gc	The graphics context to use.
	The following graphics context components are used: plane-mask, foreground, background, font, subwindow-mode, clip-x-origin, clip-y-origin, and clip-mask.
x	The x coordinate of the first character, relative to the origin of <i>drawable</i> .
y	The y coordinate of the first character, relative to the origin of <i>drawable</i> .
string	The string to draw. Only the first 255 characters are relevant due to the data type of <i>string_len</i> . Every character uses 2 bytes (hence the 16 in this request's name).

### DESCRIPTION

Fills the destination rectangle with the background pixel from gc, then paints the text with the foreground pixel from gc. The upper-left corner of the filled rectangle is at [x, y - font-ascent]. The width is overall-width, the height is font-ascent + font-descent. The overall-width, font-ascent and font-descent are as returned by  $xcb\_query\_text\_extents$  (TODO).

Note that using X core fonts is deprecated (but still supported) in favor of client-side rendering using Xft.

### **RETURN VALUE**

Returns an *xcb\_void\_cookie\_t*. Errors (if any) have to be handled in the event loop.

If you want to handle errors directly with *xcb\_request\_check* instead, use *xcb\_image\_text\_16\_checked*. See **xcb-requests(3)** for details.

### **ERRORS**

### **SEE ALSO**

xcb-requests(3), xcb\_image\_text\_8(3)

# **AUTHOR**

Generated from xproto.xml. Contact xcb@lists.freedesktop.org for corrections and improvements.