

NAME

xcb_poly_fill_rectangle - Fills rectangles

SYNOPSIS

#include <xcb/xproto.h>

Request function

xcb_void_cookie_t **xcb_poly_fill_rectangle**(xcb_connection_t **conn*, xcb_drawable_t *drawable*,
xcb_gcontext_t *gc*, uint32_t *rectangles_len*, const xcb_rectangle_t **rectangles*);

REQUEST ARGUMENTS

conn The XCB connection to X11.

drawable The drawable (Window or Pixmap) to draw on.

gc The graphics context to use.

The following graphics context components are used: function, plane-mask, fill-style, subwindow-mode, clip-x-origin, clip-y-origin, and clip-mask.

The following graphics context mode-dependent components are used: foreground, background, tile, stipple, tile-stipple-x-origin, and tile-stipple-y-origin.

rectangles_len The number of *xcb_rectangle_t* structures in *rectangles*.

rectangles The rectangles to fill.

DESCRIPTION

Fills the specified rectangle(s) in the order listed in the array. For any given rectangle, each pixel is not drawn more than once. If rectangles intersect, the intersecting pixels are drawn multiple times.

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_poly_fill_rectangle_checked*. See **xcb-requests(3)** for details.

ERRORS

xcb_drawable_error_t

The specified *drawable* (Window or Pixmap) does not exist.

xcb_g_context_error_t

The specified graphics context does not exist.

xcb_match_error_t

TODO: reasons?

SEE ALSO

xcb-requests(3)

AUTHOR

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