#### **NAME**

xcb\_poly\_line - draw lines

#### **SYNOPSIS**

#include <xcb/xproto.h>

### **Request function**

```
xcb_void_cookie_t xcb_poly_line(xcb_connection_t *conn, uint8_t coordinate_mode, xcb_drawable_t drawable, xcb_gcontext_t gc, uint32_t points_len, const xcb_point_t *points);
```

# REQUEST ARGUMENTS

conn The XCB connection to X11.

coordinate\_mode

One of the following values:

XCB\_COORD\_MODE\_ORIGIN

Treats all coordinates as relative to the origin.

XCB\_COORD\_MODE\_PREVIOUS

Treats all coordinates after the first as relative to the previous coordinate.

drawable The drawable to draw the line(s) on.

gc The graphics context to use.

points\_len The number of xcb\_point\_t structures in points.

points An array of points.

#### DESCRIPTION

Draws *points\_len-1* lines between each pair of points (point[i], point[i+1]) in the *points* array. The lines are drawn in the order listed in the array. They join correctly at all intermediate points, and if the first and last points coincide, the first and last lines also join correctly. For any given line, a pixel is not drawn more than once. If thin (zero line-width) lines intersect, the intersecting pixels are drawn multiple times. If wide lines intersect, the intersecting pixels are drawn only once, as though the entire request were a single, filled shape.

## **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\_line\_checked*. See **xcb-requests(3)** for details.

## **ERRORS**

```
xcb_drawable_error_t
TODO: reasons?

xcb_g_context_error_t
TODO: reasons?

xcb_match_error_t
TODO: reasons?

xcb_value_error_t
TODO: reasons?
```

## **EXAMPLE**

### **SEE ALSO**

```
xcb-requests(3), xcb-examples(3)
```

## **AUTHOR**

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