

XmbDrawImageString, XwcDrawImageString – draw image text using a single font set

void XmbDrawImageString(*display, d, font_set, gc, x, y, string, num_bytes*)

Display *display;
Drawable d;
XFontSet font_set;
GC gc;
int x, y;
char *string;
int num_bytes;

void XwcDrawImageString(*display, d, font_set, gc, x, y, string, num_wchars*)

Display *display;
Drawable d;
XFontSet font_set;
GC gc;
int x, y;
wchar_t *string;
int num_wchars;

<i>d</i>	Specifies the drawable.
<i>display</i>	Specifies the connection to the X server.
<i>font_set</i>	Specifies the font set.
<i>gc</i>	Specifies the GC.
<i>num_bytes</i>	Specifies the number of bytes in the string argument.
<i>num_wchars</i>	Specifies the number of characters in the string argument.
<i>string</i>	Specifies the character string.
<i>x</i>	
<i>y</i>	Specify the x and y coordinates.

The **XmbDrawImageString** and **XwcDrawImageString** functions fill a destination rectangle with the background pixel defined in the GC and then paint the text with the foreground pixel. The filled rectangle is the rectangle returned to overall_logical_return by **XmbTextExtents** or **XwcTextExtents** for the same text and **XFontSet**.

When the **XFontSet** has missing charsets, each unavailable character is drawn with the default string returned by **XCreateFontSet**. The behavior for an invalid codepoint is undefined.

XDrawImageString(3X11), XDrawString(3X11), XDrawText(3X11), XmbDrawString(3X11), XmbDrawText(3X11)

Xlib – C Language X Interface