XDrawPoint, XDrawPoints, XPoint − draw points and points structure

XDrawPoint(*display*, *d*, *gc*, *x*, *y*)
    Display *display;
    Drawable *d*;
    GC *gc*;
    int *x*, *y*;
XDrawPoints(*display*, *d*, *gc*, *points*, *npoints*, *mode*)
    Display *display;
    Drawable *d*;
    GC *gc*;
    XPoint *points;
    int *npoints*;
    int *mode*;

d	Specifies the drawable.
display	Specifies the connection to the X server.
gc	Specifies the GC.
mode	Specifies the coordinate mode. You can pass **CoordModeOrigin** or **CoordModePrevious**.
npoints	Specifies the number of points in the array.
points	Specifies an array of points.
x	
y	Specify the x and y coordinates where you want the point drawn.

The XDrawPoint function uses the foreground pixel and function components of the GC to draw a single point into the specified drawable; **XDrawPoints** draws multiple points this way. **CoordModeOrigin** treats all coordinates as relative to the origin, and **CoordModePrevious** treats all coordinates after the first as relative to the previous point. **XDrawPoints** draws the points in the order listed in the array.

Both functions use these GC components: function, plane-mask, foreground, subwindow-mode, clip-x-origin, clip-y-origin, and clip-mask.

XDrawPoint can generate **BadDrawable**, **BadGC**, and **BadMatch** errors. **XDrawPoints** can generate **BadDrawable**, **BadGC**, **BadMatch**, and **BadValue** errors.

The XPoint structure contains:

typedef struct {
    short x, y;
} XPoint;

All x and y members are signed integers. The width and height members are 16-bit unsigned integers. You should be careful not to generate coordinates and sizes out of the 16-bit ranges, because the protocol only has 16-bit fields for these values.

BadDrawable A value for a Drawable argument does not name a defined Window or Pixmap. **BadGC** A value for a GContext argument does not name a defined GContext. **BadMatch** An **InputOnly** window is used as a Drawable. **BadMatch** Some argument or pair of arguments has the correct type and range but fails to match in some other way required by the request. **BadValue** Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error.

XDrawArc(3X11), XDrawLine(3X11), XDrawRectangle(3X11)
Xlib − C Language X Interface