XSetTile, XSetStipple, XSetTSOrigin – GC convenience routines

XSetTile(display, gc, tile)
    Display *display;
    GC gc;
   Pixmap tile;
XSetStipple(display, gc, stipple)
    Display *display;
    GC gc;
   Pixmap stipple;
XSetTSOrigin(display, gc, ts_x_origin, ts_y_origin)
    Display *display;
    GC gc;
    int ts_x_origin, ts_y_origin;

display Specifies the connection to the X server.
gc Specifies the GC.
stipple Specifies the stipple you want to set for the specified GC.
tile Specifies the fill tile you want to set for the specified GC.
ts_x_origin ts_y_origin Specify the x and y coordinates of the tile and stipple origin.

The XSetTile function sets the fill tile in the specified GC. The tile and GC must have the same depth, or a BadMatch error results.

XSetTile can generate BadAlloc, BadGC, BadMatch, and BadPixmap errors.

The XSetStipple function sets the stipple in the specified GC. The stipple must have a depth of one, or a BadMatch error results.

XSetStipple can generate BadAlloc, BadGC, BadMatch, and BadPixmap errors.

The XSetTSOrigin function sets the tile/stipple origin in the specified GC. When graphics requests call for tiling or stippling, the parent’s origin will be interpreted relative to whatever destination drawable is specified in the graphics request.

XSetTSOrigin can generate BadAlloc and BadGC errors.

BadAlloc The server failed to allocate the requested resource or server memory. BadGC A value for a GContext argument does not name a defined GContext. 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. BadPixmap A value for a Pixmap argument does not name a defined Pixmap.

XCreateGC(3X11), XQueryBestSize(3X11), XSetArcMode(3X11), XSetClipOrigin(3X11), XSetFillStyle(3X11), XSetFont(3X11), XSetLineAttributes(3X11), XSetState(3X11)
Xlib – C Language X Interface