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;

d       Specifies the drawable.
display    Specifies the connection to the X server.
font_set   Specifies the font set.
gc         Specifies the GC.
num_bytes  Specifies the number of bytes in the string argument.
num_wchars Specifies the number of characters in the string argument.
string     Specifies the character string.
x          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