

## **XmbDrawText, XwcDrawText – draw text using multiple font sets**

```
void XmbDrawText(display, d, gc, x, y, items, nitems)
```

```
    Display *display;  
    Drawable d;  
    GC gc;  
    int x, y;  
    XmbTextItem *items;  
    int nitems;
```

```
void XwcDrawText(display, d, gc, x, y, items, nitems)
```

```
    Display *display;  
    Drawable d;  
    GC gc;  
    int x, y;  
    XwcTextItem *items;  
    int nitems;
```

*d* Specifies the drawable.

*display* Specifies the connection to the X server.

*gc* Specifies the GC.

*items* Specifies an array of text items.

*nitems* Specifies the number of text items in the array.

*x*

*y* Specify the x and y coordinates.

The **XmbDrawText** and **XwcDrawText** functions allow complex spacing and font set shifts between text strings. Each text item is processed in turn, with the origin of a text element advanced in the primary draw direction by the escapement of the previous text item. A text item delta specifies an additional escapement of the text item drawing origin in the primary draw direction. A font\_set member other than **None** in an item causes the font set to be used for this and subsequent text items in the text\_items list. Leading text items with a font\_set member set to **None** will not be drawn.

**XmbDrawText** and **XwcDrawText** do not perform any context-dependent rendering between text segments. Clients may compute the drawing metrics by passing each text segment to **XmbTextExtents** and **XwcTextExtents** or **XmbTextPerCharExtents** and **XwcTextPerCharExtents**. 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.

The **XmbTextItem** structure contains:

```
typedef struct {  
    char *chars;           /* pointer to string */  
    int nchars;           /* number of bytes */  
    int delta;            /* pixel delta between strings */  
    XFontSet font_set;    /* fonts, None means don't change */  
} XmbTextItem;
```

The **XwcTextItem** structure contains:

```
typedef struct {  
    wchar_t *chars;       /* pointer to wide char string */  
    int nchars;           /* number of wide characters */  
    int delta;            /* pixel delta between strings */  
    XFontSet font_set;    /* fonts, None means don't change */  
} XwcTextItem;
```

**XDrawImageString(3X11), XDrawString(3X11), XDrawText(3X11), XmbDrawImageString(3X11),  
XmbDrawString(3X11)**

*Xlib – C Language X Interface*