

XmbTextEscapement, XwcTextEscapement – obtain the escapement of text

```
int XmbTextEscapement(font_set, string, num_bytes)
```

```
    XFontSet font_set;
```

```
    char *string;
```

```
    int num_bytes;
```

```
int XwcTextEscapement(font_set, string, num_wchars)
```

```
    XFontSet font_set;
```

```
    wchar_t *string;
```

```
    int num_wchars;
```

font_set Specifies the font set.

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.

The **XmbTextEscapement** and **XwcTextEscapement** functions return the escapement in pixels of the specified string as a value, using the fonts loaded for the specified font set. The escapement is the distance in pixels in the primary draw direction from the drawing origin to the origin of the next character to be drawn, assuming that the rendering of the next character is not dependent on the supplied string.

Regardless of the character rendering order, the escapement is always positive.

XmbTextExtents(3X11), XmbTextPerCharExtents(3X11) *Xlib – C Language X Interface*