

XmbDrawString, XwcDrawString – draw text using a single font set

void XmbDrawString(*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 XwcDrawString(*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;
```

| | |
|-------------------|--|
| <i>d</i> | Specifies the drawable. |
| <i>display</i> | Specifies the connection to the X server. |
| <i>font_set</i> | Specifies the font set. |
| <i>gc</i> | Specifies the GC. |
| <i>num_bytes</i> | Specifies the number of bytes in the string argument. |
| <i>num_wchars</i> | Specifies the number of characters in the string argument. |
| <i>string</i> | Specifies the character string. |
| <i>x</i> | |
| <i>y</i> | Specify the x and y coordinates. |

The **XmbDrawString** and **XwcDrawString** functions draw the specified text with the foreground pixel. 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.

XXDrawImageString(3X11), XDrawString(3X11), XDrawText(3X11), XmbDrawImageString(3X11), XmbDrawText(3X11)

Xlib – C Language X Interface