

Introduction to the X Window System - Chapter 8, Pixmaps

This chapter describes how create, draw, and process Pixmaps (it also describes the usage of bitmaps and images, but we're only concerned with pixmaps since that is all ISVis uses). A pixmap is a raster - a rectangular area of pixels - like a window, but it is never actually visible. It is used like a buffer to draw the desired shapes into - it can then be copied into a window (which is visible).

For more complete details about Pixmaps please see the Spring 2009 Term Paper.

```
@book {  
  Jones:XIntro,  
  author = {Oliver Jones},  
  title = {Introduction to the X Window System},  
  publisher = {Prentice Hall},  
  year = {1989}  
}
```