NAME
>   FcPatternBuild, FcPatternVaBuild, FcPatternVapBuild − Create patterns from arguments

SYNOPSIS
>   **#include <fontconfig/fontconfig.h>**
>
>   **FcPattern * FcPatternBuild (FcPattern ***pattern**, ...);**
>
>   **FcPattern * FcPatternVaBuild (FcPattern ***pattern**, va_list** *va***);**
>
>   **void FcPatternVapBuild (FcPattern ***result**, FcPattern ***pattern**, va_list** *va***);**

DESCRIPTION
>   Builds a pattern using a list of objects, types and values. Each value to be entered in the pattern is specified with three arguments:
>
>   1. Object name, a string describing the property to be added.
>
>   2. Object type, one of the FcType enumerated values
>
>   3. Value, not an FcValue, but the raw type as passed to any of the FcPatternAdd<type> functions. Must match the type of the second argument.
>
>   The argument list is terminated by a null object name, no object type nor value need be passed for this. The values are added to 'pattern', if 'pattern' is null, a new pattern is created. In either case, the pattern is returned. Example
>
>   pattern = FcPatternBuild (0, FC_FAMILY, FcTypeString, "Times", (char *) 0);
>
>   FcPatternVaBuild is used when the arguments are already in the form of a varargs value. FcPatternVapBuild is a macro version of FcPatternVaBuild which returns its result directly in the *result* variable.