

**NAME**

XSetWMIconName, XGetWMIconName, XSetIconName, XGetIconName - set or read a window's WM\_ICON\_NAME property

**SYNTAX**

```
void XSetWMIconName(Display *display, Window w, XTextProperty *text_prop);
```

```
Status XGetWMIconName(Display *display, Window w, XTextProperty *text_prop_return);
```

```
int XSetIconName(Display *display, Window w, _Xconst char *icon_name);
```

```
Status XGetIconName(Display *display, Window w, char **icon_name_return);
```

**ARGUMENTS**

*display* Specifies the connection to the X server.

*icon\_name* Specifies the icon name, which should be a null-terminated string.

*icon\_name\_return*  
Returns the window's icon name, which is a null-terminated string.

*text\_prop* Specifies the **XTextProperty** structure to be used.

*text\_prop\_return*  
Returns the **XTextProperty** structure.

*w* Specifies the window.

**DESCRIPTION**

The **XSetWMIconName** convenience function calls **XSetTextProperty** to set the WM\_ICON\_NAME property.

The **XGetWMIconName** convenience function calls **XGetTextProperty** to obtain the WM\_ICON\_NAME property. It returns a nonzero status on success; otherwise, it returns a zero status.

The **XSetIconName** function sets the name to be displayed in a window's icon.

**XSetIconName** can generate **BadAlloc** and **BadWindow** errors.

The **XGetIconName** function returns the name to be displayed in the specified window's icon. If it

succeeds, it returns a nonzero status; otherwise, if no icon name has been set for the window, it returns zero. If you never assigned a name to the window, **XGetIconName** sets `icon_name_return` to NULL. If the data returned by the server is in the Latin Portable Character Encoding, then the returned string is in the Host Portable Character Encoding. Otherwise, the result is implementation-dependent. When finished with it, a client must free the icon name string using **XFree**.

**XGetIconName** can generate a **BadWindow** error.

## PROPERTIES

WM\_ICON\_NAME

The name to be used in an icon.

## DIAGNOSTICS

**BadAlloc** The server failed to allocate the requested resource or server memory.

**BadWindow** A value for a Window argument does not name a defined Window.

## SEE ALSO

XAllocClassHint(3), XAllocIconSize(3), XAllocSizeHints(3), XAllocWMHints(3), XFree(3), XSetCommand(3), XSetTransientForHint(3), XSetTextProperty(3), XSetWMClientMachine(3), XSetWMColormapWindows(3), XSetWMName(3), XSetWMProperties(3), XSetWMProtocols(3), XStringListToTextProperty(3)  
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