NAME
  XSetTextProperty, XGetTextProperty - set and read text properties

SYNTAX
  void XSetTextProperty(Display *display*, Window *w*, XTextProperty *text_prop*, Atom *property*);

  Status XGetTextProperty(Display *display*, Window *w*, XTextProperty *text_prop_return*, Atom
    property);

ARGUMENTS
  display   Specifies the connection to the X server.

  property   Specifies the property name.

  text_prop   Specifies the **XTextProperty** structure to be used.

  text_prop_return
            Returns the **XTextProperty** structure.

DESCRIPTION
  The **XSetTextProperty** function replaces the existing specified property for the named window with the
  data, type, format, and number of items determined by the value field, the encoding field, the format
  field, and the nitems field, respectively, of the specified **XTextProperty** structure. If the property does
  not already exist, **XSetTextProperty** sets it for the specified window.

  XSetTextProperty can generate **BadAlloc**, **BadAtom**, **BadValue**, and **BadWindow** errors.

  The **XGetTextProperty** function reads the specified property from the window and stores the data in the
  returned **XTextProperty** structure. It stores the data in the value field, the type of the data in the
  encoding field, the format of the data in the format field, and the number of items of data in the nitems
  field. An extra byte containing null (which is not included in the nitems member) is stored at the end
  of the value field of text_prop_return. The particular interpretation of the property's encoding and data
  as text is left to the calling application. If the specified property does not exist on the window,
  XGetTextProperty sets the value field to NULL, the encoding field to **None**, the format field to zero,
  and the nitems field to zero.

  If it was able to read and store the data in the **XTextProperty** structure, **XGetTextProperty** returns a
  nonzero status; otherwise, it returns a zero status.

  XGetTextProperty can generate **BadAtom** and **BadWindow** errors.

PROPERTIES

WM_CLIENT_MACHINE
>
> The string name of the machine on which the client application is running.

WM_COMMAND
>
> The command and arguments, null-separated, used to invoke the application.

WM_ICON_NAME
>
> The name to be used in an icon.

WM_NAME   The name of the application.

DIAGNOSTICS

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

BadAtom   A value for an Atom argument does not name a defined Atom.

BadValue   Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error.

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

SEE ALSO

XAllocClassHint(3), XAllocIconSize(3), XAllocSizeHints(3), XAllocWMHints(3), XSetCommand(3), XSetTransientForHint(3), XSetWMClientMachine(3), XSetWMColormapWindows(3), XSetWMIconName(3), XSetWMName(3), XSetWMProperties(3), XSetWMProtocols(3), XStringListToTextProperty(3)
Xlib - C Language X Interface