

NAME

XSetWMClientMachine, XGetWMClientMachine - set or read a window's WM_CLIENT_MACHINE property

SYNTAX

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

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

ARGUMENTS

display Specifies the connection to the X server.

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

text_prop_return
Returns the **XTextProperty** structure.

w Specifies the window.

DESCRIPTION

The **XSetWMClientMachine** convenience function calls **XSetTextProperty** to set the WM_CLIENT_MACHINE property.

The **XGetWMClientMachine** convenience function performs an **XGetTextProperty** on the WM_CLIENT_MACHINE property. It returns a nonzero status on success; otherwise, it returns a zero status.

PROPERTIES

WM_CLIENT_MACHINE

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

SEE ALSO

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