NAME

XQueryBestSize, XQueryBestTile, XQueryBestStipple - determine efficient sizes

SYNTAX

Status XQueryBestSize(Display **display*, int *class*, Drawable *which_screen*, unsigned int *width*, unsigned int *height*, unsigned int **width_return*, unsigned int **height_return*);

Status XQueryBestTile(Display **display*, Drawable *which_screen*, unsigned int *width*, unsigned int *height*, unsigned int **width_return*, unsigned int **height_return*);

Status XQueryBestStipple(Display **display*, Drawable *which_screen*, unsigned int *width*, unsigned int *height*, unsigned int **width_return*, unsigned int **height_return*);

ARGUMENTS

class Specifies the class that you are interested in. You can pass **TileShape**, **CursorShape**, or **StippleShape**.

display Specifies the connection to the X server.

width

height Specify the width and height.

which_screen Specifies any drawable on the screen.

width_return

height_return Return the width and height of the object best supported by the display hardware.

DESCRIPTION

The **XQueryBestSize** function returns the best or closest size to the specified size. For **CursorShape**, this is the largest size that can be fully displayed on the screen specified by which_screen. For **TileShape**, this is the size that can be tiled fastest. For **StippleShape**, this is the size that can be stippled fastest. For **CursorShape**, the drawable indicates the desired screen. For **TileShape** and **StippleShape**, the drawable indicates the screen and possibly the window class and depth. An **InputOnly** window cannot be used as the drawable for **TileShape** or **StippleShape**, or a **BadMatch** error results.

XQueryBestSize can generate **BadDrawable**, **BadMatch**, and **BadValue** errors.

The **XQueryBestTile** function returns the best or closest size, that is, the size that can be tiled fastest on

the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an **InputOnly** window is used as the drawable, a **BadMatch** error results.

XQueryBestTile can generate **BadDrawable** and **BadMatch** errors.

The **XQueryBestStipple** function returns the best or closest size, that is, the size that can be stippled fastest on the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an **InputOnly** window is used as the drawable, a **BadMatch** error results.

XQueryBestStipple can generate **BadDrawable** and **BadMatch** errors.

DIAGNOSTICS

BadMatch An **InputOnly** window is used as a Drawable.

BadDrawable A value for a Drawable argument does not name a defined Window or Pixmap.

BadMatch The values do not exist for an **InputOnly** window.

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.

SEE ALSO

XCreateGC(3), XSetArcMode(3), XSetClipOrigin(3), XSetFillStyle(3), XSetFont(3), XSetLineAttributes(3), XSetState(3), XSetTile(3)
Xlib - C Language X Interface