NAME

XdbeGetVisualInfo - Get dbe Visual Informations

SYNOPSIS

```
#include <X11/extensions/Xdbe.h>

XdbeScreenVisualInfo *XdbeGetVisualInfo(
  Display  *dpy,
  Drawable *screen_specifiers,
  int      *num_screens)
```

DESCRIPTION

This function returns information about which visuals support double buffering. The argument *num_screens* specifies how many elements there are in the *screen_specifiers* list. Each drawable in *screen_specifiers* designates a screen for which the supported visuals are being requested. If *num_screens* is zero, information for all screens is requested. In this case, upon return from this function, *num_screens* will be set to the number of screens that were found. If an error occurs, this function returns NULL, else it returns a pointer to a list of *XdbeScreenVisualInfo* structures of length *num_screens.* The nth element in the returned list corresponds to the nth drawable in the *screen_specifiers* list, unless *num_screens* was passed in with the value zero, in which case the nth element in the returned list corresponds to the nth screen of the server, starting with screen zero. The *XdbeScreenVisualInfo* structure has the following fields:

```
int          count
XdbeVisualInfo *visinfo
```

count specifies the number of items in *visinfo. visinfo* specifies a list of visuals, depths, and performance hints for this screen.

The *XdbeVisualInfo* structure has the following fields:

```
VisualID visual
int      depth
int      perflevel
```

visual specifies one visual ID that supports double-buffering. *depth* specifies the depth of the visual. *perflevel* is a performance hint.

The only operation defined on a *perflevel* is comparison to a *perflevel* of another visual on the same screen. The visual having the higher *perflevel* is likely to have better double-buffering graphics

performance than the visual having the lower *perflevel.* Nothing can be deduced from the following: the magnitude of the difference of two *perflevels,* a *perflevel* value in isolation, or comparing *perflevels* from different servers.

ERRORS

BadDrawable

One or more values passed in *screen_specifiers* is not a valid drawable.

SEE ALSO

DBE, *XdbeAllocateBackBufferName(), XdbeBeginIdiom(), XdbeDeallocateBackBufferName(), XdbeEndIdiom(), XdbeFreeVisualInfo(), XdbeGetBackBufferAttributes(), XdbeQueryExtension(), XdbeSwapBuffers().*