

NAME

xcb_glx_delete_textures -

SYNOPSIS

```
#include <xcb/glx.h>
```

Request function

```
xcb_void_cookie_t xcb_glx_delete_textures(xcb_connection_t *conn,  
    xcb_glx_context_tag_t context_tag, int32_t n, const uint32_t *textures);
```

REQUEST ARGUMENTS

<i>conn</i>	The XCB connection to X11.
<i>context_tag</i>	TODO: NOT YET DOCUMENTED.
<i>n</i>	TODO: NOT YET DOCUMENTED.
<i>textures</i>	TODO: NOT YET DOCUMENTED.

DESCRIPTION**RETURN VALUE**

Returns an *xcb_void_cookie_t*. Errors (if any) have to be handled in the event loop.

If you want to handle errors directly with *xcb_request_check* instead, use *xcb_glx_delete_textures_checked*. See **xcb-requests(3)** for details.

ERRORS

This request does never generate any errors.

SEE ALSO**AUTHOR**

Generated from glx.xml. Contact xcb@lists.freedesktop.org for corrections and improvements.