

NAME

xcb_glx_pbuffer_clobber_event_t -

SYNOPSIS

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

Event datastructure

```
typedef struct xcb_glx_pbuffer_clobber_event_t {
    uint8_t      response_type;
    uint8_t      pad0;
    uint16_t     sequence;
    uint16_t     event_type;
    uint16_t     draw_type;
    xcb_glx_drawable_t drawable;
    uint32_t     b_mask;
    uint16_t     aux_buffer;
    uint16_t     x;
    uint16_t     y;
    uint16_t     width;
    uint16_t     height;
    uint16_t     count;
    uint8_t      pad1[4];
} xcb_glx_pbuffer_clobber_event_t;
```

EVENT FIELDS

response_type The type of this event, in this case *XCB_GLX_PBUFFER_CLOBBER*. This field is also present in the *xcb_generic_event_t* and can be used to tell events apart from each other.

sequence The sequence number of the last request processed by the X11 server.

event_type NOT YET DOCUMENTED.

draw_type NOT YET DOCUMENTED.

drawable NOT YET DOCUMENTED.

b_mask NOT YET DOCUMENTED.

aux_buffer NOT YET DOCUMENTED.

x NOT YET DOCUMENTED.

y NOT YET DOCUMENTED.

width NOT YET DOCUMENTED.

height NOT YET DOCUMENTED.

count NOT YET DOCUMENTED.

DESCRIPTION**SEE ALSO****AUTHOR**

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