

XSetCloseDownMode, XKillClient – control clients

XSetCloseDownMode(*display*, *close_mode*)

```
Display *display;  
int close_mode;
```

XKillClient(*display*, *resource*)

```
Display *display;  
XID resource;
```

close_mode Specifies the client close-down mode. You can pass **DestroyAll**, **RetainPermanent**, or **RetainTemporary**.

display Specifies the connection to the X server.

resource Specifies any resource associated with the client that you want to destroy or **AllTemporary**.

The **XSetCloseDownMode** defines what will happen to the client's resources at connection close. A connection starts in **DestroyAll** mode. For information on what happens to the client's resources when the *close_mode* argument is **RetainPermanent** or **RetainTemporary**, see section 2.6.

XSetCloseDownMode can generate a **BadValue** error.

The **XKillClient** function forces a close down of the client that created the resource if a valid resource is specified. If the client has already terminated in either **RetainPermanent** or **RetainTemporary** mode, all of the client's resources are destroyed. If **AllTemporary** is specified, the resources of all clients that have terminated in **RetainTemporary** are destroyed (see section 2.5). This permits implementation of window manager facilities that aid debugging. A client can set its close-down mode to **RetainTemporary**. If the client then crashes, its windows would not be destroyed. The programmer can then inspect the application's window tree and use the window manager to destroy the zombie windows.

XKillClient can generate a **BadValue** error.

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.