XDestroyWindow, XDestroySubwindows – destroy windows

XDestroyWindow(display, w)
  Display *display;
  Window w;
XDestroySubwindows(display, w)
  Display *display;
  Window w;

display Specifies the connection to the X server.
w Specifies the window.

The XDestroyWindow function destroys the specified window as well as all of its subwindows and causes
the X server to generate a DestroyNotify event for each window. The window should never be referenced
again. If the window specified by the w argument is mapped, it is unmapped automatically. The ordering
of the DestroyNotify events is such that for any given window being destroyed, DestroyNotify is gen-
erated on any inferiors of the window before being generated on the window itself. The ordering among
siblings and across subhierarchies is not otherwise constrained. If the window you specified is a root win-
dow, no windows are destroyed. Destroying a mapped window will generate Expose events on other win-
dows that were obscured by the window being destroyed.

XDestroyWindow can generate a BadWindow error.

The XDestroySubwindows function destroys all inferior windows of the specified window, in bottom-to-
top stacking order. It causes the X server to generate a DestroyNotify event for each window. If any
mapped subwindows were actually destroyed, XDestroySubwindows causes the X server to generate
Expose events on the specified window. This is much more efficient than deleting many windows one at a
time because much of the work need be performed only once for all of the windows, rather than for each
window. The subwindows should never be referenced again.

XDestroySubwindows can generate a BadWindow error.

BadWindow A value for a Window argument does not name a defined Window.

XChangeWindowAttributes(3X11), XConfigureWindow(3X11), XCreateWindow(3X11),
XMapWindow(3X11), XRaiseWindow(3X11), XUnmapWindow(3X11)
Xlib – C Language X Interface