XDeviceBell – ring a bell on a device supported through the input extension

**Status XDeviceBell**(*display*, *device*, *feedbackclass*, *feedbackid*, *percent*)

- `Display *display;`
- `XDevice *device;`
- `XID *feedbackclass;`
- `XID *feedbackid;`
- `int *percent;`

*display* Specifies the connection to the X server. *device* Specifies the device with which the bell is associated. *feedbackclass* Specifies the class of the feedback with which the bell is associated. *feedbackid* Specifies the id of the feedback with which the bell is associated. *percent* Specifies the volume in the range -100 to 100 at which the bell should be rung.

The **XDeviceBell** request causes the server to ring a bell on the specified feedback of the specified device, if possible. The specified volume is relative to the base volume for the bell. If an invalid device is specified, a **BadDevice** error will be returned. The feedbackclass and feedbackid parameters contain values returned by an **XGetFeedbackControl** request and uniquely identify the bell to ring. If a feedbackclass is specified that does not support a bell, or if a nonexistent feedbackid is specified, or a percent value is specified that is not in the range -100 to 100, a **BadValue** error will be returned.

The volume at which the bell is rung when the percent argument is nonnegative is:

\[ \text{base} - \left\lfloor \frac{\text{base} \times \text{percent}}{100} \right\rfloor + \text{percent} \]

The volume at which the bell rings when the percent argument is negative is:

\[ \text{base} + \left\lfloor \frac{\text{base} \times \text{percent}}{100} \right\rfloor \]

To change the base volume of the bell, use **XChangeFeedbackControl**. **XDeviceBell** can generate a **BadDevice** or a **BadValue** error.

**BadDevice** An invalid device was specified. The specified device does not exist, or has not been opened by this client via **XOpenInputDevice**. **BadValue** An invalid feedbackclass, feedbackid, or percent value was specified.

**XChangeFeedbackControl**(3X), **XBell**(3X)

*Programming With Xlib*