XQueryBestSize, XQueryBestTile, XQueryBestStipple – determine efficient sizes

Status XQueryBestSize(display, class, which_screen, width, height, width_return, height_return)
Display *display;
int class;
Drawable which_screen;
unsigned int width, height;
unsigned int *width_return, *height_return;

Status XQueryBestTile(display, which_screen, width, height, width_return, height_return)
Display *display;
Drawable which_screen;
unsigned int width, height;
unsigned int *width_return, *height_return;

Status XQueryBestStipple(display, which_screen, width, height, width_return, height_return)
Display *display;
Drawable which_screen;
unsigned int width, height;
unsigned int *width_return, *height_return;

class Specifies the class that you are interested in. You can pass TileShape, CursorShape, or StippleShape.
display Specifies the connection to the X server.
width height Specify the width and height.
which_screen Specifies any drawable on the screen.
width_return height_return Return the width and height of the object best supported by the display hardware.

The XQueryBestSize function returns the best or closest size to the specified size. For CursorShape, this is the largest size that can be fully displayed on the screen specified by which_screen. For TileShape, this is the size that can be tiled fastest. For StippleShape, the drawable indicates the desired screen. For TileShape and StippleShape, the drawable indicates the screen and possibly the window class and depth. An InputOnly window cannot be used as the drawable for TileShape or StippleShape, or a BadMatch error results.

XQueryBestSize can generate BadDrawable, BadMatch, and BadValue errors.

The XQueryBestTile function returns the best or closest size, that is, the size that can be tiled fastest on the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an InputOnly window is used as the drawable, a BadMatch error results.

XQueryBestTile can generate BadDrawable and BadMatch errors.

The XQueryBestStipple function returns the best or closest size, that is, the size that can be stippled fastest on the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an InputOnly window is used as the drawable, a BadMatch error results.

XQueryBestStipple can generate BadDrawable and BadMatch errors.

BadMatch An InputOnly window is used as a Drawable. BadDrawable A value for a Drawable argument does not name a defined Window or Pixmap. BadMatch The values do not exist for an InputOnly window. 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.
XCreateGC(3X11), XSetArcMode(3X11), XSetClipOrigin(3X11), XSetFillStyle(3X11),
XSetFont(3X11), XSetLineAttributes(3X11), XSetState(3X11), XSetTile(3X11)

Xlib – C Language X Interface