XSetWMName, XGetWMName, XStoreName, XFetchName – set or read a window’s WM_NAME property

```c
void XSetWMName(display, w, text_prop)
    Display *display;
    Window w;
    XTextProperty *text_prop;
Status XGetWMName(display, w, text_prop_return)
    Display *display;
    Window w;
    XTextProperty *text_prop_return;
XStoreName(display, w, window_name)
    Display *display;
    Window w;
    char *window_name;
Status XFetchName(display, w, window_name_return)
    Display *display;
    Window w;
    char **window_name_return;
```

display Specifies the connection to the X server.
text_prop Specifies the XTextProperty structure to be used.
text_prop_return Returns the XTextProperty structure.
w Specifies the window.
window_name Specifies the window name, which should be a null-terminated string.
window_name_return Returns the window name, which is a null-terminated string.

The XSetWMName convenience function calls XSetTextProperty to set the WM_NAME property.
The XGetWMName convenience function calls XGetTextProperty to obtain the WM_NAME property. It returns a nonzero status on success; otherwise, it returns a zero status.
The XStoreName function assigns the name passed to window_name to the specified window. A window manager can display the window name in some prominent place, such as the title bar, to allow users to identify windows easily. Some window managers may display a window’s name in the window’s icon, although they are encouraged to use the window’s icon name if one is provided by the application. If the string is not in the Host Portable Character Encoding, the result is implementation-dependent.

XStoreName can generate BadAlloc and BadWindow errors.
The XFetchName function returns the name of the specified window. If it succeeds, it returns a nonzero status; otherwise, no name has been set for the window, and it returns zero. If the WM_NAME property has not been set for this window, XFetchName sets window_name_return to NULL. If the data returned by the server is in the Latin Portable Character Encoding, then the returned string is in the Host Portable Character Encoding. Otherwise, the result is implementation-dependent. When finished with it, a client must free the window name string using XFree.

XFetchName can generate a BadWindow error.

WM_NAME The name of the application.
BadAlloc The server failed to allocate the requested resource or server memory. BadWindow A value for a Window argument does not name a defined Window.

XAllocClassHint(3X11), XAllocIconSize(3X11), XAllocSizeHints(3X11), XAllocWMHints(3X11), XFree(3X11), XSetCommand(3X11), XSetTransientForHint(3X11), XSetTextProperty(3X11), XSetWMClientMachine(3X11), XSetWMColormapWindows(3X11), XSetWMIconName(3X11), XSetWMProperties(3X11), XSetWMProtocols(3X11), XStringListToTextProperty(3X11)

Xlib – C Language X Interface