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:

    base − [(base * percent) / 100] + percent

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

    base + [(base * percent) / 100]

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