

## **XSaveContext, XFindContext, XDeleteContext, XUniqueContext – associative look-up routines**

**int XSaveContext**(*display*, *rid*, *context*, *data*)

**Display** \**display*;  
**XID** *rid*;  
**XContext** *context*;  
**XPointer** *data*;

**int XFindContext**(*display*, *rid*, *context*, *data\_return*)

**Display** \**display*;  
**XID** *rid*;  
**XContext** *context*;  
**XPointer** \**data\_return*;

**int XDeleteContext**(*display*, *rid*, *context*)

**Display** \**display*;  
**XID** *rid*;  
**XContext** *context*;

**XContext** XUniqueContext()

*context*            Specifies the context type to which the data belongs.  
*data*             Specifies the data to be associated with the window and type.  
*data\_return*     Returns the data.  
*display*          Specifies the connection to the X server.  
*rid*              Specifies the resource ID with which the data is associated.

**If an entry with the specified resource ID and type already exists, XSaveContext** overrides it with the specified context. The **XSaveContext** function returns a nonzero error code if an error has occurred and zero otherwise. Possible errors are **XCNOMEM** (out of memory).

Because it is a return value, the data is a pointer. The **XFindContext** function returns a nonzero error code if an error has occurred and zero otherwise. Possible errors are **XCNOENT** (context-not-found).

The **XDeleteContext** function deletes the entry for the given resource ID and type from the data structure. This function returns the same error codes that **XFindContext** returns if called with the same arguments. **XDeleteContext** does not free the data whose address was saved.

The **XUniqueContext** function creates a unique context type that may be used in subsequent calls to **XSaveContext**.