

**NAME**

BlackPixelOfScreen, WhitePixelOfScreen, CellsOfScreen, DefaultColormapOfScreen, DefaultDepthOfScreen, DefaultGCOfScreen, DefaultVisualOfScreen, DoesBackingStore, DoesSaveUnders, DisplayOfScreen, XScreenNumberOfScreen, EventMaskOfScreen, HeightOfScreen, HeightMMOfScreen, MaxCmapsOfScreen, MinCmapsOfScreen, PlanesOfScreen, RootWindowOfScreen, WidthOfScreen, WidthMMOfScreen - screen information functions and macros

**SYNTAX**

```
unsigned long BlackPixelOfScreen(Screen *screen);
```

```
unsigned long WhitePixelOfScreen(Screen *screen);
```

```
int CellsOfScreen(Screen *screen);
```

```
Colormap DefaultColormapOfScreen(Screen *screen);
```

```
int DefaultDepthOfScreen(Screen *screen);
```

```
GC DefaultGCOfScreen(Screen *screen);
```

```
Visual *DefaultVisualOfScreen(Screen *screen);
```

```
int DoesBackingStore(Screen *screen);
```

```
Bool DoesSaveUnders(Screen *screen);
```

```
Display *DisplayOfScreen(Screen *screen);
```

```
int XScreenNumberOfScreen(Screen *screen);
```

```
long EventMaskOfScreen(Screen *screen);
```

```
int HeightOfScreen(Screen *screen);
```

```
int HeightMMOfScreen(Screen *screen);
```

```
int MaxCmapsOfScreen(Screen *screen);
```

```
int MinCmapsOfScreen(Screen *screen);
```

```
int PlanesOfScreen(Screen *screen);
```

```
Window RootWindowOfScreen(Screen *screen);
```

```
int WidthOfScreen(Screen *screen);
```

```
int WidthMMOfScreen(Screen *screen);
```

## ARGUMENTS

*screen* Specifies the appropriate **Screen** structure.

## DESCRIPTION

The **BlackPixelOfScreen** macro returns the black pixel value of the specified screen.

The **WhitePixelOfScreen** macro returns the white pixel value of the specified screen.

The **CellsOfScreen** macro returns the number of colormap cells in the default colormap of the specified screen.

The **DefaultColormapOfScreen** macro returns the default colormap of the specified screen.

The **DefaultDepthOfScreen** macro returns the default depth of the root window of the specified screen.

The **DefaultGCOfScreen** macro returns the default GC of the specified screen, which has the same depth as the root window of the screen.

The **DefaultVisualOfScreen** macro returns the default visual of the specified screen.

The **DoesBackingStore** macro returns **WhenMapped**, **NotUseful**, or **Always**, which indicate whether the screen supports backing stores.

The **DoesSaveUnders** macro returns a Boolean value indicating whether the screen supports save unders.

The **DisplayOfScreen** macro returns the display of the specified screen.

The **XScreenNumberOfScreen** function returns the screen index number of the specified screen.

The **EventMaskOfScreen** macro returns the root event mask of the root window for the specified screen at connection setup.

The **HeightOfScreen** macro returns the height of the specified screen.

The **HeightMMOfScreen** macro returns the height of the specified screen in millimeters.

The **MaxCmapsOfScreen** macro returns the maximum number of installed colormaps supported by the specified screen.

The **MinCmapsOfScreen** macro returns the minimum number of installed colormaps supported by the specified screen.

The **PlanesOfScreen** macro returns the number of planes in the root window of the specified screen.

The **RootWindowOfScreen** macro returns the root window of the specified screen.

The **WidthOfScreen** macro returns the width of the specified screen.

The **WidthMMOfScreen** macro returns the width of the specified screen in millimeters.

#### **SEE ALSO**

AllPlanes(3), ImageByteOrder(3), IsCursorKey(3)

*Xlib - C Language X Interface*