

NAME

XDeviceBell - ring a bell on a device supported through the input extension

SYNOPSIS

```
#include <X11/extensions/XInput.h>
```

```
Status XDeviceBell( 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.

DESCRIPTION

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: $\text{base} - [(\text{base} * \text{percent}) / 100] + \text{percent}$

The volume at which the bell rings when the percent argument is negative is: $\text{base} + [(\text{base} * \text{percent}) / 100]$

To change the base volume of the bell, use `XChangeFeedbackControl`.

`XDeviceBell` can generate a `BadDevice` or a `BadValue` error.

DIAGNOSTICS

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.

SEE ALSO

`XChangeFeedbackControl(3)`, `XBell(3)`