

**NAME**

ImageByteOrder, BitmapBitOrder, BitmapPad, BitmapUnit, DisplayHeight, DisplayHeightMM, DisplayWidth, DisplayWidthMM, XListPixmapFormats, XPixmapFormatValues - image format functions and macros

**SYNTAX**

```
XPixmapFormatValues *XListPixmapFormats(Display *display, int *count_return);
```

```
int ImageByteOrder(Display *display);
```

```
int BitmapBitOrder(Display *display);
```

```
int BitmapPad(Display *display);
```

```
int BitmapUnit(Display *display);
```

```
int DisplayHeight(Display *display, int screen_number);
```

```
int DisplayHeightMM(Display *display, int screen_number);
```

```
int DisplayWidth(Display *display, int screen_number);
```

```
int DisplayWidthMM(Display *display, int screen_number);
```

**ARGUMENTS**

*display* Specifies the connection to the X server.

*count\_return* Returns the number of pixmap formats that are supported by the display.

*screen\_number* Specifies the appropriate screen number on the host server.

**DESCRIPTION**

The **XListPixmapFormats** function returns an array of **XPixmapFormatValues** structures that describe the types of Z format images supported by the specified display. If insufficient memory is available, **XListPixmapFormats** returns NULL. To free the allocated storage for the **XPixmapFormatValues** structures, use **XFree**.

The **ImageByteOrder** macro specifies the required byte order for images for each scanline unit in XY format (bitmap) or for each pixel value in Z format.

The **BitmapBitOrder** macro returns **LSBFirst** or **MSBFirst** to indicate whether the leftmost bit in the bitmap as displayed on the screen is the least or most significant bit in the unit.

The **BitmapPad** macro returns the number of bits that each scanline must be padded.

The **BitmapUnit** macro returns the size of a bitmap's scanline unit in bits.

The **DisplayHeight** macro returns the height of the specified screen in pixels.

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

The **DisplayWidth** macro returns the width of the screen in pixels.

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

## STRUCTURES

The **XPixmapFormatValues** structure provides an interface to the pixmap format information that is returned at the time of a connection setup. It contains:

```
typedef struct {
    int depth;
    int bits_per_pixel;
    int scanline_pad;
} XPixmapFormatValues;
```

## SEE ALSO

AllPlanes(3), BlackPixelOfScreen(3), IsCursorKey(3), XFree(3)

*Xlib - C Language X Interface*