NAME
    XQueryBestSize, XQueryBestTile, XQueryBestStipple - determine efficient sizes

SYNTAX
    Status XQueryBestSize(Display *display*, int *class*, Drawable *which_screen*, unsigned int *width*,
        unsigned int *height*, unsigned int *width_return*, unsigned int *height_return*);

    Status XQueryBestTile(Display *display*, Drawable *which_screen*, unsigned int *width*, unsigned int
        height, unsigned int *width_return*, unsigned int *height_return*);

    Status XQueryBestStipple(Display *display*, Drawable *which_screen*, unsigned int *width*, unsigned int
        height, unsigned int *width_return*, unsigned int *height_return*);

ARGUMENTS
    class   Specifies the class that you are interested in. You can pass **TileShape**, **CursorShape**, or
                     StippleShape.

    display   Specifies the connection to the X server.

    width

    height   Specify the width and height.

    which_screen   Specifies any drawable on the screen.

    width_return

    height_return Return the width and height of the object best supported by the display hardware.

DESCRIPTION
    The **XQueryBestSize** function returns the best or closest size to the specified size. For **CursorShape**,
    this is the largest size that can be fully displayed on the screen specified by which_screen. For
    TileShape, this is the size that can be tiled fastest. For **StippleShape**, this is the size that can be stippled
    fastest. For **CursorShape**, the drawable indicates the desired screen. For **TileShape** and **StippleShape**,
    the drawable indicates the screen and possibly the window class and depth. An **InputOnly** window
    cannot be used as the drawable for **TileShape** or **StippleShape**, or a **BadMatch** error results.

    XQueryBestSize can generate **BadDrawable**, **BadMatch**, and **BadValue** errors.

    The **XQueryBestTile** function returns the best or closest size, that is, the size that can be tiled fastest on

the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an **InputOnly** window is used as the drawable, a **BadMatch** error results.

XQueryBestTile can generate **BadDrawable** and **BadMatch** errors.

The **XQueryBestStipple** function returns the best or closest size, that is, the size that can be stippled fastest on the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an **InputOnly** window is used as the drawable, a **BadMatch** error results.

XQueryBestStipple can generate **BadDrawable** and **BadMatch** errors.

DIAGNOSTICS
BadMatch   An **InputOnly** window is used as a Drawable.

BadDrawable   A value for a Drawable argument does not name a defined Window or Pixmap.

BadMatch   The values do not exist for an **InputOnly** window.

BadValue   Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error.

SEE ALSO
XCreateGC(3), XSetArcMode(3), XSetClipOrigin(3), XSetFillStyle(3), XSetFont(3), XSetLineAttributes(3), XSetState(3), XSetTile(3)
Xlib - C Language X Interface