

**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*