

**NAME**

XSetWMIconName, XGetWMIconName, XSetIconName, XGetIconName - set or read a window's WM\_ICON\_NAME property

**SYNTAX**

```
void XSetWMIconName(Display *display, Window w, XTextProperty *text_prop);
```

```
Status XGetWMIconName(Display *display, Window w, XTextProperty *text_prop_return);
```

```
int XSetIconName(Display *display, Window w, _Xconst char *icon_name);
```

```
Status XGetIconName(Display *display, Window w, char **icon_name_return);
```

**ARGUMENTS**

*display* Specifies the connection to the X server.

*icon\_name* Specifies the icon name, which should be a null-terminated string.

*icon\_name\_return*  
Returns the window's icon name, which is a null-terminated string.

*text\_prop* Specifies the **XTextProperty** structure to be used.

*text\_prop\_return*  
Returns the **XTextProperty** structure.

*w* Specifies the window.

**DESCRIPTION**

The **XSetWMIconName** convenience function calls **XSetTextProperty** to set the WM\_ICON\_NAME property.

The **XGetWMIconName** convenience function calls **XGetTextProperty** to obtain the WM\_ICON\_NAME property. It returns a nonzero status on success; otherwise, it returns a zero status.

The **XSetIconName** function sets the name to be displayed in a window's icon.

**XSetIconName** can generate **BadAlloc** and **BadWindow** errors.

The **XGetIconName** function returns the name to be displayed in the specified window's icon. If it

succeeds, it returns a nonzero status; otherwise, if no icon name has been set for the window, it returns zero. If you never assigned a name to the window, **XGetIconName** sets `icon_name_return` to `NULL`. If the data returned by the server is in the Latin Portable Character Encoding, then the returned string is in the Host Portable Character Encoding. Otherwise, the result is implementation-dependent. When finished with it, a client must free the icon name string using **XFree**.

**XGetIconName** can generate a **BadWindow** error.

## PROPERTIES

`WM_ICON_NAME`

The name to be used in an icon.

## DIAGNOSTICS

**BadAlloc** The server failed to allocate the requested resource or server memory.

**BadWindow** A value for a Window argument does not name a defined Window.

## SEE ALSO

`XAllocClassHint(3)`, `XAllocIconSize(3)`, `XAllocSizeHints(3)`, `XAllocWMHints(3)`, `XFree(3)`,  
`XSetCommand(3)`, `XSetTransientForHint(3)`, `XSetTextProperty(3)`, `XSetWMClientMachine(3)`,  
`XSetWMColormapWindows(3)`, `XSetWMName(3)`, `XSetWMProperties(3)`, `XSetWMProtocols(3)`,  
`XStringListToTextProperty(3)`  
*Xlib - C Language X Interface*