NAME
   XpmMisc - xpm misc functions to free used memory and handle errors

SYNOPSIS

   int XpmFreeXpmImage(XpmImage **image***);**

   int XpmFreeXpmInfo(XpmInfo **info***);**

   int XpmFreeAttributes(XpmAttributes **attributes***);**

   int XpmAttributesSize(void);

   int XpmFreeExtensions(XpmExtension **extensions***, int** *nextensions***);**

   int XpmFree(char **ptr***);**

   char *XpmGetErrorString(int *errorcode***);**

   int XpmLibraryVersion(void);

ARGUMENTS
   image
      Specifies the structure to free

   info
      Specifies the structure to free

   ptr Specifies the data to free

   errorcode
      Specifies the XPM error

   extensions
      Specifies the array to free

   nextensions
      Specifies the number of extensions

   attributes

Specifies the structure to free

DESCRIPTION

To free possible data stored into an XpmImage structure use **XpmFreeXpmImage**(). The
XpmFreeXpmImage() function frees the structure members which are not NULL, but not the structure
itself.

To free possible data stored into an XpmInfo structure use **XpmFreeXpmInfo().**

To free data possibly stored into an array of XpmExtension use **XpmFreeExtensions**().

To free any data allocated by an XPM function use the **XpmFree**() function. The current distribution of
the XPM library uses the standard memory allocation functions and thus **XpmFree**() is nothing else
than a define to the standard **free**(3). However since these functions may be redefined in specific
environments it is wise to use **XpmFree**()

To free possible data stored into an XpmAttributes structure use **XpmFreeAttributes**(). The
XpmFreeAttributes() function frees the structure members which have been malloc'ed such as the
pixels list.

To dynamically allocate an XpmAttributes structure use the **XpmAttributesSize**() function. The
XpmAttributesSize() function provides applications using dynamic libraries with a safe way to allocate
and then refer to an XpmAttributes structure, disregarding whether the XpmAttributes structure size
has changed or not since compiled.

To get data when building an error message, one can use **XpmGetErrorString**(). **XpmGetErrorString**()
returns a string related to the given XPM error code.

The **XpmLibraryVersion**() function can be used when one needs to figure out which version of the
library is in use. The value returned by **XpmLibraryVersion**() can be compared to the value of
XpmIncludeVersion which is defined in the header file "xpm.h". These numbers are computed with
the following formula:

 (XpmFormat * 100 + XpmVersion) * 100 + XpmRevision

where **XpmFormat** is the version number of the format, **XpmVersion** is the library version number
(which changes only if the API changes), and **XpmRevision** is the library minor version number.

The **XpmFreeExtensions**() function frees all data stored in every extension and the array itself. Note

that **XpmFreeAttributes**() calls this function and thus most of the time it should not need to be explicitly called.

SEE ALSO

XpmCreateBuffer(3), **XpmCreateData**(3), **XpmCreateImage**(3), **XpmCreatePixmap**(3), **XpmCreateXpmImage**(3), **XpmRead**(3), **XpmWrite**(3)