NAME

XrmEnumerateDatabase – enumerate resource database entries

SYNTAX

#include <X11/Xresource.h>

#define XrmEnumAllLevels 0
#define XrmEnumOneLevel 1

Bool XrmEnumerateDatabase(XrmDatabase *database*, XrmNameList *name_prefix*, XrmClassList *class_prefix*, int *mode*, Bool (**proc*)(), XPointer *arg*);

ARGUMENTS

databaseSpecifies the resource database.name_prefixSpecifies the resource name prefix.class_prefixSpecifies the resource class prefix.

mode Specifies the number of levels to enumerate.

proc Specifies the procedure that is to be called for each matching entry.

arg Specifies the user-supplied argument that will be passed to the procedure.

DESCRIPTION

The **XrmEnumerateDatabase** function calls the specified procedure for each resource in the database that would match some completion of the given name/class resource prefix. The order in which resources are found is implementation-dependent. If mode is **XrmEnumOneLevel**, a resource must match the given name/class prefix with just a single name and class appended. If mode is **XrmEnumAllLevels**, the resource must match the given name/class prefix with one or more names and classes appended. If the procedure returns **True**, the enumeration terminates and the function returns **True**. If the procedure always returns **False**, all matching resources are enumerated and the function returns **False**.

The procedure is called with the following arguments:

```
(*proc) (database, bindings, quarks, type, value, arg)
    XrmDatabase *database;
    XrmBindingList bindings;
    XrmQuarkList quarks;
    XrmRepresentation *type;
    XrmValue *value;
    XPointer arg;
```

The bindings and quarks lists are terminated by **NULLQUARK**. Note that pointers to the database and type are passed, but these values should not be modified.

The procedure must not modify the database. If Xlib has been initialized for threads, the procedure is called with the database locked and the result of a call by the procedure to any Xlib function using the same database is not defined.

SEE ALSO