

NAME

XvQueryBestSize - determine the optimum drawable region size

SYNOPSIS

```
#include <X11/extensions/Xvlib.h>
```

```
int XvQueryBestSize(Display *dpy, XvPort port, Bool motion,  
                   unsigned int vw, unsigned int vh,  
                   unsigned int dw, unsigned int dh,  
                   unsigned int *p_dw, unsigned int *p_dh);
```

ARGUMENTS

<i>dpy</i>	Specifies the connection to the X server.
<i>port</i>	Defines the port associated with the display and adaptor for which the optimum size is to be calculated.
<i>motion</i>	Specifies <i>True</i> if the destination size needs to support full motion, and <i>False</i> if the destination size need only support still images.
<i>vw,vh</i>	Specifies the size of the source video region desired.
<i>dw,dh</i>	Specifies the size of the destination drawable region desired.
<i>p_dw,p_dh</i>	Pointers to where the closest destination sizes supported by the server are returned.

DESCRIPTION

Some ports may be able to scale incoming or outgoing video. **XvQueryBestSize(3)** returns the size of the closest destination region that is supported by the adaptor. The returned size is guaranteed to be smaller than the requested size if a smaller size is supported.

RETURN VALUES

[Success]

Returned if **XvQueryBestSize(3)** completed successfully.

[XvBadExtension]

Returned if the Xv extension is unavailable.

[XvBadAlloc]

Returned if **XvQueryBestSize(3)** failed to allocate memory to process the request.

DIAGNOSTICS

[XvBadPort]

Generated if the requested port does not exist.