

**NAME**

XvStopVideo - stop active video

**SYNOPSIS**

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

```
int XvStopVideo(Display *dpy, XvPortID port, Drawable draw);
```

**ARGUMENTS**

*dpy* Specifies the connection to the X server.

*port* Specifies the port for which video is to be stopped.

*draw* Specifies the drawable associated with the named port.

**DESCRIPTION**

**XvStopVideo(3)** stops active video for the specified port and drawable. If the port is not processing video, or if it is processing video in a different drawable, the request is ignored. When video is stopped a **XvVideoNotify(3)** event with detail **XvStopped** is generated for the associated drawable.

**RETURN VALUES**

[Success]

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

[XvBadExtension]

Returned if the Xv extension is unavailable.

[XvBadAlloc]

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

**DIAGNOSTICS**

[XvBadPort]

Generated if the requested port does not exist.

[BadDrawable]

Generated if the requested drawable does not exist.

**SEE ALSO**

**XvGetVideo(3)**, **XvPutVideo(3)**, **XvVideoNotify(3)**