NAME

xcb_client_message_event_t - NOT YET DOCUMENTED

SYNOPSIS

#include <xcb/xproto.h>

Event datastructure

```
typedef struct xcb_client_message_event_t {
    uint8_t               response_type;
    uint8_t               format;
    uint16_t              sequence;
    xcb_window_t          window;
    xcb_atom_t            type;
    xcb_client_message_data_t data;
} xcb_client_message_event_t;
```

EVENT FIELDS

response_type   The type of this event, in this case *XCB_CLIENT_MESSAGE*. This field is also
                present in the *xcb_generic_event_t* and can be used to tell events apart from each
                other.

sequence   The sequence number of the last request processed by the X11 server.

format   Specifies how to interpret *data*. Can be either 8, 16 or 32.

window   NOT YET DOCUMENTED.

type   An atom which indicates how the data should be interpreted by the receiving client.

data   The data itself (20 bytes max).

DESCRIPTION

This event represents a ClientMessage, sent by another X11 client. An example is a client sending the
_NET_WM_STATE ClientMessage to the root window to indicate the fullscreen window state,
effectively requesting that the window manager puts it into fullscreen mode.

SEE ALSO

xcb_generic_event_t(3), **xcb_send_event**(3)

AUTHOR

Generated from xproto.xml. Contact xcb@lists.freedesktop.org for corrections and improvements.