

**NAME**

xcb\_glx\_get\_convolution\_parameterfv -

**SYNOPSIS****#include** <xcb/glx.h>**Request function**

```
xcb_glx_get_convolution_parameterfv_cookie_t
xcb_glx_get_convolution_parameterfv(xcb_connection_t *conn,
xcb_glx_context_tag_t context_tag, uint32_t target, uint32_t pname);
```

**Reply datastructure**

```
typedef struct xcb_glx_get_convolution_parameterfv_reply_t {
    uint8_t      response_type;
    uint8_t      pad0;
    uint16_t     sequence;
    uint32_t     length;
    uint8_t      pad1[4];
    uint32_t     n;
    xcb_glx_float32_t datum;
    uint8_t      pad2[12];
} xcb_glx_get_convolution_parameterfv_reply_t;
```

**Reply function**

```
xcb_glx_get_convolution_parameterfv_reply_t
*xcb_glx_get_convolution_parameterfv_reply(xcb_connection_t *conn,
xcb_glx_get_convolution_parameterfv_cookie_t cookie, xcb_generic_error_t **e);
```

**Reply accessors**

```
xcb_glx_float32_t *xcb_glx_get_convolution_parameterfv_data(const
xcb_glx_get_convolution_parameterfv_request_t *reply);

int xcb_glx_get_convolution_parameterfv_data_length(const
xcb_glx_get_convolution_parameterfv_reply_t *reply);

xcb_generic_iterator_t xcb_glx_get_convolution_parameterfv_data_end(const
xcb_glx_get_convolution_parameterfv_reply_t *reply);
```

**REQUEST ARGUMENTS**

*conn* The XCB connection to X11.

*context\_tag* TODO: NOT YET DOCUMENTED.

*target* TODO: NOT YET DOCUMENTED.

*pname* TODO: NOT YET DOCUMENTED.

## REPLY FIELDS

*response\_type* The type of this reply, in this case `XCB_GLX_GET_CONVOLUTION_PARAMETERFV`. This field is also present in the `xcb_generic_reply_t` and can be used to tell replies apart from each other.

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

*length* The length of the reply, in words (a word is 4 bytes).

*n* TODO: NOT YET DOCUMENTED.

*datum* TODO: NOT YET DOCUMENTED.

## DESCRIPTION

### RETURN VALUE

Returns an `xcb_glx_get_convolution_parameterfv_cookie_t`. Errors have to be handled when calling the reply function `xcb_glx_get_convolution_parameterfv_reply`.

If you want to handle errors in the event loop instead, use `xcb_glx_get_convolution_parameterfv_unchecked`. See **xcb-requests(3)** for details.

## ERRORS

This request does never generate any errors.

## SEE ALSO

### AUTHOR

Generated from glx.xml. Contact [xcb@lists.freedesktop.org](mailto:xcb@lists.freedesktop.org) for corrections and improvements.