

NAME

xcb_glx_get_pixel_mapusv -

SYNOPSIS

```
#include <xcb/glx.h>
```

Request function

```
xcb_glx_get_pixel_mapusv_cookie_t xcb_glx_get_pixel_mapusv(xcb_connection_t *conn,
    xcb_glx_context_tag_t context_tag, uint32_t map);
```

Reply datastructure

```
typedef struct xcb_glx_get_pixel_mapusv_reply_t {
    uint8_t response_type;
    uint8_t pad0;
    uint16_t sequence;
    uint32_t length;
    uint8_t pad1[4];
    uint32_t n;
    uint16_t datum;
    uint8_t pad2[16];
} xcb_glx_get_pixel_mapusv_reply_t;
```

Reply function

```
xcb_glx_get_pixel_mapusv_reply_t *xcb_glx_get_pixel_mapusv_reply(xcb_connection_t *conn,
    xcb_glx_get_pixel_mapusv_cookie_t cookie, xcb_generic_error_t **e);
```

Reply accessors

```
uint16_t *xcb_glx_get_pixel_mapusv_data(const xcb_glx_get_pixel_mapusv_request_t *reply);
```

```
int xcb_glx_get_pixel_mapusv_data_length(const xcb_glx_get_pixel_mapusv_reply_t *reply);
```

```
xcb_generic_iterator_t xcb_glx_get_pixel_mapusv_data_end(const
    xcb_glx_get_pixel_mapusv_reply_t *reply);
```

REQUEST ARGUMENTS

conn The XCB connection to X11.

context_tag TODO: NOT YET DOCUMENTED.

map TODO: NOT YET DOCUMENTED.

REPLY FIELDS

response_type The type of this reply, in this case *XCB_GLX_GET_PIXEL_MAPUSV*. 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_pixel_mapusv_cookie_t*. Errors have to be handled when calling the reply function *xcb_glx_get_pixel_mapusv_reply*.

If you want to handle errors in the event loop instead, use *xcb_glx_get_pixel_mapusv_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 for corrections and improvements.