

NAME

xcb_glx_render_mode -

SYNOPSIS

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

Request function

```
xcb_glx_render_mode_cookie_t xcb_glx_render_mode(xcb_connection_t *conn,
    xcb_glx_context_tag_t context_tag, uint32_t mode);
```

Reply datastructure

```
typedef struct xcb_glx_render_mode_reply_t {
    uint8_t response_type;
    uint8_t pad0;
    uint16_t sequence;
    uint32_t length;
    uint32_t ret_val;
    uint32_t n;
    uint32_t new_mode;
    uint8_t pad1[12];
} xcb_glx_render_mode_reply_t;
```

Reply function

```
xcb_glx_render_mode_reply_t *xcb_glx_render_mode_reply(xcb_connection_t *conn,
    xcb_glx_render_mode_cookie_t cookie, xcb_generic_error_t **e);
```

Reply accessors

```
uint32_t *xcb_glx_render_mode_data(const xcb_glx_render_mode_request_t *reply);
```

```
int xcb_glx_render_mode_data_length(const xcb_glx_render_mode_reply_t *reply);
```

```
xcb_generic_iterator_t xcb_glx_render_mode_data_end(const xcb_glx_render_mode_reply_t *reply);
```

REQUEST ARGUMENTS

conn The XCB connection to X11.

context_tag TODO: NOT YET DOCUMENTED.

mode TODO: NOT YET DOCUMENTED.

REPLY FIELDS

- response_type* The type of this reply, in this case *XCB_GLX_RENDER_MODE*. 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).
- ret_val* TODO: NOT YET DOCUMENTED.
- n* TODO: NOT YET DOCUMENTED.
- new_mode* TODO: NOT YET DOCUMENTED.

DESCRIPTION**RETURN VALUE**

Returns an *xcb_glx_render_mode_cookie_t*. Errors have to be handled when calling the reply function *xcb_glx_render_mode_reply*.

If you want to handle errors in the event loop instead, use *xcb_glx_render_mode_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.