

NAME

xcb_randr_get_monitors -

SYNOPSIS

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

Request function

```
xcb_randr_get_monitors_cookie_t xcb_randr_get_monitors(xcb_connection_t *conn,
    xcb_window_t window, uint8_t get_active);
```

Reply datastructure

```
typedef struct xcb_randr_get_monitors_reply_t {
    uint8_t    response_type;
    uint8_t    pad0;
    uint16_t   sequence;
    uint32_t   length;
    xcb_timestamp_t timestamp;
    uint32_t   nMonitors;
    uint32_t   nOutputs;
    uint8_t    pad1[12];
} xcb_randr_get_monitors_reply_t;
```

Reply function

```
xcb_randr_get_monitors_reply_t *xcb_randr_get_monitors_reply(xcb_connection_t *conn,
    xcb_randr_get_monitors_cookie_t cookie, xcb_generic_error_t **e);
```

Reply accessors

```
int xcb_randr_get_monitors_monitors_length(const xcb_randr_get_monitors_reply_t *reply);
```

```
xcb_randr_monitor_info_iterator_t xcb_randr_get_monitors_monitors_iterator(const
    xcb_randr_get_monitors_reply_t *reply);
```

REQUEST ARGUMENTS

<i>conn</i>	The XCB connection to X11.
<i>window</i>	TODO: NOT YET DOCUMENTED.
<i>get_active</i>	TODO: NOT YET DOCUMENTED.

REPLY FIELDS

response_type The type of this reply, in this case *XCB_RANDR_GET_MONITORS*. 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).

timestamp TODO: NOT YET DOCUMENTED.

nMonitors TODO: NOT YET DOCUMENTED.

nOutputs TODO: NOT YET DOCUMENTED.

DESCRIPTION**RETURN VALUE**

Returns an *xcb_randr_get_monitors_cookie_t*. Errors have to be handled when calling the reply function *xcb_randr_get_monitors_reply*.

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

ERRORS

This request does never generate any errors.

SEE ALSO**AUTHOR**

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