XdbeGetVisualInfo

#include <X11/extensions/Xdbe.h>

XdbeScreenVisualInfo *XdbeGetVisualInfo(
   Display *dpy,
   Drawable *screen_specifiers,
   int   *num_screens)

This function returns information about which visuals support double buffering. The argument *num_screens* specifies how many elements there are in the *screen_specifiers* list. Each drawable in *screen_specifiers* designates a screen for which the supported visuals are being requested. If *num_screens* is zero, information for all screens is requested. In this case, upon return from this function, *num_screens* will be set to the number of screens that were found. If an error occurs, this function returns NULL, else it returns a pointer to a list of *XdbeScreenVisualInfo* structures of length *num_screens.* The nth element in the returned list corresponds to the nth drawable in the *screen_specifiers* list, unless *num_screens* was passed in with the value zero, in which case the nth element in the returned list corresponds to the nth screen of the server, starting with screen zero. The *XdbeScreenVisualInfo* structure has the following fields:

   int   count
   XdbeVisualInfo *visinfo

count specifies the number of items in *visinfo. visinfo* specifies a list of visuals, depths, and performance hints for this screen.

The *XdbeVisualInfo* structure has the following fields:

   VisualID visual
   int   depth
   int   perflevel

visual specifies one visual ID that supports double-buffering. *depth* specifies the depth of the visual. *perflevel* is a performance hint.

The only operation defined on a *perflevel* is comparison to a *perflevel* of another visual on the same screen. The visual having the higher *perflevel* is likely to have better double-buffering graphics performance than the visual having the lower *perflevel.* Nothing can be deduced from the following: the magnitude of the difference of two *perflevels,* a *perflevel* value in isolation, or comparing *perflevels* from different servers.

BadDrawable
      One or more values passed in *screen_specifiers* is not a valid drawable.

DBE, *XdbeAllocateBackBufferName(), XdbeBeginIdiom(), XdbeDeallocateBackBufferName(), XdbeEndIdiom(), XdbeFreeVisualInfo(), XdbeGetBackBufferAttributes(), XdbeQueryExtension(), XdbeSwapBuffers().*