

## **XResourceManagerString, XScreenResourceString – obtain server resource properties**

```
char *XResourceManagerString(display)
```

```
    Display *display;
```

```
char *XScreenResourceString(screen)
```

```
    Screen *screen;
```

*display*            Specifies the connection to the X server.

*screen*            Specifies the screen.

The **XResourceManagerString** function returns the RESOURCE\_MANAGER property from the server's root window of screen zero, which was returned when the connection was opened using **XOpenDisplay**. The property is converted from type STRING to the current locale. The conversion is identical to that produced by **XmbTextPropertyToTextList** for a single element STRING property. The returned string is owned by Xlib and should not be freed by the client. The property value must be in a format that is acceptable to **XrmGetStringDatabase**. If no property exists, NULL is returned.

The **XScreenResourceString** function returns the SCREEN\_RESOURCES property from the root window of the specified screen. The property is converted from type STRING to the current locale. The conversion is identical to that produced by **XmbTextPropertyToTextList** for a single element STRING property. The property value must be in a format that is acceptable to **XrmGetStringDatabase**. If no property exists, NULL is returned. The caller is responsible for freeing the returned string by using **XFree**.

*Xlib – C Language X Interface*