

XSetWMClientMachine, XGetWMClientMachine – set or read a window's WM_CLIENT_MACHINE property

```
void XSetWMClientMachine(display, w, text_prop)
    Display *display;
    Window w;
    XTextProperty *text_prop;
Status XGetWMClientMachine(display, w, text_prop_return)
    Display *display;
    Window w;
    XTextProperty *text_prop_return;
```

display Specifies the connection to the X server.
text_prop Specifies the **XTextProperty** structure to be used.
text_prop_return Returns the **XTextProperty** structure.
w Specifies the window.

The **XSetWMClientMachine** convenience function calls **XSetTextProperty** to set the WM_CLIENT_MACHINE property.

The **XGetWMClientMachine** convenience function performs an **XGetTextProperty** on the WM_CLIENT_MACHINE property. It returns a nonzero status on success; otherwise, it returns a zero status.

WM_CLIENT_MACHINE The string name of the machine on which the client application is running.

XAllocClassHint(3X11), XAllocIconSize(3X11), XAllocSizeHints(3X11), XAllocWMHints(3X11), XSetCommand(3X11), XSetTransientForHint(3X11), XSetTextProperty(3X11), XSetWMColormapWindows(3X11), XSetWMIconName(3X11), XSetWMName(3X11), XSetWMProperties(3X11), XSetWMProtocols(3X11), XStringListToTextProperty(3X11)
Xlib – C Language X Interface