

XSetCommand, XGetCommand – set or read a window’s WM_COMMAND property

XSetCommand(*display*, *w*, *argv*, *argc*)

Display **display*;
Window *w*;
char ***argv*;
int *argc*;

Status **XGetCommand**(*display*, *w*, *argv_return*, *argc_return*)

Display **display*;
Window *w*;
char ****argv_return*;
int **argc_return*;

argc Specifies the number of arguments.
argc_return Returns the number of arguments returned.
argv Specifies the application’s argument list.
argv_return Returns the application’s argument list.
display Specifies the connection to the X server.
w Specifies the window.

The **XSetCommand** function sets the command and arguments used to invoke the application. (Typically, *argv* is the *argv* array of your main program.) If the strings are not in the Host Portable Character Encoding, the result is implementation-dependent.

XSetCommand can generate **BadAlloc** and **BadWindow** errors.

The **XGetCommand** function reads the WM_COMMAND property from the specified window and returns a string list. If the WM_COMMAND property exists, it is of type STRING and format 8. If sufficient memory can be allocated to contain the string list, **XGetCommand** fills in the *argv_return* and *argc_return* arguments and returns a nonzero status. Otherwise, it returns a zero status. If the data returned by the server is in the Latin Portable Character Encoding, then the returned strings are in the Host Portable Character Encoding. Otherwise, the result is implementation-dependent. To free the memory allocated to the string list, use **XFreeStringList**.

WM_COMMAND The command and arguments, null-separated, used to invoke the application.

BadAlloc The server failed to allocate the requested resource or server memory. **BadWindow** A value for a Window argument does not name a defined Window.

XAllocClassHint(3X11), **XAllocIconSize(3X11)**, **XAllocSizeHints(3X11)**, **XAllocWMHints(3X11)**,
XSetTransientForHint(3X11), **XSetTextProperty(3X11)**, **XSetWMClientMachine(3X11)**,
XSetWMColormapWindows(3X11), **XSetWMIconName(3X11)**, **XSetWMName(3X11)**,
XSetWMProperties(3X11), **XSetWMProtocols(3X11)**, **XStringListToTextProperty(3X11)**

Xlib – C Language X Interface