

## **XSetWMIconName, XGetWMIconName, XSetIconName, XGetIconName – set or read a window's WM\_ICON\_NAME property**

```
void XSetWMIconName(display, w, text_prop)
    Display *display;
    Window w;
    XTextProperty *text_prop;
Status XGetWMIconName(display, w, text_prop_return)
    Display *display;
    Window w;
    XTextProperty *text_prop_return;
XSetIconName(display, w, icon_name)
    Display *display;
    Window w;
    char *icon_name;
Status XGetIconName(display, w, icon_name_return)
    Display *display;
    Window w;
    char **icon_name_return;
```

*display* Specifies the connection to the X server.

*icon\_name* Specifies the icon name, which should be a null-terminated string.

*icon\_name\_return* Returns the window's icon name, which is a null-terminated string.

*text\_prop* Specifies the **XTextProperty** structure to be used.

*text\_prop\_return* Returns the **XTextProperty** structure.

*w* Specifies the window.

The **XSetWMIconName** convenience function calls **XSetTextProperty** to set the WM\_ICON\_NAME property.

The **XGetWMIconName** convenience function calls **XGetTextProperty** to obtain the WM\_ICON\_NAME property. It returns a nonzero status on success; otherwise, it returns a zero status.

The **XSetIconName** function sets the name to be displayed in a window's icon.

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

The **XGetIconName** function returns the name to be displayed in the specified window's icon. If it succeeds, it returns a nonzero status; otherwise, if no icon name has been set for the window, it returns zero. If you never assigned a name to the window, **XGetIconName** sets *icon\_name\_return* to NULL. If the data returned by the server is in the Latin Portable Character Encoding, then the returned string is in the Host Portable Character Encoding. Otherwise, the result is implementation-dependent. When finished with it, a client must free the icon name string using **XFree**.

**XGetIconName** can generate a **BadWindow** error.

### **WM\_ICON\_NAME The name to be used in an icon.**

**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)**, **XFree(3X11)**, **XSetCommand(3X11)**, **XSetTransientForHint(3X11)**, **XSetTextProperty(3X11)**, **XSetWMClientMachine(3X11)**, **XSetWMColormapWindows(3X11)**, **XSetWMName(3X11)**, **XSetWMPopups(3X11)**, **XSetWMProtocols(3X11)**, **XStringListToTextProperty(3X11)**

*Xlib – C Language X Interface*