

NAME

XcupGetReservedColormapEntries – list colormap entries reserved by the system

SYNOPSIS

```
cc [flag ... ] file ... -lXext [ library ... ]  
#include <X11/extensions/Xcup.h>
```

```
Status XcupGetReservedColormapEntries(Display *display,  
int screen, XColor **colors_out, int *ncolors);
```

ARGUMENTS

<i>display</i>	Specifies the connection to the X server.
<i>screen</i>	Screen number on the host server.
<i>colors_out</i>	Returns the values reserved by the server.
<i>ncolors</i>	Returns the number of items in <i>colors_out</i> .

DESCRIPTION

The **XcupGetReservedColormapEntries** function returns a list of colormap entries (pixels) that are reserved by the system. This list will, at a minimum, contain entries for the **BlackPixel** and **WhitePixel** of the specified screen. Use **XFree** to free *colors_out*.

To minimize colormap flash, an application which installs its own private colormap should query the special colors by calling **XcupGetReservedColormapEntries**, and can then store those entries (in the proper location) in its private colormap using **XcupStoreColors**.

SEE ALSO

XcupQueryVersion(3Xext), **XcupStoreColors**(3Xext), **XFree**(3X11),
Colormap Utilization Policy and Extension