## **NAME**

XtSetWMColormapWindows – Set the value of the WM\_COLORMAP\_WINDOWS property

### **SYNTAX**

void XtSetWMColormapWindows(Widget widget, Widget\* list, Cardinal count);

## **ARGUMENTS**

widget Specifies the widget on whose window the WM\_COLORMAP\_WINDOWS property

will be stored. Must be of class Core or any subclass thereof.

list Specifies a list of widgets whose windows are are potentially to be listed in the

WM\_COLORMAP\_WINDOWS property.

count Specifies the number of widgets in list.

# **DESCRIPTION**

**XtSetWMColormapWindows** returns immediately if *widget* is not realized or if *count* is zero. Otherwise, **XtSetWMColormapWindows** constructs an ordered list of windows by examining each widget in *list* in turn and ignoring the widget if it is not realized, or adding the widget's window to the window list if the widget is realized and its colormap resource is different from the colormap resources of all widgets whose windows are already on the window list.

Finally, **XtSetWMColormapWindows** stores the resulting window list in the WM\_COLORMAP\_WINDOWS property on the specified widget's window.

## **SEE ALSO**

X Toolkit Intrinsics – C Language Interface Xlib – C Language X Interface