

**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*