NAME

        XcupStoreColors – initialize shareable colormap entries at specific locations

SYNOPSIS

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

        Status **XcupStoreColors**(Display **display*, Colormap *colormap*,
             XColor **colors_in_out*, int *ncolors*);

ARGUMENTS

        display   Specifies the connection to the X server

        colormap   Specifies the colormap

        colors_in_out   Specifies and returns the values actually used in the colormap

        ncolors   Specifies the number of items in colors_in_out

DESCRIPTION

        The **XcupStoreColors** function changes the colormap entries of the pixel values in the pixel members of
        the XColor structures. The colormap entries are allocated as if an AllocColor has been used instead, i.e. the
        colors are read-only (shareable). **XcupStoreColors** returns the number of colors that were successfully al-
        located in the colormap.

        A **Value** error is generated if a pixel is not a valid index into the colormap. A **BadMatch** error is generated
        if the colormap does not belong to a GrayScale, PseudoColor, or DirectColor visual.

        Applications which allocate many colors in a screen's default colormap, e.g. a color-cube or a gray-ramp,
        should allocate them with **XCupStoreColors**. By using XCupStoreColors the colors will be allocated
        sharable (read-only) and any other application which allocates the same color will share that color cell.

SEE ALSO

        XcupQueryVersion(3Xext), **XcupGetReservedColormapEntries**(3Xext),
        Colormap Utilization Policy and Extension