NAME

MiniLibX - Managing windows

SYNOPSYS

void *
mlx_new_window (*void *mlx_ptr, int size_x, int size_y, char *title*);

int
mlx_clear_window (*void *mlx_ptr, void *win_ptr*);

int
mlx_destroy_window (*void *mlx_ptr, void *win_ptr*);

DESCRIPTION

The **mlx_new_window** () function creates a new window on the screen, using the *size_x* and *size_y* parameters to determine its size, and *title* as the text that should be displayed in the window's title bar. The *mlx_ptr* parameter is the connection identifier returned by **mlx_init** () (see the **mlx** man page). **mlx_new_window** () returns a *void ** window identifier that can be used by other MiniLibX calls. Note that the MiniLibX can handle an arbitrary number of separate windows.

mlx_clear_window () and **mlx_destroy_window** () respectively clear (in black) and destroy the given window. They both have the same parameters: *mlx_ptr* is the screen connection identifier, and *win_ptr* is a window identifier.

RETURN VALUES

If **mlx_new_window()** fails to create a new window (for wathever reason), it will return NULL, otherwise a non-null pointer is returned as a window identifier. **mlx_clear_window** and **mlx_destroy_window** right now return nothing.

SEE ALSO

mlx(3), mlx_pixel_put(3), mlx_new_image(3), mlx_loop(3)

AUTHOR

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