

**NAME**

MiniLibX - Managing windows

**SYNOPSIS**

*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 whatever 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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