NAME

xscope – X Window Protocol Viewer

SYNOPSIS

xscope [**-i** *input-port*] [**-o** *output-port*] [**-h** *host*] [**-d** *display*] [**-q**] [**-v** *print-level*]

DESCRIPTION

Xscope sits in-between an X11 client and an X11 server and prints the contents of each request, reply, error, or event that is communicated between them. This information can be useful in debugging and performance tuning of X11 servers and clients.

To operate, **xscope** must know the host, port, and display to use to connect to the X11 server. In addition, it must know the port on which it should listen for X11 clients. Two cases are common:

(1) The X11 server is on the same host as **xscope.** In this case, the input port for **xscope** should be selected as an X11 server on a different display, and the client DISPLAY argument adjusted to select **xscope.** For example, if the X11 server is on port 6000, display 0, then **xscope** can use port 6001 as its input port. The client can use display 0 for direct access to X11 or display 1 for access to **xscope.**

(2) The X11 server is on a different host than **xscope.** In this case the same input and output ports can be used, and the host component of the DISPLAY is used to select **xscope** or X11.

OPTIONS

-i *input-port*
: Specify the port that **xscope** will use to take requests from clients (defaults to 1). For X11, this port is automatically biased by 6000.

-o *output-port*
: Determines the port that **xscope** will use to connect to X11 (defaults to 0). For X11, this port is automatically biased by 6000.

-h *host*
: Determines the host that **xscope** will use to find its X11 server.

-d *display*
: Defines the display number. The display number is added to the input and output port to give the actual ports which are used by **xscope.**

-q
: Quiet output mode. Gives only the names of requests, replies, errors, and events, but does not indicate contents.

-v *print-level*
: Determines the level of printing which **xscope** will provide. The print-level can be 0 (same as quiet mode), 1, 2, 3, 4. The larger numbers give more and more output. For example, a successful setup returns a string which is the name of the vendor of the X11 server. At level 1, the explicit field giving the length of the string is suppressed since it can be inferred from the string. At level 2 and above the length is explicitly printed.

EXAMPLES

xscope -i1 -o0 < /dev/null >& /tmp/xscope.out & client -display localhost:1

This command would have **xscope** communicate with an X11 server on the local host, display 0; xscope itself would be available on the current host as display 1 (display of 0 plus the 1 of -i1). The standard input is redirected from /dev/null to prevent **xscope** from stopping when put into the background. Output is redirected to a file in /tmp.

xscope -v4 -hcleo -d0 -o0 -i1

This command would have **xscope** communicate with an X11 server on host ‘‘cleo’’, display 0; xscope itself would be available on the current host as display 1 (display of 0 plus the 1 of -i1). Verbose level 4.

xscope -q -d1 -o1 -o3

The X11 server for the current host, display 2 (1 for -d1 plus 1 for -o1) would be used by **xscope** which would run as display 4 (1 for -d1 plus 3 for -o3). Quiet mode (verbose level 0).

SEE ALSO

X11(7)

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