NAME

PEXEscapeWithReply-ES_ESCAPE_SWAPBUFFERCONTENT - E & S Inquire Swap Buffer Content Request

SYNTAX

char *PEXEscapeWithReply(Display **display*, unsigned long *escape_id*, int *length*, char **escape_data*, unsigned long **reply_length_return*)

PARAMETERS

display A pointer to a display structure returned by a successful **XOpenDisplay** call.

escape_id The escape identifier.

length The length, in bytes, of data for the escape request.

escape_data A pointer to data for the escape request.

reply_length_return Returns the length, in bytes, of the reply data.

RETURNS

A pointer to the escape reply data; a null pointer if unsuccessful.

DESCRIPTION

To use the E & S SwapBufferContentRequest escape, the *escape_id* parameter should be set to **ES_ESCAPE_SWAPBUFFERCONTENT** the *escape_data* parameter should be set to point to structure type *esEscapeSwapBufferContent* and the *length* parameter should be set to the total length of *escape_data.*

This inquiry reports to the client what will be in the back buffer after a swap buffer escape request has occurred. Since this escape always returns the same value for a given *drawable,* it is unnecessary to issue this escape after every swap because the state of the previously displayed buffer remains consistent for *drawable.*

This inquiry returns a pointer to an unsigned long *content.* Possible values returned for *content* are listed below:

Symbol	Value	Action
ES_DB_SWAP_CONTENT_UNDEFINED	0	The content of the previously displayed buffer is undefined.
ES_DB_SWAP_CONTENT_CLEAR_TO_BACKGROUND*	1	The previously displayed buffer is cleared to background after the swap buffer request.
ES_DB_SWAP_CONTENT_UNCHANGED	2	The previously displayed buffer content is unchanged after the swap buffer request.
ES_DB_SWAP_CONTENT_FRONTBUFFER	3	The previously displayed buffer has the same content as the now currently displayed buffer after the swap buffer request.

DATA STRUCTURES

```
typedef struct {
    Drawable     drawable;
} esEscapeSwapBufferContent;
```

ERRORS

BadDrawable
The specified Drawable resource ID is invalid.

SEE ALSO

PEXEscapeWithReply(3)