**XQueryBestSize, XQueryBestTile, XQueryBestStipple – determine efficient sizes**

**Status XQueryBestSize(***display, class, which_screen, width, height, width_return, height_return***)**
**Display ***display**;**
**int** *class***;**
**Drawable** *which_screen***;**
**unsigned int** *width, height***;**
**unsigned int ***width_return, ***height_return***;**

Status XQueryBestTile(*display, which_screen, width, height, width_return, height_return*)
Display **display*;
Drawable *which_screen*;
unsigned int *width, height*;
unsigned int **width_return, *height_return*;

Status XQueryBestStipple(*display, which_screen, width, height, width_return, height_return*)
Display **display*;
Drawable *which_screen*;
unsigned int *width, height*;
unsigned int **width_return, *height_return*;

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|---|---|
| *class* | Specifies the class that you are interested in. You can pass **TileShape**, **CursorShape**, or **StippleShape**. |
| *display* | Specifies the connection to the X server. |
| *width*<br>*height* | Specify the width and height. |
| *which_screen* | Specifies any drawable on the screen. |
| *width_return*<br>*height_return* | Return the width and height of the object best supported by the display hardware. |

**The XQueryBestSize** function returns the best or closest size to the specified size. For **CursorShape**, this is the largest size that can be fully displayed on the screen specified by which_screen. For **TileShape**, this is the size that can be tiled fastest. For **StippleShape**, this is the size that can be stippled fastest. For **CursorShape**, the drawable indicates the desired screen. For **TileShape** and **StippleShape**, the drawable indicates the screen and possibly the window class and depth. An **InputOnly** window cannot be used as the drawable for **TileShape** or **StippleShape**, or a **BadMatch** error results.

**XQueryBestSize** can generate **BadDrawable**, **BadMatch**, and **BadValue** errors.

The **XQueryBestTile** function returns the best or closest size, that is, the size that can be tiled fastest on the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an **InputOnly** window is used as the drawable, a **BadMatch** error results.

**XQueryBestTile** can generate **BadDrawable** and **BadMatch** errors.

The **XQueryBestStipple** function returns the best or closest size, that is, the size that can be stippled fastest on the screen specified by which_screen. The drawable indicates the screen and possibly the window class and depth. If an **InputOnly** window is used as the drawable, a **BadMatch** error results.

**XQueryBestStipple** can generate **BadDrawable** and **BadMatch** errors.

**BadMatch** An **InputOnly** window is used as a Drawable. **BadDrawable** A value for a Drawable argument does not name a defined Window or Pixmap. **BadMatch** The values do not exist for an **InputOnly** window. **BadValue** Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error.

**XCreateGC(3X11), XSetArcMode(3X11), XSetClipOrigin(3X11), XSetFillStyle(3X11), XSetFont(3X11), XSetLineAttributes(3X11), XSetState(3X11), XSetTile(3X11)**
*Xlib – C Language X Interface*