

WindowAttributes_t
fX fY fWidth fHeight fBorderWidth fDepth fVisual fRoot fClass fBitGravity fWinGravity fBackingStore fBackingPlanes fBackingPixel fSaveUnder fColormap fMapInstalled fMapState fAllEventMasks fYourEventMask fDoNotPropagateMask fOverrideRedirect fScreen
WindowAttributes_t WindowAttributes_t operator= WindowAttributes_t