

**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