

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