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# Low Bandwidth X Extension

X Consortium Standard

Donna Converse

Jim Fulton

David Lemke

Ralph Mor

Keith Packard

Ray Tice

Dale Tonogai

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# Introduction

Low Bandwidth X (LBX) is a network-transparent protocol for running X Window System applications over transport channels whose bandwidth and latency are significantly worse than that used in local area networks. It combines a variety of caching and reencoding techniques to reduce the volume of data that must be sent over the wire. It can be used with existing clients by placing a proxy between the clients and server, so that the low bandwidth/high latency communication occurs between the proxy and server.

This extension was designed and implemented by Jim Fulton, David Lemke, Keith Packard, and Dale Tonogai, all of Network Computing Devices (NCD). Chris Kent Kantarjiev (Xerox PARC) participated in early design discussions. Ralph Mor (X Consortium) designed and implemented additional sections. Donna Converse (X Consortium) authored the protocol description and encoding from design notes and the implementation. Ray Tice (X Consortium) resolved the open issues in the design and specification. Bob Scheifler (X Consortium) helped out in many areas.

The extension name is "LBX".

# Description

The design center for LBX is to use a proxy as an intermediary between the client and server. The proxy reencodes and compresses requests, events, replies and errors, as well as the resulting data stream. Additionally, the proxy can cache information from the server to provide low-latency replies to clients. This reply generation by the proxy is known as short-circuiting. A proxy can handle multiple clients for a given server, but does not prevent clients from connecting directly to the server. The design allows the proxy to multiplex multiple clients into a single data stream to the server.

Much of LBX is implemented as an extension. The compression and reencoding changes can be isolated to the transport and dispatch portions of the server, while short-circuiting requires minor changes to the server's colormap and property code.

LBX employs several different compression and short-circuiting methods. Use of these methods is negotiable, and in some cases, the algorithm used by a given method is negotiable as well. LBX also provides for negotiation of extensions to LBX.

# Data Flow

The LBX data stream goes through a number of layers:

1. Client requests
2. Read by LBX and potential byte-swapping
3. Request-specific compression
4. Potential byte swapping
5. Multiplexing of client request streams
6. Delta replacement
7. Stream compression

Transport

1. Stream decompression

2. Delta substitution
3. Demultiplexing of client request streams
4. Potential byte swapping
5. Reencoding
6. Request processing

The reverse process occurs with X server replies, events, and errors.

## Tags

Tags are used to support caching of large data items that are expected to be queried multiple times. Such things as the keyboard map and font metrics are often requested by multiple clients. Rather than send the data each time, the first time the data is sent it includes a tag. The proxy saves this data, so that subsequent requests can send only the tag to refer to that same data. The different types of tags are used for connection information, keyboard maps, modifier maps, fonts information and properties.

Tag usage is negotiated as a boolean in the *LbxStartProxy* message. The proxy controls how many tags are stored in the proxy. The server may wish to observe the proxy's *InvalidateTag* behavior to limit how many tags are cached at any one time. Tagged data is not shared across types of tags, but the number space used for the tag ids is. The tag ids are generated by the server.

The X server keeps track of what tags are known to the proxy. The proxy can invalidate a tag if no tag bearing replies of that type are pending. The proxy sends an *LbxInvalidateTag* message to release the tagged data. The proxy must not invalidate connection tags unless instructed to do so by the server.

If the server wishes to discard tagged data, it must either have received an *LbxInvalidateTag* request from the proxy or send an *LbxInvalidateTag* event to the proxy for that tag.

## Tag Substitution in Requests

Many substitution requests have a tag field, followed by fields marked optional. For these requests, if the optional fields are present, the data in them is stored in the indicated tag, unless the tag is 0. If the optional fields are absent, the tag field indicates the tag that contains the data for the "optional" fields.

## Property Tags

Property data makes special use of tags. A common use of properties is for inter-client communication. If both clients use the proxy, it is wasteful to send the data to the server and then back, when the server may never need it. *LbxChangeProperty* request does the same work as the core *ChangeProperty* request, but it does not send the data. The reply to this request contains a tag id corresponding to the data. If the property information is used locally, the server responds to *LbxGetProperty* with the tag, and the property data need never be sent to the server. If the server does require the data, it can issue an *LbxQueryTag* message. The proxy can also send the data on at any time if it judges it appropriate (i.e., when the wire goes idle). Since the proxy owns the property data, it must not invalidate the tag before sending the data back to the server via an *LbxTagData* request.

## Short-circuiting

Short-circuiting is used to handle constant data. This includes atoms, color name/RGB mappings, and *AllocColor* calls. Atoms and color name/RGB mappings stay constant for the life of the server. *AllocColor*

replies are constant for each colormap. Short-circuiting replaces round-trip requests with one-way requests, and can sometimes use one in place of many.

Atoms are used heavily for ICCCM communication. Once the proxy knows the string to atom mapping, it has no need to send subsequent requests for this atom to the server.

Colormap/RGB mappings are constant, so once the proxy sees the response from *LookupColor*, it need not forward any subsequent requests.

Clients often use the same color cells, so once a read-only color allocation has occurred, the proxy knows what RGB values should be returned to the client. The proxy doesn't need to forward any *AllocColor* requests it can resolve, but it must tell the server to modify the color cell's reference count. *LbxIncrementPixel* is used to support this.

For all three classes of short-circuiting, the proxy must still tell the server a request has occurred, so that the request sequence numbers stay in sync. This is done with *LbxModifySequence*.

Sequence numbers cause the major complication with short-circuiting. X guarantees that any replies, events or errors generated by a previous request will be sent before those of a later request. This means that any requests that can be handled by the proxy must have their reply sent after any previous events or errors.

If a proxy's applications do not require strict adherence to the X protocol ordering of errors or events, a proxy might provide further optimization by avoiding the overhead of maintaining this ordering, however, the resulting protocol is not strictly X11 compliant.

## Graphics Re-encoding

The LBX proxy attempts to reencode *PolyPoint*, *PolyLine*, *PolySegment*, *PolyRectangle*, *PolyArc*, *FillPoly*, *PolyFillRectangle*, *PolyFillArc*, *CopyArea*, *CopyPlane*, *PolyText8*, *PolyText16*, *ImageText8*, and *ImageText16* requests. If the request can be reencoded, it may be replaced by an equivalent LBX form of the request. The requests are reencoded by attempting to reduce 2-byte coordinate, length, width and angle fields to 1 byte. Where applicable, the coordinate mode is also converted to *Previous* to improve the compressibility of the resulting data. In image requests, the image data may also be compressed.

## Motion events

To prevent clogging the wire with *MotionNotify* events, the server and proxy work together to control the number of events on the wire. This is done with the *LbxAllowMotion* request. The request adds an amount to an allowed motion count in the server, which is kept on a per-proxy basis. Every motion notify event sent to the proxy decrements the allowed motion counter. If the allowed motion count is less than or equal to zero, motion events not required by the X protocol definition are not sent to the proxy. The allowed motion counter has a minimum value of  $-2^{31}$ .

## Event Squishing

In the core protocol, all events are padded as needed to be 32 bytes long. The LBX extension reduces traffic by removing padding at the end of events, and implying the event length from its type. This is known as squishing.

## Master Client

When the initial X connection between the proxy and the server is converted to LBX mode, the proxy itself becomes the master client. New client requests and some tag messages are sent in the context of the master client.

## Multiplexing of Clients

The LBX proxy multiplexes the data streams of all its clients into one stream, and then splits them apart again when they are received. The *LbxSwitch* message is used to tell each end which client is using the wire at the time.

The server should process delta requests in the order that they appear on the LBX connection. If the server does not maintain the interclient request order for requests sent by the proxy, it must still obey the semantics implied by the interclient request order so that the delta cache functions correctly.

The server can affect the multiplexing of clients by the proxy using the *LbxListenToOne* and *LbxListenToAll* messages. This is useful during grabs, since the master connection can not be blocked during grabs like other clients. The proxy is responsible for tracking server grabs issued by its clients so that the proxy can multiplex the client streams in an order executable by the server.

Replies must be ordered in the multiplexed data stream from the server to the proxy such that the reply carrying tagged data precedes replies that refer to that tagged data.

## Swapping

Swapping is handled as with any X extension, with one caveat. Since a proxy can be supporting clients with different byte orders, and they all share the same wire, the length fields of all messages between the server and proxy are expressed in the proxy byte order. This prevents any problems with length computation that may occur when clients are switched.

## Delta cache

LBX takes advantage of the fact that an X message may be very similar to one that has been previously sent. For example, a *KeyPress* event may differ from a previous *KeyPress* event in just a few bytes. By sending just the bytes that differ (or "deltas"), the number of bytes sent over the wire can be substantially reduced. Delta compaction is used on requests being sent by the proxy as well as on replies and events being sent by the server.

The server and the proxy each keep per-proxy request and response caches. The response cache contains events, errors and replies. All messages are saved in the appropriate delta cache if they are of an appropriate type and more than 8 bytes long but fit within the delta cache. The number of entries in the delta cache and the maximum saved message size are negotiated in the *LbxStartProxy* request.

The LBX requests that are never stored in the request delta cache are the *LbxQueryVersion*, *LbxStartProxy*, *LbxSwitch*, *LbxNewClient*, *LbxAllowMotion*, *LbxDelta*, *LbxQueryExtension*, *LbxPutImage*, *LbxGetImage*, *LbxBeginLargeRequest*, *LbxLargeRequestData*, *LbxEndLargeRequest* and *LbxInternAtoms* requests. The responses that are never stored in the response cache are *LbxSwitchEvent* and *LbxDeltaResponse*. The message carried by a *delta* message is also cached, if it meets the other requirements. Messages after the *LbxStartProxy* request are cached starting at index 0, and incrementing the index, modulo the number of entries, thereafter. The request and response caches are independently indexed.

If the current message is cachable and the same length as a message in the corresponding delta cache, a delta message may be substituted in place of the original message in the protocol stream.

## Stream Compression

Before being passed down to the transport layer messages can be passed through a general purpose data compressor. The choice of compression algorithm is negotiated with [See LbxStartProxy](#) [lbx.htm#20870].

The proxy and server are not required to support any specific stream compressor. As an example, however, the X Consortium implementation of a ZLIB based compressor is described below.

## Note

The XC-ZLIB compressor is presented with a simple byte stream - the X and LBX message boundaries are not apparent. The data is broken up into fixed sized blocks. Each block is compressed using zlib 1.0 (by Gailly & Adler), then a two byte header is prepended, and then the entire packet is transmitted. The header has the following information:

```
out[0] = (length & 0xffff) >> 8 | ((compflag) ? 0x80 : 0);
out[1] = length & 0xff;
```

## Authentication Protocols

The current version of LBX does not support multipass authentication protocols for clients of the proxy. These authentication protocols return an *Authenticate* message in response to a connection setup request, and require additional authentication data from the client after the *LbxNewClient* request, and before the reply to *LbxNewClient*. One example of such a protocol is XC-QUERY-SECURITY-1.

## C Library Interfaces

The C Library routines for LBX are in the Xext library. The prototypes are located in a file named "XLbx.h".

## Application Library Interfaces

In a proxy environment, applications do not need to call these routines to take advantage of LBX. Clients can, however, obtain information about the LBX extension to the server using this interface. Use of this routine may be altered when connected through a proxy, as described in [See C Library Interfaces \[lbx.htm#33319\]](#).

### XLbxQueryVersion

To determine the version of LBX supported by the X server, call *XLbxQueryVersion*.

```
Bool          XLbxQueryVersion(display,          major_version_return,
minor_version_return);
```

display	Specifies the connection to the X server.
major_version_return	Returns the extension major version number.
minor_version_return	Returns the extension minor version number.

The *XLbxQueryVersion* function determines if the LBX extension is present. If the extension is not present, *XLbxQueryVersion* returns *False*; otherwise, it returns *True*. If the extension is present, *XLbxQueryVersion* returns the major and minor version numbers of the extension as supported by the X server.

## Proxy Library Interfaces

The following interfaces are intended for use by the proxy.

## XLbxQueryExtension

To determine the dynamically assigned codes for the extension, use the Xlib function *XQueryExtension* or the LBX function *XLbxQueryExtension*.

```
Bool          XLbxQueryExtension(display,          major_opcode_return,  
first_event_return, first_error_return);
```

display                      Specifies the connection to the X server.

major\_opcode\_return        Returns the major opcode.

first\_event\_return        Returns the first event code.

first\_error\_return        Returns the first error code.

The *XLbxQueryExtension* function determines if the LBX extension is present. If the extension is not present, *XLbxQueryExtension* returns *False*; otherwise, it returns *True*. If the extension is present, *XLbxQueryExtension* returns the major opcode for the extension to *major\_opcode\_return*, the base event type code to *first\_event\_return*, and the base error code to *first\_error\_return*; otherwise, the return values are undefined.

## XLbxGetEventBase

To determine the base event type code, use the Xlib function *XQueryExtension* or the LBX function *XLbxGetEventBase*.

```
int XLbxGetEventBase(display);
```

display        Specifies the connection to the X server.

The *XLbxGetEventBase* function returns the base event type code if the extension is present; otherwise, it returns -1.

# Protocol

## Syntactic Conventions and Common Types

Please refer to the X Window System Protocol specification, as this document uses the syntactic conventions established there and references types defined there.

The following additional types are defined by this extension:

### DIFFITEM

```
1  CARD8  offset  
1  CARD8  diff
```

### LBXANGLE: CARD8 or 2 BYTE

where (in order of precedence):

```
(0 <= in <= A(95)) && !(in % A(5))    out = 0x5a + (in /  
A(5))  
A(105) <= in <= A(360) && !(in % A(15))    out = 0x67 +
```



```
(in / A(15))
-A(100) <= in <= -A(5) && !(in % A(5))    out = 0xa6 +
(in / A(5))
-A(360) < in <= -A(105) && !(in % A(15))    out = 0x98 +
(in / A(15))
-A(360) < in <= A(360)    out[0] = in >> 8; out[1] = in
```

#### **LBXARC:**

```
[x, y: LBXINT16,
width, height: LBXCARD16,
angle1, angle2: LBXANGLE]
```

Within a list of arcs, after the first arc, x and y are relative to the corresponding fields of the prior arc.

#### **LBXCARD16: CARD8 or 2 BYTE**

```
where:
0x0000 <= in < 0x00F0    CARD8
0x00F0 <= in < 0x10F0    out[0] = 0xF0 | ((in - 0xF0) >>
8)
out[1] = in - 0xF0
```

#### **LBXGCANDDRAWENT**

```
[ gc-cache-index, drawable-cache-index: CARD4 ]
```

#### **LBXGCANDDRAWUPDATE**

```
drawable: DRAWABLE    /* present only if
drawable-cache-index
== 0 */
gc: GC]    /* present only if gc-cache-index == 0 */
```

#### **LBXGCANDDRAWABLE**

```
cache-entries: LBXGCANDDRAWENT
updates: LBXGCANDDRAWUPDATE
```

#### **LBXINT16: INT8 or 2 BYTE**

```
where:
0xF790 <= in < 0xFF90    out[0] = 0x80 | (((in + 0x70) >>
8) & 0x0F)
out[1] = in + 0x70
0xFF90 <= in < 0x0080    CARD8
0x0080 <= in < 0x0880    out[0] = 0x80 | (((in - 0x80) >>
8) & 0x0F)
out[1] = in - 0x80
```

#### **LBXPINT16: CARD8 or 2 BYTE** /\* for

usually positive numbers \*/

```
where:
0xFE00 <= in < 0x0000    out[0] = 0xF0 | (((in + 0x1000)
```

```
>> 8) & 0x0F)
    out[1] = in + 0x1000
0x0000 <= in < 0x00F0    CARD8
0x00F0 <= in < 0x0EF0    out[0] = 0xF0 | ((in - 0xF0) >> 8)
    out[1] = in - 0xF0
```

**LBXPOINT:** [x, y: LBXINT16]

Within a list of points, after the first rectangle, x and y are relative to the corresponding fields of the prior point.

**LBXRECTANGLE:**

[x, y: LBXINT16,  
width, height: LBXCARD16]

Within a list of rectangles, after the first rectangle, x and y are relative to the corresponding fields of the prior rectangle.

**MASK:** CARD8

## Errors

As with the X11 protocol, when a request terminates with an error, the request has no side effects (that is, there is no partial execution).

There is one error, *LbxClient*. This error indicates that the client field of an LBX request was invalid, or that the proxy's connection was in an invalid state for a start or stop proxy request.

## Requests

There is one request that is expected to be used only by the client: *LbxQueryVersion*

There is one request that is expected to be used by the client or the proxy: *LbxQueryExtension*.

The following requests are expected to be used only by the proxy, and are instigated by the proxy: *LbxStartProxy*, *LbxStopProxy*, *LbxNewClient*, *LbxSwitch*, *LbxCloseClient*, *LbxModifySequence*, *LbxAllowMotion*, *LbxInvalidateTag*, *LbxTagData* and *LbxQueryTag*.

All other requests are sent by the proxy to the LBX server and are instigated by reception of an X request from the client. They replace the X request.

## Requests Initiated by the Proxy or by the Client

**LbxQueryVersion**

=>;

majorVersion: CARD16

minorVersion: CARD16

This request returns the major and minor version numbers of the LBX protocol.

The encoding of this request is on [See LbxQueryVersion](#) [lbx.htm#34166].

## Requests Initiated or Substituted by the Proxy

### **LbxQueryExtension**

*nbytes* : CARD32

*name* : STRING8

=>

num-requests: CARD8

present: BOOL

major-opcode: CARD8

first-event: CARD8

first-error: CARD8

reply-mask: LISTofMASK /\* optional \*/

event-mask:LISTofMASK /\* optional \*/

Errors: *Alloc*

This request is identical to the *QueryExtension* request, with an additional field, and two optional additional fields. When the client issues an *QueryExtension* request, the proxy will substitute an *LbxQueryExtension* request.

This request determines if the named extension is present. If so, the major opcode for the extension is returned, if it has one. Otherwise, zero is returned. Any minor opcode and the request formats are specific to the extension. If the extension involves additional event types, the base event type code is returned. Otherwise, zero is returned. The format of events is specific to the extension. If the extension involves additional error codes, the base error code is returned. Otherwise, zero is returned. The format of additional data in the errors is specific to the extension.

In addition, the number of requests defined by the named extension is returned. If the number of requests is nonzero, and if the information is available, reply-mask and event-mask will be included in the reply. The reply-mask represents a bit-wise one-to-one correspondence with the extension requests. The least significant bit corresponds to the first request, and the next bit corresponds to the next request, and so on. Each element in the list contains eight meaningful bits, except for the last element, which contains eight or fewer meaningful bits. Unused bits are not guaranteed to be zero. The bit corresponding to a request is set if the request could generate a reply, otherwise it is zero. In the same way, the event-mask represents a bit-wise one-to-one correspondence with the extension requests. A bit is set if the corresponding request could result in the generation of one or more extension or X11 events. If reply-mask is present in the reply, event-mask will also be present.

The encoding of this request is on [See LbxQueryExtension](#) [lbx.htm#37117].

## Control Requests Initiated by the Proxy

### **LbxStartProxy**

*options* : LISTofOPTION

=>

choices: LISTofCHOICE

Errors: *LbxClient* , *Alloc*

where:

OPTION [optcode: CARD8,

len: OPTLEN,

option: (See [See StartProxy Options](#) [lbx.htm#35444]) ]

CHOICE [optcode: CARD8,

len: OPTLEN,

choice: (See [See StartProxy Options](#) [lbx.htm#35444]) ]

**Table 1. StartProxy Options**

<b>optcode</b>	<b>option</b>	<b>choice</b>	<b>default</b>
delta-proxy	DELTAOPT	DELTACHOICE	entries=16, maxlen=64
delta-server	DELTAOPT	DELTACHOICE	entries=16, maxlen=64
stream-comp	LISTofNAMEDOPT	INDEXEDCHOICE	No Compression
bitmap-comp	LISTofSTRING8	LISTofINDEXEDOPT	No Compression
pixmap-comp	LISTofPIXMAPMETHOD	LISTofPIXMAPCHOICE	No Compression
use-squish	BOOL	BOOL	True
use-tags	BOOL	BOOL	True
colormap	LISTofSTRING8	INDEXEDCHOICE	No Colormap Grabbing
extension	NAMEDOPT	INDEXEDCHOICE	Extension Disabled

DELTAOPT [minN, maxN, prefN: CARD8  
minMaxMsgLen, maxMaxMsgLen, prefMaxMsgLen: CARD8]  
DELTACHOICE [entries, maxlen: CARD8]  
INDEXEDCHOICE [index: CARD8,  
data: LISTofBYTE]  
INDEXEDOPT [index, opcode: CARD8]  
NAMEDOPT [name: STRING8,  
detail: LISTofBYTE]  
OPTLEN 1 or 3 CARD8  
where:  
(0 < in <= 0xFF): out = in  
(0 <= in <= 0xFFFF): out[0] = 0; out[1] = in >> 8; out[2] = in & 0xFF;  
PIXMAPMETHOD [name: STRING8,  
format-mask: BITMASK,  
depths: LISTofCARD8]  
PIXMAPCHOICE [index, opcode: CARD8,  
format-mask: BITMASK,  
depths: LISTofCARD8]

This request negotiates LBX protocol options, and switches the proxy-server connection from X11 protocol to LBX protocol.

The proxy gives the preferred protocol options in the request. The server chooses from the given options and informs the proxy which to use. The options may be listed in any order, and the proxy may choose which options to negotiate. If an option is not successfully negotiated, the default is used.

The server delta cache and proxy delta caches can be configured for number of entries, and the length of entries. (See [See Delta cache](#) [lbx.htm#22595] for details.) The delta caches are configured using the *delta-server* and *delta-proxy* options. To configure a cache, the proxy sends the minimum, maximum and preferred values for the number of cache entries, (*minN*, *maxN*, *prefN*), and the length of the cache entries, (*minMaxMsgLen*, *maxMaxMsgLen*, *prefMaxMsgLen*). The server's reply fields, *entries* and *maxlen*, contains the values to use. These values must be within the ranges specified by the proxy. The server may also specify an *entries* value of 0 to disable delta caching. The cache entry lengths are specified in units of 4 bytes.

The stream compression algorithm is selected using the *stream-comp* option. (Stream compression is described in [See Stream Compression](#) [lbx.htm#11596].) Each algorithm has a name that follows the naming conventions in [See Algorithm Naming](#) [lbx.htm#13570]. To negotiate using the stream-comp option, the proxy lists its available compressors. For each candidate algorithm, the proxy sends the name in the *name* field, and uses the *detail* field to send any additional data specific to each compression algorithm. The reply contains a 0-based index into the list of algorithms to indicate which algorithm to use, followed by data specific to that algorithm.

Bitmap compression is negotiated using the *bitmap-comp* option. The proxy sends a list of names of available algorithms, and the server reply lists the algorithms to use. For each bitmap algorithm in the reply, a 0-based index into the list of algorithms indicates the algorithm, and the *opcode* field gives the value for use in requests. The algorithm names follow the conventions in [See Algorithm Naming](#) [lbx.htm#13570].

Pixmap compression is negotiated using the *pixmap-comp* option. The proxy sends a list of available algorithms. For each algorithm, the list includes, the name, a bitmask of supported formats, and a list of depths that the format supports. The server reply lists the algorithms to use. For each pixmap algorithm in the reply, the reply contains a 0-based index into the list of proxy algorithms, the opcode to use in requests when referring to this algorithm, a mask of valid formats, and a list of valid depths. Algorithm names follow the conventions in [See Algorithm Naming](#) [lbx.htm#13570].

Squishing is negotiated using the *use-squish* option. If the proxy desires squishing, it sends a true value. The reply from the server indicates whether to do squishing, and will indicate squishing only if *use-squish* is set to true in the request.

Tag caching, described in [See Tags](#) [lbx.htm#11018], is negotiated using the *use-tag* option. If the proxy desires tag caching, it sends a true value. The reply from the server indicates whether to do tag caching, and will demand caching only if *use-tag* is set to true in the request.

The colormap option is used to negotiate what color matching algorithm will be used by the proxy when the proxy uses the *LbxAllocColor* request to allocate pixels in a grabbed colormap. To negotiate using the colormap option, the proxy lists the names of available colormap algorithms. The choice in the reply contains a 0-based index into the list of algorithms to indicate which algorithm to use, followed by data specific to that algorithm. If no colormap algorithm is successfully negotiated, then the *LbxAllocColor*, *LbxGrabCmap*, and *LbxReleaseCmap* requests will not be used.

The extension option is used to control extensions to LBX. These extensions may, for example, enable other types of compression. To negotiate an extension, the name of the extension is sent, followed by any data specific to that extension. The extension name follows the conventions in [See Algorithm Naming](#) [lbx.htm#13570]. The extension option may occur multiple times in the start proxy message, since multiple extensions can be negotiated. The reply to an extension option contains the zero-based index of the extension option, as counted in the *LbxStartProxy* message. This index is followed by extension-specific information. The server does not respond to extensions it does not recognize.

An *LbxClient* error is returned when a client which is already communicating through an LBX proxy to the X server sends a *LbxStartProxy* request.

The encoding for this request is on [See LbxStartProxy](#) [lbx.htm#27452].

### **LbxStopProxy**

Errors: *LbxClient*

This request terminates the connection between the proxy and X server, and terminates any clients connected through the proxy.

The encoding for this request is on [See LbxStopProxy](#) [lbx.htm#23471].

An *LbxClient* error is returned if the requesting client is not an LBX proxy.

### **LbxNewClient**

*byte-order* : CARD8

*client-id* : CARD32

*protocol-major-version* : CARD16

*protocol-minor-version*: CARD16

*authorization-protocol-name* : STRING8

*authorization-protocol-data* : STRING8

=>

Core X reply (if connection is rejected)

OR

success: BOOL

change-type: {NoDeltas, NormalClientDeltas, AppGroupDeltas}

protocol-major-version: CARD16

protocol-minor-version: CARD16

tag-id: CARD32

length: CARD16

connection-data: CONINFO or CONDIF or CONDIFROOT

where:

CONINFO: (the "additional data" portion of the core connection reply for successes)

CONDIF: [resource-id-base: CARD32,  
root-input-masks: LISTofSETofEVENT]

CONDIFROOT: [resource-id-base: CARD32,  
root: WINDOW

root-visual: VISUALID

default-colormap: COLORMAP

white-pixel, black-pixel: CARD32

root-input-masks: LISTofSETofEVENT]

Errors: LbxClient, Alloc

This request, which is sent by the proxy over the control connection, creates a new virtual connection to the server.

Much of the information in the *LbxNewClient* request and reply is identical to the connection setup and reply information in the core X protocol.

For the *LbxNewClient* request, the field unique to LBX is *client-id*. For the *LbxNewClient* reply, *tag-id* and *change-type* are fields unique to LBX, and the contents of connection-data may be different in LBX from the core X protocol (see below).

The proxy assigns each virtual connection a unique identifier using the *client-id* field in the *LbxNewClient* request. This client-id is used in the LBX protocol to specify the current client (see the *LbxSwitch* request

and the *LbxSwitchEvent* ). client-id 0 is reserved for the proxy control connection. An *LbxClient* error will result if the *LbxNewClient* request contains a client-id of 0 or an already in use client-id.

If the server rejects this new virtual connection, the server sends a core X connection failure reply to the proxy. The current version of LBX does not support the return of an *Authenticate* reply.

If the *change-type* field is set to *NoDeltas* , then *connection-data* is sent using the CONINFO structure, which is identical to the additional data of the core connection reply. If the *tag-id* is non-zero, then the connection-data is stored by the proxy using this tag value. Tagged connection data must be stored by the proxy, and can not be invalidated by the proxy until an *LbxInvalidateTag* event is received for that tag.

When the *change-type* field is not set to *NoDeltas* , then connection data is sent as changes against connection information previously sent to the proxy. The *tag-id* field, if non-zero, has the tag of the previously sent data to apply the changes to. A zero tag-id indicates that the changes are with respect to the connection information sent when the proxy connected to the server.

If the *change-type* field is set to *NormalClientDeltas* , then *connection-data* is sent using the CONDIF structure. The values in the CONDIF structure are substituted for the identically named fields of the connection information for the new connection.

If the *change-type* field is set to *AppGroupDeltas* , then *connection-data* is sent using the CONDIFROOT structure. The *root* , *root-visual* , and *default-colormap* fields, when nonzero, are substituted for the corresponding fields in the reference connection information. The *white-pixel* and *black-pixel* fields are substituted only when the *default-colormap* field of the reply is non-zero. When *default-colormap* field of the reply is zero, so are *white-pixel* and *black-pixel* . The first entry in the *root-input-masks* field is the current-input-mask for the default root window. The remaining entries in *root-input-masks* are input masks for non-video screens, as defined by the X Print Extension. The number of non-video screens is one less than the number of entries in *root-input-masks* . These screens are at the end of screen list in the reference connection information.

The encoding for this request is on [See The description of this request is on page 13](#). [lbx.htm#15166].

### **LbxCloseClient**

*client* : CARD32

Errors: *LbxClient*

This requests the server to close down the connection represented by the specified proxy's client identifier. If the specified client wasn't previously registered with the server by a *LbxNewClient* request, the server will send the *LbxClient* error.

The encoding for this request is on [See The description of this request is on page 12](#). [lbx.htm#21121].

### **LbxSwitch**

*client* : CARD32

Errors: *LbxClient*

This request causes the X server to treat subsequent requests as being from a connection to the X server represented by the specified client identifier.

If the client making the request is not the proxy, or if the client identifier sent in the request was not previously sent in a *LbxNewClient* request, an *LbxClient* error is returned.



The encoding for this request is on [See LbxSwitch](#) [lbx.htm#36790].

### **LbxSync**

=>

The sync request causes the server to send a reply when all requests before the sync request have been processed.

The encoding for this client is on [See LbxSync](#) [lbx.htm#21186].

### **LbxModifySequence**

*adjust* : CARD32

Errors: None

This request advances the sequence number of the virtual client connection by the specified amount. The proxy sends the *LbxModifySequence* request to the server when it replies to a client request without forwarding the client request on to the X server.

The encoding for this client is on [See The description of this request is on page 13.](#) [lbx.htm#10940].

### **LbxAllowMotion**

*num* : CARD32

Errors: None

This request controls the delivery of optional motion notify events, as described in [See Motion events](#) [lbx.htm#15503]. The num field specifies an increase in the allowed number of motion notify events sent.

The encoding for this request is on [See The description of this request is on page 14.](#) [lbx.htm#11897].

### **LbxInvalidateTag**

*tag* : CARD32

The LBX proxy sends this notification to the X server when it refuses to store tagged data, or when it releases tagged data which was previously stored and which was not invalidated by a notification from the X server.

The encoding for this request is on [See LbxInvalidateTag](#) [lbx.htm#37545].

### **LbxTagData**

*tag* : CARD32

*real-length* : CARD32

*data* : LISTofBYTE

This request specifies the data associated with a previously assigned tag. It is sent in two circumstances: in response to receiving a *SendTagDataEvent*, and spontaneously, when the proxy must rely on the server to store data which was not previously received from the server. The data is carried in the byte order and structure as would have originally been sent in the core protocol request.

The encoding for this request is on [See LbxTagData](#) [lbx.htm#37174].

**LbxGrabCmap**

*cmap* : Colormap

=>

*smart-grab* : BOOL

*large-pixel*: BOOL /\* optional \*/

*auto-release*: BOOL /\* optional \*/

*three-channels* : BOOL /\* optional \*/

*bits-per-rgb*: CARD4 /\* optional \*/

*cells* : LISTofCHAN /\* optional \*/

where:

CHAN: LISTofLBXPIXEL

LBXPIXEL: PIXELPRIVATE or PIXELPRIVATERANGE or  
PIXELALLOC or PIXELALLOCORANGE

PIXEL: CARD8 or CARD16

PIXELPRIVATE: [ pixel: PIXEL ]

PIXELPRIVATERANGE: [ first-pixel, last-pixel: PIXEL]

PIXELALLOC: [ pixel: PIXEL,

color: COLORSINGLE or COLORTRIPLE]

PIXELALLOCORANGE: [ first-pixel, last-pixel: PIXEL,

colors: LISTofCOLORSINGLE or LISTofCOLORTRIPLE]

COLORSINGLE: [ value: CARD8 or CARD16 ]

COLORTRIPLE: [ r, g, b: COLORSINGLE]

Errors: *Colormap*

This request asks the server for control of allocating new colormap cells in the specified colormap. The server grants control by replying to this request. If no changes have occurred since the last time this proxy grabbed this colormap, then the *smart-grab* field of the reply is set to true, and the optional fields are not sent. Otherwise, the current contents of the colormap are placed in the reply, as described later in this section.

Once the proxy has received the reply, it can use the *LbxAllocColor* request to allocate new colormap cells without the performance penalty of round trips. The proxy is still permitted to use the normal colormap and *LbxIncrementPixel* requests while the colormap is grabbed. The grab is valid across all virtual connections of the proxy.

The *LbxGrabCmap* request is limited to colormaps for the visual types negotiated as part of the colormap algorithm negotiation in the start proxy request at connection setup.

The server and other proxies may not allocate new colormap cells in the colormap while the colormap is grabbed by this proxy. If the server or another proxy needs to allocate new colormap cells, the server sends a *LbxReleaseCmap* event to the proxy holding the grab, which then issues an *LbxReleaseCmap* request.

The server and other proxies may free colormap cells in a colormap grabbed by a proxy. The server will send an *LbxFreeCells* event to the proxy that currently has the colormap grabbed when the cell reference count reaches 0.

If the colormap is a of a static visual type, such as *StaticGray* , *StaticColor* , *GrayScale* , or *TrueColor* , then the proxy's grab is immediately released by the server, and the proxy must use *LbxIncrementPixel* requests in place of *LbxAllocColor* requests for this colormap.

If the *cmap* field does not refer to a valid colormap or the colormap is already grabbed by this proxy then a *Colormap* error is generated.

The reply describes the contents of the colormap via several arguments and a descriptive list containing one or three channels, with each channel describing allocations in the colormap.

The *large-pixel* argument, if True, specifies that PIXEL indices will be listed as CARD16 quantities instead of CARD8. The *auto-release* field, if True, indicates that this colormap is of a static visual type and the proxy's grab is immediately released by the server.

If *three-channels* is False, a single channel is enclosed and color values are described using COLOR-TRIPLE, which has fields for red, green and blue. A single channel is used when the visual type is not *DirectColor* or *TrueColor* .

If *three-channels* is True, separate red, green and blue channel lists are enclosed, for describing a *Direct-Color* or *TrueColor* colormap. Color values for entries in each channel are sent using COLOR-SINGLE and the corresponding PIXEL value refers to the RGB subfield of the current channel, as defined by the corresponding red-mask, green-mask and blue-mask of the visual.

The *bits-per-rgb* value is one less than the bits-per-rgb-value field of the visual that the colormap belongs to. If the value is 7 or less, then COLOR-SINGLE values in the descriptive list are sent using CARD8 fields. Otherwise these values are sent using CARD16 fields.

The list describing current colormap allocations contains entries of the following types:

An LBXPIXELPRIVATE entry indicates that the pixel in the *pixel* field is unavailable for allocation.

An LBXPIXELPRIVATERANGE entry indicates that a contiguous range of pixels are unavailable for allocation. The range is *first-pixel* to *last-pixel* , and includes *last-pixel* .

An LBXPIXELALLOC entry indicates that the pixel in the *pixel* field is allocated as a read-only pixel. The *color* field carries the color information of the pixel.

An LBXPIXELALLOCRANGE entry indicates that a contiguous range of pixels are allocated as read-only. The range starts *first-pixel* to *last-pixel* , and includes *last-pixel* . These fields are followed by a list of COLOR-SINGLE or COLOR-TRIPLE, depending on the value of *three-channels* .

A NEXTCHANNEL entry indicates that the next channel of the colormap will be described.

A LISTEND entry indicates the end of the colormap description.

All pixels not described in the reply are unallocated.

The encoding for this request is on [See LbxGrabCmap](#) [lbx.htm#17198].

### **LbxReleaseCmap**

*cmap* : Colormap

This request releases the specified grabbed colormap. If the *cmap* field does not refer to a colormap, a *BadColormap* error is produced.

The proxy must remember the state of the colormap when the *LbxReleaseCmap* request is issued if this proxy may at some future time issue another *LbxGrabCmap* request on this colormap before the state of the colormap changes.

The encoding for this request is on [See LbxReleaseCmap](#) [lbx.htm#14796].

**LbxInternAtoms**

*count* : CARD16

*names*: LISTofSTRING8

=>

*atoms* : LISTofATOM

Errors: *Alloc*

This request allows the proxy to intern a group of atoms in a single round trip. The server will create any atoms that do not exist.

The encoding for this request is on [See LbxInternAtoms](#) [lbx.htm#34140].

## Substitution Requests

**LbxAllocColor**

*cmap* : Colormap

*pixel* : CARD32

*red* , *green* , *blue* : CARD16

This request is sent by a proxy that has given colormap grabbed to allocate a new read-only cell in the colormap. The proxy may substitute this request for the core *AllocColor* and *AllocNamedColor* requests.

The *pixel* field identifies the colormap cell to allocate. The *red* , *green* , and *blue* fields are the hardware specific color values of the corresponding fields of the core *AllocColor* request. The mapping to hardware specific colormap values by the proxy is performed using the color algorithm negotiated by *LbxStartProxy* .

For colormaps of static visual types, the *LbxIncrementPixel* request is used instead of LBX *AllocColor* .

If the *cmap* field does not identify a grabbed colormap then a *BadAccess* error is produced. If the *pixel* field refers to a read-write entry, or the pixel field refers to a pixel outside of the range of this colormap, a *BadAlloc* error is produced.

The encoding for this request is on [See LbxAllocColor](#) [lbx.htm#28429].

**LbxIncrementPixel**

*cmap* : COLORMAP

*pixel* : CARD32

Errors: None

This request replaces the *AllocColor* request for read-only pixels currently allocated for the current client. If the visual type of the colormap is of a static type, this request may be used on currently unallocated pixels. The colormap is not required to be grabbed to use this request.

The encoding for this request is on [See The description of this request is on page 14](#). [lbx.htm#38053].

### **LbxDelta**

*count* : CARD8

*cache-index* : CARD8

*diffs* : LISTofDIFFITEM

This request contains a minimal amount of information relative to a similar prior request. The information is in the form of a difference comparison to a prior request. The prior request is specified by an index to a cache, independently maintained by both the proxy and the server.

The encoding for this request is on [See The description of this request is on page 18](#). [lbx.htm#39838].

### **LbxGetModifierMapping**

=>

*keyspermod* : CARD8

*tag* : CARD32

*keycodes* : LISTofKEYCODE /\* optional \*/

This request is identical to the core *GetModifierMapping* request, with the addition of a tag being returned in the reply. See [See Tag Substitution in Requests](#) [lbx.htm#26534] for a description of the *tag* field and optional fields.

The encoding for this request is on [See LbxGetModifierMapping](#) [lbx.htm#40057].

### **LbxGetKeyboardMapping**

*firstKeyCode* : KEYCODE

*count* : CARD8

=>

*keysperkeycode* : CARD8

*tag* : CARD32

*keysyms* : LISTofKEYSYM /\* optional \*/

Errors: *Value*

This request is identical to the X *GetKeyboardMapping* protocol request, with the addition that a tag is returned in the reply. See [See Tag Substitution in Requests](#) [lbx.htm#26534] for a description of the *tag* field and optional fields.

The encoding for this request is on [See LbxGetKeyboardMapping](#) [lbx.htm#21702].

### **LbxGetWinAttrAndGeom**

*window* : WINDOW

=>

visual: VISUALID

class: {InputOutput, InputOnly}

bit-gravity: BITGRAVITY

win-gravity: WINGRAVITY

backing-store: {NotUseful, WhenMapped, Always}

backing-planes: CARD32

backing-pixel: CARD32

save-under: BOOL

colormap: COLORMAP or None

map-is-installed: BOOL

map-state: {Unmapped, Unviewable, Viewable}

all-event-masks, your-event-mask: SETOfEVENT

do-not-propagate-mask: SETOfDEVICEEVENT

override-redirect: BOOL

root: WINDOW

depth: CARD8

x, y: INT16

width, height, border-width: CARD16

Errors: *Window*

*GetWindowAttributes* and *GetGeometry* are frequently used together in the X protocol. *LbxGetWinAttrAndGeom* allows the proxy to request the same information in one round trip.

The encoding for this request is on [See LbxGetWinAttrAndGeom](#) [lbx.htm#41440].

### **LbxQueryFont**

*font* : FONTABLE

=>

compression: BOOL

tag: CARD32

font-info: FONTINFO /\* optional \*/

char-infos: LISTOfCHARINFO or LISTOfLBXCHARINFO /\* optional \*/

where:

LBXCHARINFO: [left-side-bearing: INT6

right-side-bearing: INT7

character-width: INT6

ascent: INT6

descent: INT7]

Errors: *Font, Alloc*

This request is used to replace the core *QueryFont* request and has identical semantics.

See [See Tag Substitution in Requests](#) [lbx.htm#26534] for a description of the *tag* field and optional fields.

The *compression* field is True if the *char-infos* field is represented using LBXCHARINFO.

The per-character information will be encoded in an LBXCHARINFO when, for every character, the character-width, left-side-bearing, and ascent can each be represented in not more than 6 bits, and the right-side-bearing and descent can each be represented in not more than 7 bits, and the attributes field is identical the attributes field of the max\_bounds of the *font\_info* field of the font.

The encoding for this request is on [See LbxQueryFont](#) [lbx.htm#24597].

### **LbxChangeProperty**

*window* : WINDOW

*property* : ATOM

*type* : ATOM

*format* : {0,8,16,32}

*mode* : {Replace, Prepend, Append}

*nUnits* : CARD32

=>

tag: CARD32

This request is sent to the server when the client sends an X *ChangeProperty* request through the proxy. The size of the data is sent with this request, but not the property data itself. The server reply contains a tag identifier for the data, which is stored in the proxy. The proxy must not discard this data before it is sent to the server, or invalidated by the server. This means that before issuing an *LbxStopProxy* request, or exiting, the proxy must send Lbx *TagData* requests for these items. If the server loses the connection before the information is sent back, the server should revert the property value to its last known value, if possible.

If the *mode* field is *Prepend* or *Append*, the tag refers only to the prepended or appended data.

If the tag in the reply is zero, then the change was ignored by the server, as defined in the security extension. The proxy should dump the associated data, since the server will never ask for it.

The encoding for this request is on [See LbxChangeProperty](#) [lbx.htm#18013].

### **LbxGetProperty**

*window* : WINDOW

*property* : ATOM

*type* : ATOM or AnyPropertyType

*long-offset* : CARD32

*long-length* : CARD32

*delete* : CARD8

=>

type: ATOM or None

format: {0, 8, 16, 32}

bytes-after: CARD32

nItems: CARD32

tag: CARD32

value: LISTofINT8 or LISTofINT16 or LISTofINT32

This request may be used by the proxy as a substitution for a core *GetProperty* request. It allows tags to be used for property data that is unlikely to change often in value, but is likely to be fetched by multiple clients.

The *LbxGetProperty* request has the same arguments as the core *GetProperty* request. The reply for *LbxGetProperty* has all of the fields from the core *GetProperty* reply, but has the additional fields of *nItems* and *tag*.

In order to utilize tags in *LbxGetProperty* for a specific property, the server must first send the complete property data to the proxy and associate this data with a tag. More precisely, the server sends an *LbxGetProperty* reply with a new *tag*, *nItems* set to the number of items in the property, the size of the property data in the reply length field, and the complete property data in value. The proxy stores the property data in its tag cache and associates it with the specified tag.

In response to future *LbxGetProperty* requests for the same property, if the server thinks that the proxy has the actual property data in its tag cache, it may choose to send an *LbxGetProperty* reply without the actual property data. In this case, the reply would include a non-zero *tag*, a zero reply length, and no data for value.

If the server chooses not to generate a tagged reply to *LbxGetProperty*, or for some reason is unable to do so, it would send a reply with a *tag* of zero, the size of the property data in the reply length field, and the complete property data in value.

The encoding for this request is on [See LbxGetProperty](#) [lbr.htm#13863].

### **LbxPolyPoint**

*gc-and-drawable*: LBXGCANDDRAWABLE

*points* : LISTofLBXPOINT

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolyPoint* request. Not all *PolyPoint* requests can be represented as *LbxPolyPoint* requests.

The proxy will convert the representation of the points to be relative to the previous point, as described by previous coordinate mode in the X protocol.



The encoding for this request is on [See LbxPolyPoint](#) [lbx.htm#29719].

### **LbxPolyLine**

*gc-and-drawable*: LBXGCANDDRAWABLE

*points* : LISTofLBXPOINT

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolyLine* request. Not all *PolyLine* requests can be represented as *LbxPolyline* requests.

The proxy will convert the representation of the points to be relative to the previous point, as described by previous coordinate mode in the X protocol.

The encoding for this request is on [See The description of this request is on page 21](#). [lbx.htm#31086].

### **LbxPolySegment**

*gc-and-drawable*: LBXGCANDDRAWABLE

*segments* : LISTofLBXSEGMENT

where:

LBXSEGMENT; [x1, y1, x2, y2: LBXINT16]

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolySegment* request. Not all *PolySegment* requests can be represented as *Lbx-PolySegment* requests.

For segments other than the first segment of the request, [x1, y1] is relative to [x1, y1] of the previous segment. For all segments, [x2, y2] is relative to that segment's [x1, y1].

The encoding for this request is on [See LbxPolySegment](#) [lbx.htm#27528].

### **LbxPolyRectangle**

*gc-and-drawable*: LBXGCANDDRAWABLE

*rectangles* : LISTofLBXRECTANGLE

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolyRectangle* request. Not all *PolyRectangle* requests can be represented as *LbxPolyRectangle* requests.

The encoding for this request is on [See The description of this request is on page 22](#). [lbx.htm#33628].

### **LbxPolyArc**

*gc-and-drawable*: LBXGCANDDRAWABLE

*arcs* : LISTofLBXARC

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolyArc* request. Not all *PolyArc* requests can be represented as *LbxPolyArc* requests.

The encoding for this request is on [See LbxPolyArc](#) [lbx.htm#25855].

**LbxPolyFillRectangle**

*gc-and-drawable*: LBXGCANDDRAWABLE

*rectangles*: LISTofLBXRECTANGLE

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolyFillRectangle* request. Not all *PolyFillRectangle* requests can be represented as *LbxPolyFillRectangle* requests.

The encoding for this request is on [See LbxPolyFillRectangle](#) [lbx.htm#26399].

**LbxPolyFillArc**

*gc-and-drawable*: LBXGCANDDRAWABLE

*arcs*: LISTofLBXARC

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *PolyFillArc* request. Not all *PolyFillArc* requests can be represented as *LbxPolyFillArc* requests.

The encoding for this request is on [See The description of this request is on page 22](#). [lbx.htm#19081].

**LbxFillPoly**

*gc-and-drawable*: LBXGCANDDRAWABLE

*shape*: BYTE

*points*: LISTofLBXPOINT

Errors: *Alloc* and those given for the corresponding X request.

This request replaces the *FillPoly* request. Not all *FillPoly* requests can be represented as *LbxFillPoly* requests.

The proxy will convert the representation of the points to be relative to the previous point, as described by previous coordinate mode in the X protocol.

The encoding for this request is on [See LbxFillPoly](#) [lbx.htm#24998].

**LbxCopyArea**

*srcCache*: CARD8 /\* source drawable \*/

*gc-and-drawable*: LBXGCANDDRAWABLE

*src-Drawable*: CARD32

*src-x*: LBXPINT16

*src-y*: LBXPINT16

*width*: LBXCARD16

*height*: LBXCARD16

*dst-x*: LBXPINT16

*dst-y*: LBXPINT16

Errors: Those given for the corresponding X request.

This request replaces the *CopyArea* request for requests within its encoding range.

The encoding for this request is on [See LbxCopyArea](#) [lbx.htm#10231].

### **LbxCopyPlane**

*bit-plane* : CARD32

*src-cache* : CARD8 /\* cache reference for source drawable \*/

*gc-and-drawable*: LBXGCANDDRAWABLE

*src-drawable* : CARD32

*src-x* : LBXPINT16

*src-y* : LBXPINT16

*width* : LBXCARD16

*height* : LBXCARD16

*dst-x* : LBXPINT16

*dst-y* : LBXPINT16

Errors: Those given for the corresponding X request.

This request replaces the *CopyPlane* request for requests within its coding range.

The encoding for this request is on [See LbxCopyPlane](#) [lbx.htm#18847].

### **LbxPolyText8**

*gc-and-drawable*: LBXGCANDDRAWABLE

*x* : LBXPINT16

*y* : LBXPINT16

*items* : LISTofTEXTITEM8

Errors: *Alloc* , and those given for the corresponding X request.

This request replaces the *PolyText8* request for requests within its encoding range.

The encoding for this request is on [See The description of this request is on page 23](#). [lbx.htm#39640].

### **LbxPolyText16**

*gc-and-drawable*: LBXGCANDDRAWABLE

*x*: LBXPINT16

*y* : LBXPINT16

*items* : LISTofTEXTITEM16

Errors: *Alloc* , and those given for the corresponding X request.

This request replaces the *PolyText16* request for requests within its encoding range.

The encoding for this request is on [See The description of this request is on page 24](#). [lbx.htm#32634].

### **LbxImageText8**

*gc-and-drawable*: LBXGCANDDRAWABLE

*nChars* : CARD8

*x* : LBXPINT16

*y* : LBXPINT16

*string* : STRING8

Errors: *Alloc* , and those given for the corresponding X request.

This request replaces the *ImageText8* request for requests within its encoding range.

The encoding for this request is on [See The description of this request is on page 24](#). [lbx.htm#17018].

### **LbxImageText16**

*nChars* : CARD8

*gc-and-drawable*: LBXGCANDDRAWABLE

*x*: LBXPINT16

*y* : LBXPINT16

*string* : STRING16

Errors: *Alloc* , and those given for the corresponding X request.

This request replaces the *ImageText16* request for requests within its encoding range.

The encoding for this request is on [See The description of this request is on page 24](#). [lbx.htm#23910].

### **LbxPutImage**

*compression-method* : CARD8

*format* : { *Bitmap* , *XYPixmap* , *ZPixmap* } /\* packed \*/

*gc-and-drawable*: LBXGCANDDRAWABLE

*width* , *height* : LBXCARD16

*dst-x* , *dst-y* : LBXPINT16

*depth* : CARD8 /\* packed \*/

*left-pad* : CARD8 /\* packed \*/

*pad-bytes* : CARD8 /\* packed \*/

*data* :LISTofBYTE

Errors: *Alloc* , *Value*

When the request can be usefully compressed, this request replaces the *PutImage* request. The *compression-method* parameter contains the opcode of a compression method returned in the *LbxStartProxy* reply. The *pad-bytes* parameter gives the number of unused pad bytes that follow the compressed image data. All other parameters are as in the X request. If the specified compression method is not recognized, the server returns a *Value* error.

The encoding for this request is on [See LbxPutImage](#) [lbx.htm#12268].

**LbxGetImage***drawable* : DRAWABLE*x* , *y* : INT16*width* , *height* : CARD16*plane-mask* : CARD32*format* : {XYPixmap, ZPixmap}

=&gt;

depth: CARD8

x-length: CARD32

visual: VISUALID or None

compression-method: CARD8

data: LISTofBYTE

Errors: *Alloc*, *Match*, *Value*

This request can replace the *GetImage* request. The same semantics apply, with the following exceptions.

The *compression-method* field contains the opcode of the compression method used in the reply. The compression opcodes are supplied in the *LbxStartProxy* reply. The *x-length* field contains the length of the uncompressed version of the reply in 4 byte units.

A *Value* error is returned if the format is not recognized by the X server. A *Match* error is returned under the same circumstances as described by the *GetImage* request.

The encoding for this request is on [See LbxGetImage](#) [lbx.htm#10066].

**LbxBeginLargeRequest***large-request-length* : CARD32Errors: *Alloc*

This request, along with the *Lbx LargeRequestData* and *Lbx EndLargeRequest* requests, is used to transport a large request in pieces. The smaller size of the resulting requests allows smoother multiplexing of clients on a single low bandwidth connection to the server. The resulting finer-grained multiplexing improves responsiveness for the other clients.

After a *LbxBeginLargeRequest* request is sent, multiple *LbxLargeRequestData* requests are sent to transport all of the data in the large request, and finally an *LbxEndLargeRequest* request is sent. The large-request-length field expresses the total length of the transported large request, expressed as the number of bytes in the transported request divided by four.

The encoding for this request is on [See The description of this request is on page 25](#). [lbx.htm#22013].

**LbxLargeRequestData***data* : LISTofBYTEErrors: *Alloc*

This request is used to carry the segments of a larger request, as described in the definition of *LbxBeginLargeRequest*. The data must be carried in order, starting with the request header, and each segment must be multiples of 4 bytes long. If the *LbxLargeRequestData* is not preceded by a corresponding *LbxBeginLargeRequest*, a *BadAlloc* error is generated.

The encoding for this request is on [See The description of this request is on page 26](#). [lbx.htm#31469].

**LbxEndLargeRequest**

Errors: *Length*, *Alloc*

As described in the definition of *LbxBeginLargeRequest*, *LbxEndLargeRequest* is used to signal the end of a series of *LargeRequestData* requests. If the total length of the data transported by the *LbxLargeRequestData* requests does not match the large-request-length field of the preceding *LbxBeginLargeRequest* request, then a *Length* error occurs. If the *LbxEndLargeRequest* is not preceded by a corresponding *LbxBeginLargeRequest*, a *BadAlloc* error is generated. The request is executed in order for that client as if it were the request after the request preceding *LbxEndLargeRequest*.

The encoding for this request is on [See LbxEndLargeRequest](#) [lbx.htm#31037].

## Events

**LbxSwitchEvent**

*client* : CARD32

Notify the proxy that the subsequent replies, events, and errors are relative to the specified client.

The encoding for this event is on [See LbxSwitchEvent](#) [lbx.htm#17348].

**LbxCloseEvent**

*client* : CARD32

Notify the proxy that the specified client's connection to the server is closed.

The encoding for this event is on [See The description of this event is on page 27](#). [lbx.htm#41814].

**LbxInvalidateTagEvent**

*tag* : CARD32

*tag-type* : {Modmap, Keymap, Property, Font, ConnInfo}

This message informs the proxy that the tag and the server data referenced by the tag are obsolete, and should be discarded. The tag type may be one of the following values: *LbxTagTypeModmap*, *LbxTagTypeKeymap*, *LbxTagTypeProperty*, *LbxTagTypeFont*, *LbxTagTypeConnInfo*.

The encoding for this event is on [See LbxInvalidateTagEvent](#) [lbx.htm#34406].

**LbxSendTagDataEvent**

*tag* : CARD32

*tag-type* : {Property}

The server sends this event to the proxy to request a copy of tagged data which is being stored by the proxy. The request contains a tag which was previously assigned to the data by the server. The proxy should respond to *SendTagData* by sending a *TagData* request to the server. The tag type may be one of the following values: *LbxTagTypeProperty*.

The encoding for this event is on [See LbxSendTagDataEvent](#) [lbx.htm#22353].

### **LbxListenToOne**

*client* : CARD32 or 0xffffffff

When the server is grabbed, *ListenToOne* is sent to the proxy. As an X client, the proxy itself is unaffected by grabs, in order that it may respond to requests for data from the X server.

When the client grabbing the server is managed through the proxy, the proxy will permit messages from itself and the grabbing client to be sent immediately to the server, and may buffer requests from other clients of the proxy. The client is identified in the event.

When the client grabbing the server is not managed through the proxy, the client field in the event will be 0xffffffff. The proxy will communicate with the server, and it may buffer requests from other clients. The proxy will continue to handle new connections while the server is grabbed.

The server will send *ListenToAll* to the proxy when the server is ungrabbed. There is no time-out for this interval in the protocol.

The encoding for this event is on [See The description of this event is on page 27](#). [lbx.htm#18630].

### **LbxListenToAll**

Notify the proxy that the server has been ungrabbed, and that the proxy may now send all buffered client requests on to the server.

The encoding for this event is on [See The description of this event is on page 27](#). [lbx.htm#30610].

### **LbxQuickMotionDeltaEvent**

*deltaTime* : CARD8

*deltaX* : INT8

*deltaY* : INT8

This event is used as a replacement for the *MotionNotify* event when possible. The fields are used as deltas to the most recent *MotionNotify* event encoded as a *MotionNotify* event, *LbxQuickMotionDeltaEvent*, or *LbxMotionDeltaEvent*. Not every *MotionNotify* event can be encoded as a *LbxQuickMotionDeltaEvent*.

The encoding for this event is on [See LbxQuickMotionDeltaEvent](#) [lbx.htm#35213].

### **LbxMotionDeltaEvent**

*deltaX* : INT8

*deltaY* : INT8

*deltaTime* : CARD16

*deltaSequence* : CARD16

This event is used as a replacement for the *MotionNotify* event when possible. The fields are used as deltas to the most recent *MotionNotify* event encoded as a *MotionNotify* event, *LbxQuickMotionDeltaEvent*, or *LbxMotionDeltaEvent*. Not every *MotionNotify* event can be encoded as a *LbxMotionDeltaEvent*.

The encoding for this event is on [See LbxMotionDeltaEvent](#) [lbx.htm#35310].

### **LbxReleaseCmapEvent**

*colormap* : Colormap

This event notifies the proxy that it must release the grab on this colormap via the ReleaseCmap request. See [LbxReleaseCmap](#) [lbx.htm#34675]

The encoding for this event is on [See LbxReleaseCmapEvent](#) [lbx.htm#14052].

**LbxFreeCellsEvent**

*colormap* : Colormap

*pixelStart, pixelEnd* : CARD32

The *LbxFreeCells* event is sent to a proxy that has a colormap grabbed to notify the proxy that the reference count of the described cells were decremented to zero by the server or another proxy. The reference count includes those by this proxy. The proxy must update its copy of the colormap state accordingly if the colormap is still grabbed, or if the proxy may in the future grab the colormap using smart-grab mode. See [LbxGrabCmap](#) [lbx.htm#10922]

The pixelStart and pixelEnd fields of the event denote a continuous range of cells that were freed.

The encoding for this event is on [See LbxFreeCellsEvent](#) [lbx.htm#14731].

## Responses

Responses are messages from the server to the proxy that not, strictly speaking, events, replies or errors.

**LbxDeltaResponse**

*count* : CARD8

*cache-index* : CARD8

*diffs* : LISTofDIFFITEM

This response carries an event, reply, or error that has been encoded relative to a message in the response delta cache. The *cache-index* field is the index into the cache. Each entry in *diffs* provides a byte offset and replacement value to use in reconstructing the response.

The encoding for this event is on [See LbxDeltaResponse](#) [lbx.htm#17100].

## Algorithm Naming

To avoid potential clashes between different but similar algorithms for stream, bitmap, and pixmap compression, the following naming scheme will be adhered to:

Each algorithm has a unique name, which is a STRING8, of the following form:

<organization>-<some-descriptive-name>

The organization field above is the organization name as registered in section 1 of the X Registry (the registry is provided as a free service by the X Consortium.) This prevents conflicts among different vendor's extensions.

As an example, the X Consortium defines a zlib-based stream compression algorithm called XC-ZLIB.

## Encoding

The syntax and types used in the encoding are taken from the X protocol encoding. Where LBX defines new types, they are defined earlier in this document.



As in the X protocol, in various cases, the number of bytes occupied by a component will be specified by a lowercase single-letter variable name instead of a specific numeric value, and often some other component will have its value specified as a simple numeric expression involving these variables. Components specified with such expressions are always interpreted as unsigned integers. The scope of such variables is always just the enclosing request, reply, error, event, or compound type structure.

For unused bytes, the encode-form is:

N        unused

If the number of unused bytes is variable, the encode-form typically is:

p        unused, p=pad(E)

where E is some expression, and pad(E) is the number of bytes needed to round E up to a multiple of four.

pad(E) = (4 - (E mod 4)) mod 4

In many of the encodings, the length depends on many variable length fields. The variable L is used to indicate the number of padded 4 byte units needed to carry the request. Similarly, the variable Lpad indicates the number of bytes needed to pad the request to a 4 byte boundary.

For counted lists there is a common encoding of NLISTofFOO:

#### **NLISTofFOO**

1        m        num items  
m        LISTofFOO        items

For cached GC and Drawables:

#### **LBXGCANDDRAWUPDATE**

4 or 0    DRAWBLE    optional drawable  
4 or 0    GC        optional GC

#### **LBXGCANDDRAWABLE**

8    LBXGCANDDRAWENT    cache-entries  
8        unused  
m    LBXGCANDDRAWUPDATE    optional GC and Drawable

## Errors

#### **LbxClient**

1        0        Error  
1        CARD8    error-base + 0  
2        CARD16    sequence number  
4               unused  
2        CARD16    lbx opcode  
1        CARD8    major opcode

21 unused

## Requests

### **LbxQueryVersion**

1	CARD8	opcode
1	0	lbx opcode
2	1	request length
=>		
1	1	Reply
1		unused
2	CARD16	sequence number
4	0	reply length
2	CARD16	major version
2	CARD16	minor version
20		unused

The description of this request is on [See LbxQueryVersion](#) [lbx.htm#18761].

### **LbxStartProxy**

1	CARD8	opcode
1	1	lbx opcode
2	L	request length
n	NLISTofOPTION-REQUEST	options
p		unused, p=pad(n)

### **OPTION-REQUEST**

1	OPTCODE	option-code
m	OPTLEN	option-request-byte-length, (b=m+a+1)
a	DELTAOPT or NLISTofNAMEDOPT or NLISTofSTR or NLISTofPIXMAPMETHOD or BOOL	option

The encoding of the option field depends on the option-code. See [See StartProxy Options](#) [lbx.htm#35444].

1	OPTCODE	option-code
0	LbxOptionDeltaProxy	
1	LbxOptionDeltaServer	
2	LbxOptionStreamCompression	
3	LbxOptionBitmapCompression	
4	LbxOptionPixmapCompression	
5	LbxOptionMessageCompression	/* also known as squishing */
6	LbxOptionUseTags	
7	LbxOptionColormapAllocation	
255	LbxOptionExtension	

OPTLEN has two possible encodings, depending on the size of the value carried:

### **OPTLEN**

```

1      CARD8      b (0 < b <= 255)

OPTLEN
1      0          long length header
1      c          length0, c = b >> 8
1      d          length1, d= b & #xff

DELTAOPT
1      CARD8      min-cache-size
1      CARD8      max-cache-size
1      CARD8      preferred-cache-size
1      CARD8      min-message-length
1      CARD8      max-message-length (in 4-byte units)
1      CARD8      preferred-message-length

NAMEDOPT
f      STR        type-name
1      g+1        option-data-length
g      LISTofBYTE option-data (option specific)

PIXMAPMETHOD
h      STR        name
1      BITMASK    format mask
1      j          depth count
j      LISTofCARD8 depths

=>
=>

1      1          Reply
1      CARD8      count

0xff    options in request cannot be decoded
2      CARD16     sequence number
4      (a+p-32)/4 reply length
a      LISTofCHOICE options-reply
p      unused, if (n<24) p=24-n else p=pad(n)

CHOICE
1      CARD8      request-option-index
b      OPTLEN     reply-option-byte-length
c      DELTACHOICE or choice
      INDEXEDCHOICE or
      NLISTofINDEXEDOPT or
      NLISTofPIXMAPCHOICE or
      BOOL or
      INDEXEDCHOICE

```

The encoding of the choice field depends on the option-code. See [See StartProxy Options](#) [lbr.htm#35444].

```

DELTACHOICE
1      CARD8      preferred cache size
1      CARD8      preferred message length in 4-byte units

```

#### INDEXEDCHOICE

1	CARD8	index
d	LISTofBYTE	data

#### PIXMAPCHOICE

1	CARD8	index
1	CARD8	opcode
1	BITMASK	format mask
e	NLISTofCARD8	depths

The description of this request is on [See LbxStartProxy](#) [lbx.htm#20870].

#### LbxStopProxy

1	CARD8	opcode
1	2	lbx opcode
2	1	request length

The description of this request is on [See LbxStopProxy](#) [lbx.htm#27455].

#### LbxSwitch

1	CARD8	opcode
1	3	lbx opcode
2	2	request length
4	CARD32	client

The description of this request is on [See LbxSwitch](#) [lbx.htm#33500].

#### LbxNewClient

1	CARD8	opcode
1	4	lbx opcode
2	L	request length
4	CARD32	client

The remaining bytes of the request are the core connection setup.

=>

If the connection is rejected, a core connection reply is sent. Otherwise the reply has the form:

1	BOOL	success
1		change type
	0	no-deltas
	1	normal-client-deltas
	2	app-group-deltas
2	CARD16	major version
2	CARD16	minor version
2	1 + a	length
4	CARD32	tag id

The remaining bytes depend on the value of change-type and length.

For no-deltas, the remaining bytes are the "additional data" bytes of the core reply. (a = length of core reply, in 4 byte quantities).

For normal-client-deltas, the additional bytes have the form, with a length (a = 1 +b):

4	CARD32	resource id base
4b	LISTofSETofEVENT	root input masks

For app-group-deltas, the additional bytes have the following form, with a length of (a = 1 + 4c):

4	CARD32	resource id base
4	WINDOW	root id base
4	VISUALID	visual
4	COLORMAP	colormap
4	CARD32	white pixel
4	CARD32	black pixel
4c	LISTofSETofEVENT	root input masks

The description of this request is on [See LbxNewClient](#) [lbx.htm#17810].

#### **LbxCloseClient**

1	CARD8	opcode
1	5	lbx opcode
2	2	request length
4	CARD32	client

The description of this request is on [See LbxCloseClient](#) [lbx.htm#21625].

#### **LbxModifySequence**

1	CARD8	opcode
1	6	lbx opcode
2	2	request length
4	CARD32	offset to sequence number

The description of this request is on [See LbxModifySequence](#) [lbx.htm#36693].

#### **LbxAllowMotion**

1	CARD8	opcode
1	7	lbx opcode
2	2	request length
4	CARD32	number of MotionNotify events

The description of this request is on [See LbxAllowMotion](#) [lbx.htm#15895].

#### **LbxIncrementPixel**

1	CARD8	opcode
1	8	lbx opcode
2	3	request length
4	COLORMAP	colormap
4	CARD32	pixel

The description of this request is on [See LbxIncrementPixel](#) [lbx.htm#27227].

#### **LbxDelta**

1	CARD8	opcode
1	9	lbx opcode
2	$1+(2n + p + 2)/4$	request length
1	n	count of diffs
1	CARD8	cache index
2n	LISTofDIFFITEM	offsets and differences
p		unused, $p = \text{pad}(2n + 2)$

The description of this request is on [See LbxDelta](#) [lbx.htm#26857].

#### **LbxGetModifierMapping**

1	CARD8	opcode
1	10	lbx opcode
2	1	request length
=>		
1	1	Reply
1	n	keycodes-per-modifier
2	CARD16	sequence number
4	2n	reply length
4	CARD32	tag
20		unused
8n	LISTofKEYCODE	keycodes

The description of this request is on [See LbxGetModifierMapping](#) [lbx.htm#37687].

#### **LbxInvalidateTag**

1	CARD8	opcode
1	12	lbx opcode
2	2	request length
4	CARD32	tag

The description of this request is on [See LbxInvalidateTag](#) [lbx.htm#12515].

#### **LbxPolyPoint**

1	CARD8	opcode
1	13	lbx opcode
2	$1+(m+n+p)/4$	request length
m	LBXGCANDDRAWABLE	cache entries
n	LISTofLBXPOINT	points (n is data-dependent)
p	0	unused, $p = \text{Lpad}$

The description of this request is on [See LbxPolyPoint](#) [lbx.htm#37179].

#### **LbxPolyLine**

1	CARD8	opcode
1	14	lbx opcode
2	$1+(m+n+p)/4$	request length
m	LBXGCANDDRAWABLE	cache entries
n	LISTofLBXPOINT	points (n is data-dependent)
p	0	unused, $p = \text{Lpad}$

The description of this request is on [See LbxPolyLine](#) [lbx.htm#16574].

#### **LbxPolySegment**

```

1      CARD8      opcode
1      15         lbx opcode
2      1+(m+n+p)/4 request length
m      LBXGCANDDRAWABLE      cache entries
n      LISTofLBXSEGMENT      segments (n is data-dependent)
p      0          unused, p=Lpad

```

The description of this request is on [See LbxPolySegment](#) [lbx.htm#26077].

#### **LbxPolyRectangle**

```

1      CARD8      opcode
1      16         lbx opcode
2      1+(m+n+p)/4 request length
m      LBXGCANDDRAWABLE      cache entries
n      LISTofLBXRECTANGLE    rectangles (n is data-dependent)
p      0          unused, p=pad(m+n)

```

The description of this request is on [See LbxPolyRectangle](#) [lbx.htm#40958].

#### **LbxPolyArc**

```

1      CARD8      opcode
1      17         lbx opcode
2      1+(m+n+p)/4 request length
m      LBXGCANDDRAWABLE      cache entries
n      LISTofLBXARCS         arcs (n is data-dependent)
p      0          unused, p=Lpad

```

The description of this request is on [See LbxPolyArc](#) [lbx.htm#15317].

#### **LbxFillPoly**

```

1      CARD8      opcode
1      18         lbx opcode
2      1+(3+m+n+p)/4 request length
1      LBXGCANDDRAWENT      cache entries
1      shape
0      Complex
1      Nonconvex
2      Convex
1      p          pad byte count
m      LBXGCANDDRAWUPDATE    optional gc and drawable
n      LISTofLBXPOINT        points (n is data-dependent)
p      0          unused, p=Lpad

```

The description of this request is on [See LbxFillPoly](#) [lbx.htm#35796].

#### **LbxPolyFillRectangle**

```

1      CARD8      opcode
1      19         lbx opcode
2      1+(m+n+p)/4 request length
m      LBXGCANDDRAWABLE      cache entries

```

```
n      LISTofLBXRECTANGLE      rectangles (n is data-dependent)
p      0      unused, p=Lpad
```

The description of this request is on [See LbxPolyFillRectangle](#) [lbx.htm#25511].

#### **LbxPolyFillArc**

```
1      CARD8      opcode
1      20      lbx opcode
2      1+(m+n+p)/4      request length
m      LBXGCANDDRAWABLE      cache entries
n      LISTofLBXARC      arcs (n is data-dependent)
p      0      unused, p=Lpad
```

The description of this request is on [See LbxPolyFillArc](#) [lbx.htm#42698].

#### **LbxGetKeyboardMapping**

```
1      CARD8      opcode
1      21      lbx opcode
2      2      request length
1      KEYCODE      first keycode
1      m      count
2      unused
=>
1      1      Reply
1      n      keysyms-per-keycode
2      CARD16      sequence number
4      nm      reply length (m = count field from the request)
4      CARD32      tag
20      unused
4nm      LISTofKEYSYM      keysyms
```

The description of this request is on [See LbxGetKeyboardMapping](#) [lbx.htm#33719].

#### **LbxQueryFont**

```
1      CARD8      opcode
1      22      lbx opcode
2      2      request length
4      FONTABLE      font
=>
1      1      Reply
1      BOOL      compression
2      CARD16      sequence number
4      L      reply length
4      CARD32      tag
20      unused
All of the following is conditional:
12      CHARINFO      min-bounds
4      unused
12      CHARINFO      max-bounds
4      unused
2      CARD16      min-char-or-byte2
2      CARD16      max-char-or-byte2
```



```

2      CARD16      default-char
2      n          number of FONTPROPS in properties
1          draw-direction
0      LeftToRight
1      RightToLeft
1      CARD8      min-bytel
1      CARD8      max-bytel
1      BOOL      all-chars-exist
2      INT16      font-ascent
2      INT16      font-descent
4      m          number of elements in char-infos
8n     LISTofFONTPROP      properties
and either
12m    LISTofCHARINFO      char-infos
or
m      LISTofLBXCHARINFO    char-infos

```

The description of this request is on [See LbxQueryFont](#) [lbx.htm#18818].

#### **LbxChangeProperty**

```

1      CARD8      opcode
1      23         lbx opcode
2      6          request length
4      WINDOW      window
4      ATOM        property
4      ATOM        type
1      CARD8      format
1          mode
0      Replace
1      Prepend
2      Append
2          unused
4      CARD32      length of data in format units
                (= n for format = 8)
                (= n/2 for format = 16)
                (= n/4 for format = 32)
=>
1      1          Reply
1          unused
2      CARD16      sequence number
4      0          reply length
4      CARD32      tag
20         unused

```

The description of this request is on [See LbxChangeProperty](#) [lbx.htm#40098].

#### **LbxGetProperty**

```

1      CARD8      opcode
1      24         lbx opcode
2      7          request length
4      WINDOW      window
4      ATOM        property
4      ATOM        type

```

```

0      AnyPropertyType
1      CARD8          delete
3      unused
4      CARD32          long-offset
4      CARD32          long-length
=>
1      1      Reply
1      CARD8          format
2      CARD16          sequence number
4      CARD32          reply length
4      ATOM           type
0      None
4      CARD32          bytes-after
4      CARD32          length of value in format units
                        (= 0 for format = 0)
                        (= n for format = 8)
                        (= n/2 for format = 16)
                        (= n/4 for format = 32)
4      CARD32          tag
8      unused

```

The description of this request is on [See LbxGetProperty](#) [lbx.htm#31397].

#### **LbxTagData**

```

1      CARD8          opcode
1      25            lbx opcode
2      3+(n+p)/4      request length
4      CARD32          tag
4      CARD32          length of data in bytes
n      LISTofBYTE      data
p      unused, p=pad(n)

```

The description of this request is on [See LbxTagData](#) [lbx.htm#17987].

#### **LbxCopyArea**

```

1      CARD8          opcode
1      26            lbx opcode
2      L              request length
1      CARD8          source drawable cache entry
1      LBXGCANDDRAWENT cache entries
4 or 0      DRAWABLE  optional source drawable
b      LBXGCANDDRAWUPDATE optional gc and dest drawable
c      LBXPINT16      src-x
d      LBXPINT16      src-y
e      LBXPINT16      dst-x
f      LBXPINT16      dst-y
g      LBXCARD16      width
h      LBXCARD16      height
p      unused, p=Lpad

```

The description of this request is on [See LbxCopyArea](#) [lbx.htm#11409].

#### **LbxCopyPlane**

```

1      CARD8      opcode
1      27         lbx opcode
2      L          request length
4      CARD32     bit plane
1      CARD8      source drawable cache entry
1      LBXGCANDDRAWENT      cache entries
4 or 0      DRAWABLE      optional source drawable
b      LBXGCANDDRAWUPDATE      optional gc and dest drawable
c      LBXPINT16      src-x
d      LBXPINT16      src-y
e      LBXPINT16      dst-x
f      LBXPINT16      dst-y
g      LBXCARD16      width
h      LBXCARD16      height
p      unused, p=Lpad

```

The description of this request is on [See LbxCopyPlane](#) [lbx.htm#36772].

#### **LbxPolyText8**

```

1      CARD8      opcode
1      28         lbx opcode
2      L          request length
1      LBXGCANDDRAWENT      cache entries
a      LBXGCANDDRAWUPDATE      optional gc and drawable
b      LBXPINT16      x
c      LBXPINT16      y
n      LISTofTEXTITEM8      items
p      unused, p=Lpad

```

The description of this request is on [See LbxPolyText8](#) [lbx.htm#23201].

#### **LbxPolyText16**

```

1      CARD8      opcode
1      29         lbx opcode
2      L          request length
1      LBXGCANDDRAWENT      cache entries
a      LBXGCANDDRAWUPDATE      optional gc and drawable
b      LBXPINT16      x
c      LBXPINT16      y
2n     LISTofTEXTITEM16      items
p      unused, p=Lpad

```

The description of this request is on [See LbxPolyText16](#) [lbx.htm#13228].

#### **LbxImageText8**

```

1      CARD8      opcode
1      30         lbx opcode
2      L          request length
1      LBXGCANDDRAWENT      cache entries
a      LBXGCANDDRAWUPDATE      optional gc and drawable
b      LBXPINT16      x

```

```
c      LBXPINT16      y
n      STRING8        string
p              unused, p=Lpad
```

The description of this request is on [See LbxImageText8](#) [lbx.htm#10990].

#### **LbxImageText16**

```
1      CARD8          opcode
1      31             lbx opcode
2      L              request length
1      LBXGCANDDRAWENT      cache entries
a      LBXGCANDDRAWUPDATE   optional gc and drawable
b      LBXPINT16          x
c      LBXPINT16          y
2n     STRING16          string
p              unused, p=Lpad
```

The description of this request is on [See LbxImageText16](#) [lbx.htm#39584].

#### **LbxQueryExtension**

```
1      CARD8          opcode
1      32             lbx opcode
2      2+(n+p)/4      request length
4      n              length of extension name
n      STRING8        extension name
p              unused, p=pad(n)
=>
1      1              Reply
1      n              number of requests in the extension
2      CARD16         sequence number
4      0 or 2*(m + p)  reply length, m = (n+7)/8
1      BOOL           present
1      CARD8          major opcode
1      CARD8          first event
1      CARD8          first error
20     unused
m      LISTofMASK     optional reply-mask
p              unused, p=pad(m)
m      LISTofMASK     optional event-mask
p              unused, p=pad(m)
```

The description of this request is on [See LbxQueryExtension](#) [lbx.htm#36662].

#### **LbxPutImage**

```
1      CARD8          opcode
1      33             lbx opcode
2      L              request length
1      CARD8          compression method
1      LBXGCANDDRAWENT      cache entries
a      PIPACKED        bit-packed
b      LBXGCANDDRAWUPDATE   optional gc and drawable
c      LBXCARD16        width
```

```

d      LBXCARD16      height
e      LBXPINT16      x
f      LBXPINT16      y
n      LISTofBYTE      compressed image data
p      unused, p=Lpad

```

If there is no left padding and the depth is less than or equal to nine, PIPACKED is encoded as follows:

**PIPACKED**

```

1      #x80 | (format << 5) | ((depth -1) << 2)

```

Otherwise PIPACKED is defined as:

**PIPACKED**

```

1      (depth -1) << 2)
1      (format << 5) | left-pad

```

The description of this request is on [See LbxPutImage](#) [lbx.htm#21218].

**LbxGetImage**

```

1      CARD8      opcode
1      34      lbx opcode
2      6      request length
4      DRAWABLE      drawable
2      INT16      x
2      INT16      y
2      CARD16      width
2      CARD16      height
4      CARD32      plane mask
1      CARD8      format
3      unused
=>
1      1      Reply
1      CARD8      depth
2      CARD16      sequence number
4      (n+p)/4      reply length
4      (m+p)/4      Xreply length; if uncompressed, m=n
4      VISUALID      visual
0      None
1      compression method
15     unused
n      LISTofBYTE      data
p      unused, p=pad(n)

```

The description of this request is on [See LbxGetImage](#) [lbx.htm#26896].

**LbxBeginLargeRequest**

```

1      CARD8      opcode
1      35      lbx opcode
2      2      request length
4      CARD32      large request length

```

The description of this request is on [See LbxBeginLargeRequest](#) [lbx.htm#31209].

#### **LbxLargeRequestData**

```
1      CARD8      opcode
1      36         lbx opcode
2      1+n       request length
4n     LISTofBYTE data
```

The description of this request is on [See LbxLargeRequestData](#) [lbx.htm#36982].

#### **LbxEndLargeRequest**

```
1      CARD8      opcode
1      37         lbx opcode
2      1          request length
```

The description of this request is on [See LbxEndLargeRequest](#) [lbx.htm#31841].

#### **LbxInternAtoms**

```
1      CARD8      opcode
1      38         lbx opcode
2      1+(2+m+n+p)/4 request length
2      m          num-atoms
n      LISTofLONGSTR names
p      pad p=Lpad
=>
1      1          Reply
1      unused
2      CARD16     sequence number
4      a          reply length, a = MAX(m - 6, 0)
4*m    LISTofATOM atoms
p      pad p = MAX(0, 4*(6 - m))
```

#### **LONGSTR**

```
2      c          string length
c      STRING8    string
```

The description of this request is on [See LbxInternAtoms](#) [lbx.htm#21636].

#### **LbxGetWinAttrAndGeom**

```
1      CARD8      opcode
1      39         lbx opcode
2      2          request length
4      CARD32     window id
=>
1      1          Reply
1      backing store
0      NotUseful
1      WhenMapped
2      Always
2      CARD16     sequence number
4      7          reply length
```

```

4      VISUALID      visual id
2          class
1      InputOutput
2      InputOnly
1      BITGRAVITY      bit gravity
1      WINGRAVITY      window gravity
4      CARD32      backing bit planes
4      CARD32      backing pixel
1      BOOL      save under
1      BOOL      map installed
1          map state
0      Unmapped
1      Unviewable
2      Viewable
1      BOOL      override
4      COLORMAP      colormap
4      SETofEVENT      all events mask
4      SETofEVENT      your event mask
2      SETofDEVICEEVENT      do not propagate mask
2          unused
4      WINDOW      root
2      INT16      x
2      INT16      y
2      CARD16      width
2      CARD16      height
2      CARD16      border width
1      CARD8      depth
1          unused

```

The description of this request is on [See LbxGetWinAttrAndGeom](#) [lbx.htm#39382].

#### **LbxGrabCmap**

```

1      CARD8      opcode
1      40      lbx opcode
2      2      request length
4      COLORMAP      colormap
=>

```

If smart-grab is true, the reply is as follows:

```

1      1      Reply
1      #x80      flags
2      CARD16      sequence number
4      0      reply length
24          unused

```

If smart-grab is false, the reply is as follows:

```

1      1      Reply
1          flags (set of)
          #x40      auto-release
          #x20      three-channels
          #x10      two-byte-pixels

```

lower four bits specifies bits-per-pixel

2        CARD16        sequence number  
 4        L        reply length  
 m        CHAN or CHANNELS        cells (CHAN if !three-channels)  
 p        0        pad(m)

#### CHANNELS

a        CHAN        red  
 1        5        next channel  
 b        CHAN        green  
 1        5        next channel  
 c        CHAN        blue  
 1        0        list end

#### CHAN

d        LISTofLBXPIXEL

#### LBXPIXEL

e        PIXELPRIVATE or  
          PIXELPRIVATERANGE or  
          PIXELALLOC or  
          PIXELALLOCRANGE

#### PIXELPRIVATE

1        1        pixel-private  
 f        PIXEL        pixel

#### PIXEL

f        CARD8 or CARD16        (CARD8 if !two-byte-pixels)

#### PIXELPRIVATERANGE

1        2        pixel-private-range  
 f        PIXEL        first-pixel  
 f        PIXEL        last-pixel

#### PIXELALLOC

1        3        pixel-private  
 f        PIXEL        pixel  
 g        COLOR SINGLE or COLORTRIPLE        color        (COLOR SINGLE if  
 three-channels)

#### COLOR SINGLE

h        CARD8 or CARD16        value (CARD8        if bits-per-rgb =< 7)

#### COLORTRIPLE

h        COLOR SINGLE        red  
 h        COLOR SINGLE        green  
 h        COLOR SINGLE        blue

#### PIXELALLOCRANGE

1        4        pixel-private  
 f        PIXEL        first-pixel  
 f        PIXEL        last-pixel  
 j        LISTofCOLOR SINGLE or        color        (COLOR SINGLE if three-channels)



**LISTofCOLORTRIPLE**

The description of this request is on [See LbxGrabCmap](#) [lbx.htm#10922].

**LbxReleaseCmap**

1	CARD8	opcode
1	41	lbx opcode
2	2	request length
4	COLORMAP	cmap

The description of this request is on [See LbxReleaseCmap](#) [lbx.htm#34675].

**LbxAllocColor**

1	CARD8	opcode
1	42	lbx opcode
2	5	request length
4	COLORMAP	colormap
4	CARD32	pixel
2	CARD16	red
2	CARD16	green
2	CARD16	blue
2		unused

The description of this request is on [See LbxAllocColor](#) [lbx.htm#10446].

**LbxSync**

1	CARD8	opcode
1	43	lbx opcode
2	1	request length
=>		
1	1	Reply
1	n	unused
2	CARD16	sequence number
4	0	reply length
24		unused

The description of this request is on [See LbxSync](#) [lbx.htm#30719].

## Events

**LbxSwitchEvent**

1	base + 0	code
1	0	lbx type
2	CARD16	sequence number
4	CARD32	client
24		unused

The description of this event is on [See LbxSwitchEvent](#) [lbx.htm#33748].

**LbxCloseEvent**

```

1      base + 0      code
1      1      lbx type
2      CARD16      sequence number
4      CARD32      client
24      unused

```

The description of this event is on [See LbxCloseEvent](#) [lbx.htm#17292].

#### **LbxInvalidateTagEvent**

```

1      base + 0      code
1      3      lbx type
2      CARD16      sequence number
4      CARD32      tag
4      tag-type
1      LbxTagTypeModmap
2      LbxTagTypeKeymap
3      LbxTagTypeProperty
4      LbxTagTypeFont
5      LbxTagTypeConnInfo
20      unused

```

The description of this event is on [See LbxInvalidateTagEvent](#) [lbx.htm#23016].

#### **LbxSendTagDataEvent**

```

1      base + 0      code
1      4      lbx type
2      CARD16      sequence number
4      CARD32      tag
4      tag-type
3      LbxTagTypeProperty
20      unused

```

The description of this event is on [See LbxSendTagDataEvent](#) [lbx.htm#20373].

#### **LbxListenToOne**

```

1      base + 0      code
1      5      lbx type
2      CARD16      sequence number
4      CARD32      client
#xFFFFFFFF
a client not managed by the proxy
24      unused

```

The description of this event is on [See LbxListenToOne](#) [lbx.htm#25209].

#### **LbxListenToAll**

```

1      base + 0      code
1      6      lbx type
2      CARD16      sequence number
28      unused

```

The description of this event is on [See LbxListenToAll](#) [lbx.htm#11095].

**LbxQuickMotionDeltaEvent**

```
1      base + 1      code
1      CARD8         delta-time
1      INT8          delta-x
1      INT8          delta-y
```

This event is not padded to 32 bytes.

The description of this event is on [See LbxQuickMotionDeltaEvent](#) [lbx.htm#40268].

**LbxMotionDeltaEvent**

```
1      base + 0      code
1      7              lbx type
1      INT8          delta-x
1      INT8          delta-y
2      CARD16        delta-time
2      CARD16        delta-sequence
```

This event is not padded to 32 bytes.

The description of this event is on [See LbxMotionDeltaEvent](#) [lbx.htm#30033].

**LbxReleaseCmapEvent**

```
1      base + 0      code
1      8              lbx type
2      CARD16        sequence number
4      COLORMAP      colormap
24     unused
```

The description of this event is on [See LbxReleaseCmapEvent](#) [lbx.htm#19129].

**LbxFreeCellsEvent**

```
1      base + 0      code
1      9              lbx type
2      CARD16        sequence number
4      COLORMAP      colormap
4      PIXEL         pixel start
4      PIXEL         pixel end
16     unused
```

The description of this event is on [See LbxFreeCellsEvent](#) [lbx.htm#38041].

## Re-encoding of X Events

The X protocol requires all X events to be 32 bytes. The LBX server reduces the number of bytes sent between the server and the proxy for some X events by not appending unused pad bytes to the event data. The offsets of X event data are unchanged. The proxy will pad the events to 32 bytes before passing them on to the client.

LBX reencodes X event representations into the following sizes, if squishing is enabled:

KeyOrButton	32
EnterOrLeave	32
Keymap	32
Expose	20
GraphicsExposure	24
NoExposure	12
VisibilityNotify	12
CreateNotify	24
DestroyNotify	12
UnmapNotify	16
MapNotify	16
MapRequest	12
Reparent	24
ConfigureNotify	28
ConfigureRequest	28
GravityNotify	16
ResizeRequest	12
Circulate	20
Property Notify	20
SelectionClear	20
SelectionRequest	28
SelectionNotify	24
Colormap Notify	16
MappingNotify	8
ClientMessage	32
Unknown	32

## Responses

### **LbxDeltaResponse**

```

1      event_base + 0      event code
1      2      lbx type
2      1+(2+2n+p)/4      request length
1      n      count of diffs
1      CARD8      cache index
2n      LISTofDIFFITEM      offsets and differences
p      unused, p=pad(2n)

```

The description of this response is on [See LbxDeltaResponse](#) [lbx.htm#34042].