unexpected-reply Condition

A reply was found when none was expected. This indicates a problem with the extension code. The following items are reported along with the error:

- *display* — The display on which the error occurred.
- *req-sequence* — The sequence number in the reply.
- *msg-sequence* — The current sequence number.
- *length* — The message length of the reply.

An **unexpected-reply** condition is a special case of the more general **x-error**. (See page 16-190 for information on **x-error**.)

unknown-error (**request-error**) (**error-code**) Condition

An error was received from the server with an unknown error code. This indicates a problem with the extension code. The undefined error code is reported.

An **unknown-error** is a special case of the more general **request-error**. (See page 16-189 for information on **request-error**.)

value-error (**request-error**) (**value**) Condition

Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error. The erroneous value is reported.

A **value-error** is a special case of the more general **request-error**. (See page 16-189 for information on **request-error**.)

window-error (**resource-error**) Condition

A value for a *window* argument does not name a defined window.

A **window-error** is a special case of the more general **resource-error**. (See page 16-189 for information on **resource-error**.)

x-error Condition

This is the most general error condition upon which all other conditions are defined.

request-error Condition

The following items are reported along with the error:

The major or minor opcode does not specify a valid request.

- *display* — The display on which the error occurred.
- *error-key* — The error (sub)type.
- *major* — The major opcode.
- *minor* — The minor opcode.
- *sequence* — The actual sequence number.
- *current-sequence* — The current sequence number.

A **request-error** condition is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

resource-error Condition

All X11 errors for incorrect resource IDs are built on top of **resource-error**. These are **colormap-error**, **cursor-error**, **drawable-error**, **font-error**, **gcontext-error**, **id-choice-error**, **pixmap-error** and **window-error**. **resource-error** is never signaled directly.

A **resource-error** is a special case of the more general **request-error** (see page 16-189 for information on **request-error**).

sequence-error Condition

All X11 request replies contain the sequence number of their request. If a reply's sequence does not match the request count, a **sequence-error** is signaled. A **sequence-error** usually indicates a locking problem with a multi-processing Lisp. The following items are reported along with the error:

- *display* — The display on which the error occurred.
- *req-sequence* — The sequence number in the reply.
- *msg-sequence* — The current sequence number.

A **sequence-error** condition is a special case of the more general **x-error**. (See page 16-190 for information on **x-error**.)

server-disconnect Condition

The connection to the server was lost. The display on which the error occurred is reported along with the error.

A **server-disconnect** condition is a special case of the more general **x-error**. (See page 16-190 for information on **x-error**.)

match-error Condition

In a graphics request, the root and depth of the GContext does not match that of the drawable. An **:input-only** window is used as a drawable. Some argument or pair of arguments has the correct type and range but fails to match in some other way required by the request. An **:input-only** window locks this attribute. The values do not exist for an **:input-only** window.

A **match-error** is a special case of the more general **request-error** (see page 16-189 for information on **request-error**).

missing-parameter Condition

One or more of the required keyword parameters is missing or **nil**. The missing parameters are reported along with the error.

A **missing-parameter** condition is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

name-error Condition

A font or color of the specified name does not exist.

A **name-error** is a special case of the more general **request-error** (see page 16-189 for information on **request-error**).

pixmap-error Condition

A value for a *pixmap* argument does not name a defined pixmap.

A **pixmap-error** is a special case of the more general **resource-error**. (See page 16-189 for information on **resource-error**.)

reply-length-error (**x-error**) (*slots**) Condition

The reply to a request has an unexpected length. The following items are reported along with the error:

- *reply-length* — The actual reply length.
- *expected-length* — The expected reply length.
- *display* — The display on which the error occurred.

A **reply-length-error** is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

reply-timeout Condition

The ***reply-timeout*** parameter specifies the maximum number of seconds to wait for a request reply, or **nil** to wait forever (the default). When a reply has not been received after ***reply-timeout*** seconds, the **reply-timeout** condition is signaled. The *timeout period* and *display* are reported along with the error.

A **reply-timeout** condition is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

gcontext-error Condition

A value for a *gcontext* argument does not name a defined GContext.

A **gcontext-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

id-choice-error Condition

The value chosen for a resource identifier is either not included in the range assigned to the client or is already in use. Under normal circumstances, this cannot occur and should be considered a server or CLX library error.

An **id-choice-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

implementation-error Condition

The server does not implement some aspect of the request. A server that generates this error for a core request is deficient. As such, this error is not listed for any of the requests. However, clients should be prepared to receive such errors and either handle or discard them.

An **implementation-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

length-error Condition

The length of a request is shorter or longer than that minimally required to contain the arguments. This usually means an internal CLX error.

A **length-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

lookup-error Condition

CLX has the option of caching different resource types (see ***clx-cached-types***) in a hash table by resource ID. When looking up an object in the hash table, if the type of the object is wrong, a **lookup-error** is signaled.

For example: The cursor with ID 123 is interned in the hash table. An event is received with a field for window 123. When 123 is looked up in the hash table, a cursor is found. Since a window was expected, a **lookup-error** is signaled. This error indicates a problem with the extension code being used. The following items are reported along with the error:

- *id* — The resource ID.
- *display* — The display being used.
- *type* — The resource type.
- *object* — The **resource** object.

A **lookup-error** is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

A **closed-display** condition is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

colormap-error Condition

A value for a *colormap* argument does not name a defined colormap.

A **colormap-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

connection-failure Condition

Signaled when an X11 server refuses a connection. The following items are reported along with the error:

- *major-version* — The major version of the X server code.
- *minor-version* — The minor version of the X server code.
- *host* — The host name for the X server.
- *display* — The display on which the error occurred.
- *reason* — A string indicating why the connection failed.

A **connection-failure** is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

cursor-error Condition

A value for a *cursor* argument does not name a defined cursor.

A **cursor-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

device-busy Condition

Signaled by (**setf** (**pointer-mapping** *display*) **mapping**) when the **set-pointer-mapping** request returns a busy status. A similar condition occurs in **set-modifier-mapping**, but in this case, it returns a boolean indicating success, rather than signaling an error. The **device-busy** condition returns the display object as part of the error.

A **device-busy** condition is a special case of the more general **x-error** (see page 16-190 for information on **x-error**).

drawable-error Condition

A value for a *drawable* argument does not name a defined window or pixmap.

A **drawable-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

font-error Condition

A value for a *font* or *gcontext* argument does not name a defined font.

A **font-error** is a special case of the more general **resource-error** (see page 16-189 for information on **resource-error**).

16 ERRORS

Introduction

16.1 CLX error conditions are hierarchial. The base error condition is **x-error**, and all other conditions are built on top of **x-error**. **x-error** can be built on a lower-level condition that is implementation dependent (this is probably the **error** condition).

define-condition *name* (*parent-types**) [({*slot-specifier**}) {*option**}] Macro

Any new condition type must be defined with the **define-condition** macro. A condition type has a name, parent types, report message, and any number of slot items. See the *Lisp Reference* manual for further information regarding **define-condition**.

The following are the predefined error conditions that can occur in CLX.

access-error Condition

An **access-error** can occur for several reasons:

- A client attempted to grab a key/button combination already grabbed by another client
- A client attempted to free a colormap entry that it did not already allocate
- A client attempted to store into a read-only colormap entry
- A client attempted to modify the access control list from other than the local (or otherwise authorized) host
- A client attempted to select an event type that another client has already selected, and, that at most, one client can select at a time

An **access-error** is a special case of the more general **request-error** (see page 16-189 for information on **request-error**).

alloc-error Condition

The server failed to allocate the requested resource or server memory.

An **alloc-error** is a special case of the more general **request-error** (see page 16-189 for information on **request-error**).

atom-error Condition

A value for an *atom* argument does not name a defined atom.

An **atom-error** is a special case of the more general **request-error** (see page 16-189 for information on **request-error**).

closed-display Condition

The **closed-display** condition is signaled when trying to read or write a closed display (that is, **close-display** has been called on the **display** object, or a server-disconnect occurred). The **closed-display** object is reported with the error.