

SetWindowAttributes_t
fBackgroundPixmap
fBackgroundPixel
fBorderPixmap
fBorderPixel
fBorderWidth
fBitGravity
fWinGravity
fBackingStore
fBackingPlanes
fBackingPixel
fSaveUnder
fEventMask
fDoNotPropagateMask
fOverrideRedirect
fColormap
fCursor
fMask
@~SetWindowAttributes_t
SetWindowAttributes_t