

**NAME**

XIDefineCursor, XIUndefineCursor - define device cursors.

**SYNOPSIS**

```
#include <X11/extensions/XInput2.h>
```

```
int XIDefineCursor( Display *display,  
                  int deviceid,  
                  Window win,  
                  Cursor cursor);
```

```
int XIUndefineCursor( Display *display,  
                    int deviceid,  
                    Window win);
```

cursor

Specifies the cursor that is to be displayed or None.

deviceid

Specifies the device whose cursor is to change.

display

Specifies the connection to the X server.

win

Specifies the window.

**DESCRIPTION**

If a cursor is set, it will be used when the device's pointer is in the window. If the cursor is None, it is equivalent to XIUndefineCursor.

The deviceid must be a master pointer device or a BadDevice error is returned.

XIDefineCursor can generate BadDevice, BadCursor and BadWindow.

The XIUndefineCursor function undoes the effect of a previous XIDefineCursor for this window. When the pointer is in the window, the window's default cursor will now be used. If no

default cursor is defined, the parent's cursor for this device will be used (if defined) or the parent's default cursor will be used.

XIDefineCursor and XIUnDefineCursor are identical to XDefineCursor and XUnDefineCursor but specify the device explicitly.

XIUnDefineCursor can generate a BadDevice and a BadWindow error.

## DIAGNOSTICS

### BadCursor

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

### BadDevice

An invalid device was specified. The device does not exist or is not a pointer device.

### BadWindow

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

See also

XDefineCursor, XUnDefineCursor