

**NAME**

XISetClientPointer, XIGetClientPointer - set or get the ClientPointer device.

**SYNOPSIS**

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

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

```
Bool XIGetClientPointer( Display *display,  
                        Window win,  
                        int *device);
```

**display**  
Specifies the connection to the X server.

**win**  
Specifies a window belonging to the client. May be None.

**deviceid**  
Specifies the ClientPointer device.

**DESCRIPTION**

The ClientPointer is the device that is perceived to be the core pointer for non-XI protocol requests and replies. Each time a protocol message needs device-dependent data and the device is not explicitly given, the ClientPointer device is used to obtain the data. For example, a XQueryPointer request will return the coordinates of the ClientPointer.

XISetClientPointer request sets the ClientPointer device for the client that owns the given window. If win is None, the requesting client's ClientPointer is set to the device specified with deviceid. Only master pointer devices can be set as ClientPointer.

XISetClientPointer and can generate a BadDevice and a BadWindow error.

The XIGetClientPointer request returns the ClientPointer's device ID for the client that owns the given window. If win is None, the requesting client's ClientPointer is returned.

win may be a client ID instead of a window.

XIGetClientPointer can generate a BadWindow error.

## DIAGNOSTICS

### BadDevice

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

### BadWindow

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