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.