

NAME

XIQueryDevice, XIFreeDeviceInfo - get information about devices.

SYNOPSIS

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

```
XIDeviceInfo* XIQueryDevice( Display *display,
                             int deviceid,
                             int *ndevices_return);
```

```
XIFreeDeviceInfo( XIDeviceInfo *info);
```

deviceid

Specifies the device to query or XIAllDevices or XIAllMasterDevices.

display

Specifies the connection to the X server.

ndevices_return

Returns the number of devices returned.

info

A list of device XIDeviceInfo structs to be freed.

DESCRIPTION

The XIQueryDevice returns information about one or more input devices. If the deviceid specifies a device, ndevices_return is 1 and the returned information describes only the requested device. If deviceid is XIAllDevices or XIAllMasterDevices, ndevices_return is the number of devices or master devices, respectively, and the returned information represents all devices or all master devices, respectively.

To free the XIDeviceInfo array returned by XIQueryDevice, use XIFreeDeviceInfo.

For each input device requested, the XIQueryDevice returns an XIDeviceInfo structure. Each structure contains information about the capabilities of one input device available to the

server.

```
typedef struct
{
    int         deviceid;
    char        *name;
    int         use;
    int         attachment;
    Bool        enabled;
    int         num_classes;
    XIAnyClassInfo **classes;
} XIDeviceInfo;
```

The deviceid is the numeric unique id of the device. A deviceid is unique for the life-time of a device but a server may re-use the id once a device has been removed.

The name points to a null-terminated string specifying the identifier of the device.

The use and attachment fields specify the type of the device and the current attachment or pairing.

- If use is XIMasterPointer, the device is a master pointer and attachment specifies the deviceid of the paired master keyboard.
- If use is XIMasterKeyboard, the device is a master keyboard, and the attachment field specifies the paired master pointer.
- If use is XISlavePointer, the device is a slave device and currently attached to the master pointer specified in attachment.
- If use is XISlaveKeyboard, the device is a slave device an currently attached to the master keyboard specified in attachment.
- If use is XIFloatingSlave, the device is a slave device currently not attached to any master device. The value of the attachment field for floating slave devices is undefined.

The enabled field specifies if the device is currently enabled and can send events. Disabled devices will not send events.

The `num_classes` field specifies the number of input classes pointed to by classes. The first two fields of all input classes are identical.

```
typedef struct
{
    int    type;
    int    sourceid;
} XAnyClassInfo;
```

The `type` field specifies the type of the input class.

Currently, the following types are defined:

XIKeyClass, XIButtonClass, XIValuatorClass, XIScrollClass, XITouchClass, XIGestureClass.

In the future, additional types may be added. Clients are required to ignore unknown input classes.

The `sourceid` is the `deviceid` this class originated from. For master devices, the `sourceid` is typically the id of the slave device currently sending events. For slave devices, the `sourceid` is typically the device's id.

A device may have zero or one `XIButtonClass`, denoting the device's capability to send button events.

```
typedef struct {
    int    mask_len;
    unsigned char *mask;
} XIButtonState;
```

```
typedef struct
{
    int    type;
    int    sourceid;
    int    num_buttons;
    Atom   *labels;
    XIButtonState state;
} XIButtonClassInfo;
```

The `num_buttons` field specifies the number of buttons available on this device. A device that has an `XIButtonClass` must have at least one button.

`labels` is a list of `num_buttons` Atoms specifying the button labels for this device. If the label is not `None`, then the label specifies the type of button in physical device order (i.e. as the buttons are numbered on the physical input device).

The state is the current button state as seen by clients (i.e. after button mapping is applied). The `mask_len` field specifies the length of mask in bytes. For each button on the device, the respective bit in mask is set if the button is currently logically down.

A device may have zero or one `XIKeyClass`, denoting the device's capability to send key events.

```
typedef struct
{
    int    type;
    int    sourceid;
    int    num_keycodes;
    int    *keycodes;
} XIKeyClassInfo;
```

The `num_keycodes` field specifies the number of keycodes available on this device. A device that has an `XIKeyClass` must have at least one keycode.

`keycodes` is a list of `num_keycodes` keycodes the device may send.

A device may have zero or more `XIValuatorClass`, denoting the device's capability to send coordinates.

```
typedef struct
{
    int    type;
```

```

    int    sourceid;
    int    number;
    Atom   label;
    double min;
    double max;
    double value;
    int    resolution;
    int    mode;
} XValuatorClassInfo;

```

The number field specifies the number of the axis on the physical device.

If the label field is not None, the value of label is an Atom describing the axis.

min and max are the minimum and maximum values allowed on this axis. If both are zero, no minimum or maximum values are set on this device. value is the current value of this axis.

The resolution field specifies the resolution of the device in units/m.

The mode specifies the mode of this axis. If the mode is XIModeAbsolute this axis sends absolute coordinates. If the mode is XIModeRelative, this device sends relative coordinates.

```

typedef struct
{
    int    type;
    int    sourceid;
    int    number;
    int    scroll_type;
    double increment;
    int    flags;
} XIScrollClassInfo;

```

This class describes scrolling capability on a valuator. For each XIScrollClassInfo, an XValuatorClassInfo with the same number is present on the device.

The number field specifies the valuator number on the physical device that this scroll information applies to. See the respective `XIValuatorClassInfo` for detailed information on this valuator.

The `scroll_type` field specifies the type of scrolling, either `XIScrollTypeVertical` or `XIScrollTypeHorizontal`.

The increment specifies the value change considered one unit of scrolling down.

The flags field specifies flags that apply to this scrolling information:

If `XIScrollFlagNoEmulation` is set, the server will not emulate legacy button events for valuator changes on this valuator.

If `XIScrollFlagPreferred` is set, this axis is the preferred axis for this scroll type and will be used for the emulation of `XI_Motion` events when the driver submits legacy scroll button events.

```
typedef struct
{
    int    type;
    int    sourceid;
    int    mode;
    int    num_touches;
} XITouchClassInfo;
```

A device may have zero or one `XITouchClassInfo`, denoting multi-touch capability on the device. A device with a `XITouchClassInfo` may send `TouchBegin`, `TouchUpdate`, `TouchEnd` and `TouchOwnership` events.

The mode field is either `XIDirectTouch` for direct-input touch devices such as touchscreens or `XIDependentTouch` for indirect input devices such as touchpads. For `XIDirectTouch` devices, touch events are sent to window at the position the touch occurred. For `XIDependentTouch` devices, touch events are sent to the window at the position of the device's sprite.

The `num_touches` field defines the maximum number of simultaneous touches the device supports. A `num_touches` of 0 means the maximum number of simultaneous touches is undefined or unspecified. This field should be used as a guide only, devices will lie about their capabilities.

A device with an `XITouchClassInfo` may still send pointer events. The valuator must be defined with the respective `XIValuatorClass` classes. A valuator may send both pointer and touch-events.

```
typedef struct
{
    int    type;
    int    sourceid;
    int    num_touches;
} XIGestureClassInfo;
```

A device may have zero or one `XIGestureClassInfo`, denoting touchpad gesture capability on the device. A device with a `XIGestureClassInfo` may send `GestureSwipeBegin`, `GestureSwipeUpdate`, `GestureSwipeEnd`, `GesturePinchBegin`, `GesturePinchUpdate`, `GesturePinchEnd`.

The `num_touches` field defines the maximum number of simultaneous touches the device supports. A `num_touches` of 0 means the maximum number of simultaneous touches is undefined or unspecified. This field should be used as a guide only, devices will lie about their capabilities.

`XIQueryDevice` can generate a `BadDevice` error.

`XIFreeDeviceInfo` frees the information returned by `XIQueryDevice`.

DIAGNOSTICS

BadDevice

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