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.