

NAME

XIWarpPointer - move a device's pointer.

SYNOPSIS

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

```
Bool XIWarpPointer( Display *display,  
                   int deviceid,  
                   Window src_w,  
                   Window dest_w,  
                   double src_x,  
                   double src_y,  
                   int src_width,  
                   int src_height,  
                   double dest_x,  
                   double dest_y);
```

dest_w

Specifies the destination window or None.

dest_x, dest_y

Specify the x and y coordinates within the destination window.

deviceid

Specifies the master pointer device or floating slave device to move.

display

Specifies the connection to the X server.

src_x, src_y, src_width, src_height

Specify a rectangle in the source window.

src_w

Specifies the source window or None.

DESCRIPTION

If dest_w is None, XIWarpPointer moves the pointer by the offsets (dest_x, dest_y) relative to the current position of

the pointer. If `dest_w` is a window, `XIWarpPointer` moves the pointer to the offsets (`dest_x`, `dest_y`) relative to the origin of `dest_w`. However, if `src_w` is a window, the move only takes place if the window `src_w` contains the pointer and if the specified rectangle of `src_w` contains the pointer.

The `src_x` and `src_y` coordinates are relative to the origin of `src_w`. If `src_height` is zero, it is replaced with the current height of `src_w` minus `src_y`. If `src_width` is zero, it is replaced with the current width of `src_w` minus `src_x`.

There is seldom any reason for calling this function. The pointer should normally be left to the user. If you do use this function, however, it generates events just as if the user had instantaneously moved the pointer from one position to another. Note that you cannot use `XIWarpPointer` to move the pointer outside the `confine_to` window of an active pointer grab. An attempt to do so will only move the pointer as far as the closest edge of the `confine_to` window.

`XIWarpPointer` is identical to `XWarpPointer` but specifies the device explicitly.

`XIWarpPointer` can generate a `BadDevice` and a `BadWindow` error.

DIAGNOSTICS

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

`XWarpPointer(3)`