

NAME

XSetDeviceMode - change the mode of a device

SYNOPSIS

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

```
XSetDeviceMode( Display *display,  
                XDevice *device,  
                int mode);
```

display

Specifies the connection to the X server.

device

Specifies the device whose mode is to be changed.

mode

Specifies the mode. You can pass Absolute, or Relative.

DESCRIPTION

The XSetDeviceMode request changes the mode of an input device that is capable of reporting either absolute positional information or relative motion information. Not all input devices are capable of reporting motion data, and not all are capable of changing modes from Absolute to Relative.

XSetDeviceMode can generate a BadDevice or BadMode error.

DIAGNOSTICS**BadDevice**

An invalid device was specified. The specified device does not exist or has not been opened by this client via XOpenInputDevice. This error may also occur if some other client has caused the specified device to become the X keyboard or X pointer device via the XChangeKeyboardDevice or XChangePointerDevice requests.

BadMatch

This error may occur if an XSetDeviceMode request is made specifying a device that has no valuator and

reports no axes of motion.

BadMode

An invalid mode was specified. This error will also be returned if the specified device is not capable of supporting the XSetDeviceMode request.