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 valuators 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.