

**NAME**

XTranslateCoordinates - translate window coordinates

**SYNTAX**

```
Bool XTranslateCoordinates(Display *display, Window src_w, dest_w, int src_x, int src_y, int
    *dest_x_return, int *dest_y_return, Window *child_return);
```

**ARGUMENTS**

*child\_return* Returns the child if the coordinates are contained in a mapped child of the destination window.

*dest\_w* Specifies the destination window.

*dest\_x\_return*

*dest\_y\_return* Return the x and y coordinates within the destination window.

*display* Specifies the connection to the X server.

*src\_w* Specifies the source window.

*src\_x*

*src\_y* Specify the x and y coordinates within the source window.

**DESCRIPTION**

If **XTranslateCoordinates** returns **True**, it takes the *src\_x* and *src\_y* coordinates relative to the source window's origin and returns these coordinates to *dest\_x\_return* and *dest\_y\_return* relative to the destination window's origin. If **XTranslateCoordinates** returns **False**, *src\_w* and *dest\_w* are on different screens, and *dest\_x\_return* and *dest\_y\_return* are zero. If the coordinates are contained in a mapped child of *dest\_w*, that child is returned to *child\_return*. Otherwise, *child\_return* is set to **None**.

**XTranslateCoordinates** can generate a **BadWindow** error.

**DIAGNOSTICS**

**BadWindow** A value for a Window argument does not name a defined Window.

**SEE ALSO**

*Xlib - C Language X Interface*