NAME

XWarpPointer - move pointer

SYNTAX

int XWarpPointer(Display **display*, Window *src_w*, Window *dest_w*, int *src_x*, int *src_y*, unsigned int *src_width*, unsigned int *src_height*, int *dest_x*, int *dest_y*);

ARGUMENTS

dest_w Specifies the destination window or **None**.

dest_x

dest_y Specify the x and y coordinates within the destination window.

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**, **XWarpPointer** moves the pointer by the offsets (dest_x, dest_y) relative to the current position of the pointer. If dest_w is a window, **XWarpPointer** 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 **XWarpPointer** 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.

XWarpPointer can generate a **BadWindow** error.

DIAGNOSTICS

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

SEE ALSO

XSetInputFocus(3)
Xlib - C Language X Interface