NAME

xcb_allow_events - release queued events

SYNOPSIS

#include <xcb/xproto.h>

Request function

xcb_void_cookie_t **xcb_allow_events**(xcb_connection_t *conn*, uint8_t *mode*, xcb_timestamp_t *time*);

REQUEST ARGUMENTS

conn   The XCB connection to X11.

mode   One of the following values:

XCB_ALLOW_ASYNC_POINTER

For AsyncPointer, if the pointer is frozen by the client, pointer event
processing continues normally. If the pointer is frozen twice by the
client on behalf of two separate grabs, AsyncPointer thaws for both.
AsyncPointer has no effect if the pointer is not frozen by the client, but
the pointer need not be grabbed by the client.

TODO: rewrite this in more understandable terms.

XCB_ALLOW_SYNC_POINTER

For SyncPointer, if the pointer is frozen and actively grabbed by the
client, pointer event processing continues normally until the next
ButtonPress or ButtonRelease event is reported to the client, at which
time the pointer again appears to freeze. However, if the reported
event causes the pointer grab to be released, then the pointer does not
freeze. SyncPointer has no effect if the pointer is not frozen by the
client or if the pointer is not grabbed by the client.

XCB_ALLOW_REPLAY_POINTER

For ReplayPointer, if the pointer is actively grabbed by the client and
is frozen as the result of an event having been sent to the client (either
from the activation of a GrabButton or from a previous AllowEvents
with mode SyncPointer but not from a GrabPointer), then the pointer
grab is released and that event is completely reprocessed, this time
ignoring any passive grabs at or above (towards the root) the grab-
window of the grab just released. The request has no effect if the

pointer is not grabbed by the client or if the pointer is not frozen as the result of an event.

XCB_ALLOW_ASYNC_KEYBOARD

For AsyncKeyboard, if the keyboard is frozen by the client, keyboard event processing continues normally. If the keyboard is frozen twice by the client on behalf of two separate grabs, AsyncKeyboard thaws for both. AsyncKeyboard has no effect if the keyboard is not frozen by the client, but the keyboard need not be grabbed by the client.

XCB_ALLOW_SYNC_KEYBOARD

For SyncKeyboard, if the keyboard is frozen and actively grabbed by the client, keyboard event processing continues normally until the next KeyPress or KeyRelease event is reported to the client, at which time the keyboard again appears to freeze. However, if the reported event causes the keyboard grab to be released, then the keyboard does not freeze. SyncKeyboard has no effect if the keyboard is not frozen by the client or if the keyboard is not grabbed by the client.

XCB_ALLOW_REPLAY_KEYBOARD

For ReplayKeyboard, if the keyboard is actively grabbed by the client and is frozen as the result of an event having been sent to the client (either from the activation of a GrabKey or from a previous AllowEvents with mode SyncKeyboard but not from a GrabKeyboard), then the keyboard grab is released and that event is completely reprocessed, this time ignoring any passive grabs at or above (towards the root) the grab-window of the grab just released. The request has no effect if the keyboard is not grabbed by the client or if the keyboard is not frozen as the result of an event.

XCB_ALLOW_ASYNC_BOTH

For AsyncBoth, if the pointer and the keyboard are frozen by the client, event processing for both devices continues normally. If a device is frozen twice by the client on behalf of two separate grabs, AsyncBoth thaws for both. AsyncBoth has no effect unless both pointer and keyboard are frozen by the client.

XCB_ALLOW_SYNC_BOTH

For SyncBoth, if both pointer and keyboard are frozen by the client, event processing (for both devices) continues normally until the next

ButtonPress, ButtonRelease, KeyPress, or KeyRelease event is reported to the client for a grabbed device (button event for the pointer, key event for the keyboard), at which time the devices again appear to freeze. However, if the reported event causes the grab to be released, then the devices do not freeze (but if the other device is still grabbed, then a subsequent event for it will still cause both devices to freeze). SyncBoth has no effect unless both pointer and keyboard are frozen by the client. If the pointer or keyboard is frozen twice by the client on behalf of two separate grabs, SyncBoth thaws for both (but a subsequent freeze for SyncBoth will only freeze each device once).

time   Timestamp to avoid race conditions when running X over the network.

The special value *XCB_CURRENT_TIME* will be replaced with the current server time.

DESCRIPTION

Releases queued events if the client has caused a device (pointer/keyboard) to freeze due to grabbing it actively. This request has no effect if *time* is earlier than the last-grab time of the most recent active grab for this client or if *time* is later than the current X server time.

RETURN VALUE

Returns an *xcb_void_cookie_t*. Errors (if any) have to be handled in the event loop.

If you want to handle errors directly with *xcb_request_check* instead, use *xcb_allow_events_checked*. See **xcb-requests(3)** for details.

ERRORS

xcb_value_error_t
          You specified an invalid *mode*.

SEE ALSO

xcb-requests(3)

AUTHOR

Generated from xproto.xml. Contact xcb@lists.freedesktop.org for corrections and improvements.