NAME

xcb_button_press_event_t - a mouse button was pressed/released

SYNOPSIS

#include <xcb/xproto.h>

Event datastructure

<pre>typedef struct xcb_button_press_event_t {</pre>		
uint8_t response_type;		
xcb_button_t <i>detail</i> ;		
uint16_t sequence;		
xcb_timestamp_t <i>time</i> ;		
xcb_window_t <i>root</i> ;		
xcb_window_t <i>event</i> ;		
xcb_window_t <i>child</i> ;		
int16_t root_x;		
int16_t root_y;		
int16_t event_x;		
int16_t <i>event_y</i> ;		
uint16_t state;		
uint8_t same_screen;		
uint8_t pad0;		
<pre>} xcb_button_press_event_t;</pre>		

EVENT FIELDS

response_type	The type of this event, in this case <i>XCB_BUTTON_RELEASE</i> . This field is also present in the <i>xcb_generic_event_t</i> and can be used to tell events apart from each other.
sequence	The sequence number of the last request processed by the X11 server.
detail	The keycode (a number representing a physical key on the keyboard) of the key which was pressed.
time	Time when the event was generated (in milliseconds).
root	The root window of <i>child</i> .
event	NOT YET DOCUMENTED.

child	NOT YET DOCUMENTED.
root_x	The X coordinate of the pointer relative to the <i>root</i> window at the time of the event.
root_y	The Y coordinate of the pointer relative to the <i>root</i> window at the time of the event.
event_x	If <i>same_screen</i> is true, this is the X coordinate relative to the <i>event</i> window's origin. Otherwise, <i>event_x</i> will be set to zero.
event_y	If <i>same_screen</i> is true, this is the Y coordinate relative to the <i>event</i> window's origin. Otherwise, <i>event_y</i> will be set to zero.
state	The logical state of the pointer buttons and modifier keys just prior to the event.
same_screen	Whether the <i>event</i> window is on the same screen as the <i>root</i> window.

DESCRIPTION

SEE ALSO

xcb_generic_event_t(3), xcb_grab_button(3), xcb_grab_pointer(3)

AUTHOR

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