

NAME

xcb_motion_notify_event_t - a key was pressed

SYNOPSIS

```
#include <xcb/xproto.h>
```

Event datastructure

```
typedef struct xcb_motion_notify_event_t {
    uint8_t    response_type;
    uint8_t    detail;
    uint16_t   sequence;
    xcb_timestamp_t time;
    xcb_window_t root;
    xcb_window_t event;
    xcb_window_t child;
    int16_t    root_x;
    int16_t    root_y;
    int16_t    event_x;
    int16_t    event_y;
    uint16_t   state;
    uint8_t    same_screen;
    uint8_t    pad0;
} xcb_motion_notify_event_t;
```

EVENT FIELDS

response_type The type of this event, in this case *XCB_MOTION_NOTIFY*. This field is also present in the *xcb_generic_event_t* 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 *child*.

event NOT YET DOCUMENTED.

| | |
|--------------------|--|
| <i>child</i> | NOT YET DOCUMENTED. |
| <i>root_x</i> | The X coordinate of the pointer relative to the <i>root</i> window at the time of the event. |
| <i>root_y</i> | The Y coordinate of the pointer relative to the <i>root</i> window at the time of the event. |
| <i>event_x</i> | 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. |
| <i>event_y</i> | 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. |
| <i>state</i> | The logical state of the pointer buttons and modifier keys just prior to the event. |
| <i>same_screen</i> | 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_key(3), xcb_grab_keyboard(3)

AUTHOR

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