

NAME

xcb_query_pointer - get pointer coordinates

SYNOPSIS

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

Request function

```
xcb_query_pointer_cookie_t xcb_query_pointer(xcb_connection_t *conn, xcb_window_t window);
```

Reply datastructure

```
typedef struct xcb_query_pointer_reply_t {
    uint8_t    response_type;
    uint8_t    same_screen;
    uint16_t   sequence;
    uint32_t   length;
    xcb_window_t root;
    xcb_window_t child;
    int16_t    root_x;
    int16_t    root_y;
    int16_t    win_x;
    int16_t    win_y;
    uint16_t   mask;
    uint8_t    pad0[2];
} xcb_query_pointer_reply_t;
```

Reply function

```
xcb_query_pointer_reply_t *xcb_query_pointer_reply(xcb_connection_t *conn,
    xcb_query_pointer_cookie_t cookie, xcb_generic_error_t **e);
```

REQUEST ARGUMENTS

conn The XCB connection to X11.

window A window to check if the pointer is on the same screen as *window* (see the *same_screen* field in the reply).

REPLY FIELDS

response_type The type of this reply, in this case *XCB_QUERY_POINTER*. This field is also present in the *xcb_generic_reply_t* and can be used to tell replies apart from each other.

| | |
|--------------------|--|
| <i>sequence</i> | The sequence number of the last request processed by the X11 server. |
| <i>length</i> | The length of the reply, in words (a word is 4 bytes). |
| <i>same_screen</i> | If <i>same_screen</i> is False, then the pointer is not on the same screen as the argument window, <i>child</i> is None, and <i>win_x</i> and <i>win_y</i> are zero. If <i>same_screen</i> is True, then <i>win_x</i> and <i>win_y</i> are the pointer coordinates relative to the argument window's origin, and <i>child</i> is the child containing the pointer, if any. |
| <i>root</i> | The root window the pointer is logically on. |
| <i>child</i> | The child window containing the pointer, if any, if <i>same_screen</i> is true. If <i>same_screen</i> is false, <i>XCB_NONE</i> is returned. |
| <i>root_x</i> | The pointer X position, relative to <i>root</i> . |
| <i>root_y</i> | The pointer Y position, relative to <i>root</i> . |
| <i>win_x</i> | The pointer X coordinate, relative to <i>child</i> , if <i>same_screen</i> is true. Zero otherwise. |
| <i>win_y</i> | The pointer Y coordinate, relative to <i>child</i> , if <i>same_screen</i> is true. Zero otherwise. |
| <i>mask</i> | The current logical state of the modifier keys and the buttons. Note that the logical state of a device (as seen by means of the protocol) may lag the physical state if device event processing is frozen. |

DESCRIPTION

Gets the root window the pointer is logically on and the pointer coordinates relative to the root window's origin.

RETURN VALUE

Returns an *xcb_query_pointer_cookie_t*. Errors have to be handled when calling the reply function *xcb_query_pointer_reply*.

If you want to handle errors in the event loop instead, use *xcb_query_pointer_unchecked*. See **xcb-requests(3)** for details.

ERRORS

xcb_window_error_t

The specified *window* does not exist.

xcb_query_pointer(3)

XCB Requests

xcb_query_pointer(3)

SEE ALSO

xcb-requests(3)

AUTHOR

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