

**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](mailto:xcb@lists.freedesktop.org) for corrections and improvements.