NAME
    xcb_warp_pointer - move mouse pointer

SYNOPSIS
    #include <xcb/xproto.h>

 Request function
    xcb_void_cookie_t **xcb_warp_pointer**(xcb_connection_t *_conn_, xcb_window_t _src_window_,
        xcb_window_t _dst_window_, int16_t _src_x_, int16_t _src_y_, uint16_t _src_width_, uint16_t _src_height_,
        int16_t _dst_x_, int16_t _dst_y_);

REQUEST ARGUMENTS
    conn   The XCB connection to X11.

    _src_window_   If _src_window_ is not _XCB_NONE_ (TODO), the move will only take place if the
                   pointer is inside _src_window_ and within the rectangle specified by (_src_x_, _src_y_,
                   _src_width_, _src_height_). The rectangle coordinates are relative to _src_window_.

    _dst_window_   If _dst_window_ is not _XCB_NONE_ (TODO), the pointer will be moved to the offsets
                   (_dst_x_, _dst_y_) relative to _dst_window_. If _dst_window_ is _XCB_NONE_ (TODO), the
                   pointer will be moved by the offsets (_dst_x_, _dst_y_) relative to the current position of
                   the pointer.

    _src_x_   TODO: NOT YET DOCUMENTED.

    _src_y_   TODO: NOT YET DOCUMENTED.

    _src_width_   TODO: NOT YET DOCUMENTED.

    _src_height_   TODO: NOT YET DOCUMENTED.

    _dst_x_   TODO: NOT YET DOCUMENTED.

    _dst_y_   TODO: NOT YET DOCUMENTED.

DESCRIPTION
    Moves the mouse pointer to the specified position.

    If _src_window_ is not _XCB_NONE_ (TODO), the move will only take place if the pointer is inside
    _src_window_ and within the rectangle specified by (_src_x_, _src_y_, _src_width_, _src_height_). The rectangle

coordinates are relative to *src_window*.

If *dst_window* is not *XCB_NONE* (TODO), the pointer will be moved to the offsets (*dst_x*, *dst_y*) relative to *dst_window*. If *dst_window* is *XCB_NONE* (TODO), the pointer will be moved by the offsets (*dst_x*, *dst_y*) relative to the current position of the pointer.

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_warp_pointer_checked*. See **xcb-requests(3)** for details.

ERRORS

xcb_window_error_t
                    TODO: reasons?

SEE ALSO

xcb-requests(3), **xcb_set_input_focus**(3)

AUTHOR

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