

XTranslateCoordinates – translate window coordinates

Bool XTranslateCoordinates(*display, src_w, dest_w, src_x, src_y, dest_x_return, dest_y_return, child_return*)

Display **display*;
Window *src_w, dest_w*;
int *src_x, src_y*;
int **dest_x_return, *dest_y_return*;
Window **child_return*;

child_return Returns the child if the coordinates are contained in a mapped child of the destination window.

dest_w Specifies the destination window.

dest_x_return

dest_y_return Return the x and y coordinates within the destination window.

display Specifies the connection to the X server.

src_w Specifies the source window.

src_x

src_y Specify the x and y coordinates within the source window.

If **XTranslateCoordinates** returns **True**, it takes the *src_x* and *src_y* coordinates relative to the source window's origin and returns these coordinates to *dest_x_return* and *dest_y_return* relative to the destination window's origin. If **XTranslateCoordinates** returns **False**, *src_w* and *dest_w* are on different screens, and *dest_x_return* and *dest_y_return* are zero. If the coordinates are contained in a mapped child of *dest_w*, that child is returned to *child_return*. Otherwise, *child_return* is set to **None**.

XTranslateCoordinates can generate a **BadWindow** error.

BadWindow A value for a Window argument does not name a defined Window.

Xlib – C Language X Interface