

XWarpPointer – move pointer

XWarpPointer(*display*, *src_w*, *dest_w*, *src_x*, *src_y*, *src_width*, *src_height*, *dest_x*,
dest_y)

Display **display*;

Window *src_w*, *dest_w*;

int *src_x*, *src_y*;

unsigned int *src_width*, *src_height*;

int *dest_x*, *dest_y*;

dest_w Specifies the destination window or **None**.
dest_x
dest_y Specify the x and y coordinates within the destination window.
display Specifies the connection to the X server.
src_x
src_y
src_width
src_height Specify a rectangle in the source window.
src_w Specifies the source window or **None**.

If **dest_w** is **None**, **XWarpPointer** moves the pointer by the offsets (*dest_x*, *dest_y*) relative to the current position of the pointer. If **dest_w** is a window, **XWarpPointer** moves the pointer to the offsets (*dest_x*, *dest_y*) relative to the origin of **dest_w**. However, if **src_w** is a window, the move only takes place if the window **src_w** contains the pointer and if the specified rectangle of **src_w** contains the pointer.

The *src_x* and *src_y* coordinates are relative to the origin of **src_w**. If *src_height* is zero, it is replaced with the current height of **src_w** minus *src_y*. If *src_width* is zero, it is replaced with the current width of **src_w** minus *src_x*.

There is seldom any reason for calling this function. The pointer should normally be left to the user. If you do use this function, however, it generates events just as if the user had instantaneously moved the pointer from one position to another. Note that you cannot use **XWarpPointer** to move the pointer outside the *confine_to* window of an active pointer grab. An attempt to do so will only move the pointer as far as the closest edge of the *confine_to* window.

XWarpPointer can generate a **BadWindow** error.

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

XSetInputFocus(3X11)

Xlib – C Language X Interface