**XAllowEvents** – release queued events

**XAllowEvents** *(display, event_mode, time)*

```c
Display *display;
int event_mode;
Time time;
```

*display*  
Specifies the connection to the X server.

*event_mode*  
Specifies the event mode. You can pass `AsyncPointer`, `SyncPointer`, `AsyncKeyboard`, `SyncKeyboard`, `ReplayPointer`, `ReplayKeyboard`, `AsyncBoth`, or `SyncBoth`.

*time*  
Specifies the time. You can pass either a timestamp or `CurrentTime`.

The **XAllowEvents** function releases some queued events if the client has caused a device to freeze. It has no effect if the specified time is earlier than the last-grab time of the most recent active grab for the client or if the specified time is later than the current X server time.

**XAllowEvents** can generate a **BadValue** error.

**BadValue**  
Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument’s type is accepted. Any argument defined as a set of alternatives can generate this error.

**Xlib – C Language X Interface**