

## XChangePointerDevice – change which device is the X pointer

Status XChangePointerDevice(*display*, *device* *xaxis*, *yaxis*)

```
Display *display;  
XDevice *device;  
int xaxis;  
int yaxis;
```

*display* Specifies the connection to the X server. *device* Specifies the device to be used as the X pointer. *xaxis* Specifies the axis of the device to be used as the X pointer x-axis. *yaxis* Specifies the axis of the device to be used as the X pointer y-axis.

The *XChangePointerDevice* request causes the server to use the specified device as the X pointer. The device must have been opened by the client via *XOpenDevice* or a *BadDevice* error will result. The device must support input class *Valuators* or a *BadMatch* error will result. If the implementation does not support use of the specified device as the X pointer, a *BadDevice* error will result.

If the specified device is grabbed by another client, *AlreadyGrabbed* is returned. If the specified device is frozen by a grab on another device, *GrabFrozen* is returned. If the request is successful, *Success* is returned.

If the request succeeds, a *ChangeDeviceNotify* event is sent to all clients that have selected that event. A *MappingNotify* event with request = *MappingPointer* is sent to all clients. The specified device becomes the X pointer, and the old X pointer becomes accessible through the input extension protocol requests.

*XChangePointerDevice* can generate a *BadDevice* or a *BadMatch* error.

***BadDevice*** An invalid device was specified. The specified device does not exist, has not been opened by this client via *XOpenInputDevice*, or is already one of the core X input devices (pointer or keyboard). This error may also occur if the server implementation does not support using the specified device as the X pointer. ***BadMatch*** This error may occur if an *XChangePointerDevice* request was made specifying a device that has less than two valuator, or specifying a valuator index beyond the range supported by the device.

## XChangeKeyboardDevice

*Programming With Xlib*