

XNextEvent, XPeekEvent, XWindowEvent, XCheckWindowEvent, XMaskEvent, XCheckMaskEvent, XCheckTypedEvent, XCheckTypedWindowEvent – select events by type

XNextEvent(*display*, *event_return*)

Display **display*;
XEvent **event_return*;

XPeekEvent(*display*, *event_return*)

Display **display*;
XEvent **event_return*;

XWindowEvent(*display*, *w*, *event_mask*, *event_return*)

Display **display*;
Window *w*;
long *event_mask*;
XEvent **event_return*;

Bool XCheckWindowEvent(*display*, *w*, *event_mask*, *event_return*)

Display **display*;
Window *w*;
long *event_mask*;
XEvent **event_return*;

XMaskEvent(*display*, *event_mask*, *event_return*)

Display **display*;
long *event_mask*;
XEvent **event_return*;

Bool XCheckMaskEvent(*display*, *event_mask*, *event_return*)

Display **display*;
long *event_mask*;
XEvent **event_return*;

Bool XCheckTypedEvent(*display*, *event_type*, *event_return*)

Display **display*;
int *event_type*;
XEvent **event_return*;

Bool XCheckTypedWindowEvent(*display*, *w*, *event_type*, *event_return*)

Display **display*;
Window *w*;
int *event_type*;
XEvent **event_return*;

<i>display</i>	Specifies the connection to the X server.
<i>event_mask</i>	Specifies the event mask.
<i>event_return</i>	Returns the matched event's associated structure.
<i>event_return</i>	Returns the next event in the queue.
<i>event_return</i>	Returns a copy of the matched event's associated structure.
<i>event_type</i>	Specifies the event type to be compared.
<i>w</i>	Specifies the window whose event you are interested in.

The XNextEvent function copies the first event from the event queue into the specified **XEvent** structure and then removes it from the queue. If the event queue is empty, **XNextEvent** flushes the output buffer and blocks until an event is received.

The **XPeekEvent** function returns the first event from the event queue, but it does not remove the event from the queue. If the queue is empty, **XPeekEvent** flushes the output buffer and blocks until an event is received. It then copies the event into the client-supplied **XEvent** structure without removing it from the event queue.

The **XWindowEvent** function searches the event queue for an event that matches both the specified window and event mask. When it finds a match, **XWindowEvent** removes that event from the queue and copies it into the specified **XEvent** structure. The other events stored in the queue are not discarded. If a matching event is not in the queue, **XWindowEvent** flushes the output buffer and blocks until one is received.

The **XCheckWindowEvent** function searches the event queue and then the events available on the server connection for the first event that matches the specified window and event mask. If it finds a match, **XCheckWindowEvent** removes that event, copies it into the specified **XEvent** structure, and returns **True**. The other events stored in the queue are not discarded. If the event you requested is not available, **XCheckWindowEvent** returns **False**, and the output buffer will have been flushed.

The **XMaskEvent** function searches the event queue for the events associated with the specified mask. When it finds a match, **XMaskEvent** removes that event and copies it into the specified **XEvent** structure. The other events stored in the queue are not discarded. If the event you requested is not in the queue, **XMaskEvent** flushes the output buffer and blocks until one is received.

The **XCheckMaskEvent** function searches the event queue and then any events available on the server connection for the first event that matches the specified mask. If it finds a match, **XCheckMaskEvent** removes that event, copies it into the specified **XEvent** structure, and returns **True**. The other events stored in the queue are not discarded. If the event you requested is not available, **XCheckMaskEvent** returns **False**, and the output buffer will have been flushed.

The **XCheckTypedEvent** function searches the event queue and then any events available on the server connection for the first event that matches the specified type. If it finds a match, **XCheckTypedEvent** removes that event, copies it into the specified **XEvent** structure, and returns **True**. The other events in the queue are not discarded. If the event is not available, **XCheckTypedEvent** returns **False**, and the output buffer will have been flushed.

The **XCheckTypedWindowEvent** function searches the event queue and then any events available on the server connection for the first event that matches the specified type and window. If it finds a match, **XCheckTypedWindowEvent** removes the event from the queue, copies it into the specified **XEvent** structure, and returns **True**. The other events in the queue are not discarded. If the event is not available, **XCheckTypedWindowEvent** returns **False**, and the output buffer will have been flushed.

XAnyEvent(3X11), XIfEvent(3X11), XPutBackEvent(3X11), XSendEvent(3X11)

Xlib – C Language X Interface