

XSelectInput – select input events

```
XSelectInput(display, w, event_mask)  
    Display *display;  
    Window w;  
    long event_mask;
```

display Specifies the connection to the X server.
event_mask Specifies the event mask.
w Specifies the window whose events you are interested in.

The **XSelectInput** function requests that the X server report the events associated with the specified event mask. Initially, X will not report any of these events. Events are reported relative to a window. If a window is not interested in a device event, it usually propagates to the closest ancestor that is interested, unless the `do_not_propagate` mask prohibits it.

Setting the event-mask attribute of a window overrides any previous call for the same window but not for other clients. Multiple clients can select for the same events on the same window with the following restrictions:

- Multiple clients can select events on the same window because their event masks are disjoint. When the X server generates an event, it reports it to all interested clients.
- Only one client at a time can select **CirculateRequest**, **ConfigureRequest**, or **MapRequest** events, which are associated with the event mask **SubstructureRedirectMask**.
- Only one client at a time can select a **ResizeRequest** event, which is associated with the event mask **ResizeRedirectMask**.
- Only one client at a time can select a **ButtonPress** event, which is associated with the event mask **ButtonPressMask**.

The server reports the event to all interested clients.

XSelectInput can generate a **BadWindow** error.

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

Xlib – C Language X Interface