

XDefineCursor, XUndefineCursor – define cursors

XDefineCursor(*display*, *w*, *cursor*)

Display **display*;

Window *w*;

Cursor *cursor*;

XUndefineCursor(*display*, *w*)

Display **display*;

Window *w*;

cursor Specifies the cursor that is to be displayed or **None**.

display Specifies the connection to the X server.

w Specifies the window.

If a cursor is set, it will be used when the pointer is in the window. If the cursor is None, it is equivalent to XUndefineCursor.

XDefineCursor can generate **BadCursor** and **BadWindow** errors.

The **XUndefineCursor** function undoes the effect of a previous **XDefineCursor** for this window. When the pointer is in the window, the parent's cursor will now be used. On the root window, the default cursor is restored.

XUndefineCursor can generate a **BadWindow** error.

BadAlloc The server failed to allocate the requested resource or server memory. **BadCursor** A value for a Cursor argument does not name a defined Cursor. **BadWindow** A value for a Window argument does not name a defined Window.

XCreateFontCursor(3X11), XRecolorCursor(3X11)

Xlib – C Language X Interface