
Subject: Re: capture mouse and limit all events to window

Posted by [slashupp](#) on Mon, 29 Apr 2019 07:16:26 GMT

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This applies to Linux-only.

To position the mouse-pointer anywhere in the window, or centered on a specific control in the window

I came up with this 'hack':

Header:

```
#ifndef _xfunc_h_
#define _xfunc_h_
```

```
#include <CtrlCore/CtrlCore.h>
```

```
namespace XFUNC
{
```

```
void set_Xmouse_pos(int x, int y);
void set_Xmouse_pos(Upp::Ctrl *pCtrl);
```

```
} //namespace XFUNC
```

```
#endif
```

Implementation:

```
#include "xfunc.h"
```

```
namespace XFUNC
{
```

```
#include <X11/Xlib.h>
```

```
void set_Xmouse_pos(int x, int y) //Ctrl *pCtrl
{
    Upp::GuiLock __;
    static Display *disp=XOpenDisplay(0);
    if (disp)
    {
        Window wroot=XRootWindow(disp, 0);
        XWarpPointer(disp, 0, wroot, 0, 0, 0, 0, x, y);
        XFlush(disp);
    }
}
```

```
void set_Xmouse_pos(Upp::Ctrl *pCtrl)
{
    if (!pCtrl) return;
    Upp::GuiLock __;
    int x, y;
    Upp::Rect r=pCtrl->GetScreenRect();
    x=(r.left+r.Width()/2);
    y=(r.top+r.Height()/2);
    static Display *disp=XOpenDisplay(0);
    if (disp)
    {
        Window wroot=XRootWindow(disp, 0);
        XWarpPointer(disp, 0, wroot, 0, 0, 0, 0, x, y);
        XFlush(disp);
    }
}

} //namespace XFUNC
```

Hope this helps someone
