
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
