

**NAME**

XSelectInput - select input events

**SYNTAX**

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

**ARGUMENTS**

- |                   |  |
|-------------------|--|
| <i>display</i>    | Specifies the connection to the X server.                |
| <i>event_mask</i> | Specifies the event mask.                                |
| <i>w</i>          | Specifies the window whose events you are interested in. |

**DESCRIPTION**

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.

**DIAGNOSTICS**

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

**SEE ALSO**

*Xlib - C Language X Interface*