

**NAME**

XDefineCursor, XUndefineCursor - define cursors

**SYNTAX**

```
int XDefineCursor(Display *display, Window w, Cursor cursor);
```

```
int XUndefineCursor(Display *display, Window w);
```

**ARGUMENTS**

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

*display* Specifies the connection to the X server.

*w* Specifies the window.

**DESCRIPTION**

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.

**DIAGNOSTICS**

**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.

**SEE ALSO**

XCreateFontCursor(3), XRecolorCursor(3)

*Xlib - C Language X Interface*