

**NAME**

mouse\_setposition – set the current mouse position

**SYNOPSIS**

```
#include <vgamouse.h>
```

```
void mouse_setposition(int x, int y);
```

**DESCRIPTION**

Sets the current mouse position to (x, y).

For 3d pointer devices, there is actually another interface. See **mouse\_getposition\_6d(3)**.

**SEE ALSO**

**svgalib(7)**, **vgagl(7)**, **libvga.config(5)**, **eventtest(6)**, **mouse\_close(3)**, **mouse\_init(3)**, **mouse\_getposition\_6d(3)**, **mouse\_getx(3)**, **mouse\_setscale(3)**, **mouse\_setwrap(3)**, **mouse\_setxrange(3)**, **mouse\_update(3)**, **mouse\_waitforupdate(3)**, **vga\_setmousesupport(3)**, **mouse\_seteventhandler(3)**, **vga\_waitevent(3)**

**AUTHOR**

This manual page was edited by Michael Weller <eowmob AT exp-math DOT uni-essen DOT de>. The exact source of the referenced function as well as of the original documentation is unknown.

It is very likely that both are at least to some extent are due to Harm Hanemaayer <H DOT Hane-maayer AT inter DOT nl DOT net>.

Occasionally this might be wrong. I hereby asked to be excused by the original author and will happily accept any additions or corrections to this first version of the svgalib manual.

