

On using the mouse

A brief introduction to LIBGPM:
the General Purpose Mouse
programming interface

The Linux “gpm” package

- It's a mouse server for the Linux console
- It “hides” details about mouse hardware
- Intended for use with text-based programs
- But we can use it with graphics programs
- Requires that the gpm daemon is running
- Type ‘info gpm’ to see official information
- Also an online article by Pradeep Padala

Programming steps

- Your client application must establish a connection with the gpm server-daemon
- You need a header-file: `#include <gpm.h>`
- You declare an important data-structure:
`Gpm_Connect conn;`
- You will need to initialize its four fields
- Then you call `Gpm_Open(&conn, 0);`
- Returns -1 if unsuccessful (otherwise 0)