

NAME

XkbAddGeomOverlayKey - Add a key to an existing overlay row

SYNOPSIS

```
XkbOverlayKeyPtr XkbAddGeomOverlayKey (XkbOverlayPtr overlay, XkbRowPtr row, _Xconst char *over, _Xconst char *under);
```

ARGUMENTS

overlay

overlay to be updated

row

row in overlay to be updated

under

primary name of the key to be considered

DESCRIPTION

Xkb provides functions to add a single new element to the top-level keyboard geometry. In each case the *num_** fields of the corresponding structure is incremented by 1. These functions do not change *sz_** unless there is no more room in the array. Some of these functions fill in the values of the element's structure from the arguments. For other functions, you must explicitly write code to fill the structure's elements.

The top-level geometry description includes a list of *geometry properties*. A geometry property associates an arbitrary string with an equally arbitrary name. Programs that display images of keyboards can use geometry properties as hints, but they are not interpreted by Xkb. No other geometry structures refer to geometry properties.

XkbAddGeomOverlayKey adds one key to the *row* in the *overlay*. If there is no key named *under* in the row of the underlying section, *XkbAddGeomOverlayKey* returns NULL.

STRUCTURES

```
typedef struct _XkbOverlayKey {
    XkbKeyNameRec    over; /* name of this overlay key */
    XkbKeyNameRec    under; /* name of the key under this overlay key */
} XkbOverlayKeyRec, *XkbOverlayKeyPtr;
```