

**NAME**

XkbAllocGeomKeyAliases - Allocate geometry key aliases

**SYNOPSIS**

Status XkbAllocGeomKeyAliases (XkbGeometryPtr *geom*, int *num\_needed*);

**ARGUMENTS**

*geom*

geometry for which key aliases should be allocated

*num\_needed*

number of new key aliases required

**DESCRIPTION**

Xkb provides a number of functions to allocate and free subcomponents of a keyboard geometry. Use these functions to create or modify keyboard geometries. Note that these functions merely allocate space for the new element(s), and it is up to you to fill in the values explicitly in your code. These allocation functions increase *sz\_\** but never touch *num\_\** (unless there is an allocation failure, in which case they reset both *sz\_\** and *num\_\** to zero). These functions return Success if they succeed, BadAlloc if they are not able to allocate space, or BadValue if a parameter is not as expected.

*XkbAllocGeomKeyAliases* allocates space for *num\_needed* key aliases and adds them to the specified geometry *geom*. A key alias is a pair of strings that associates an alternate name for a key with the real name for that key.

To free geometry key aliases, use *XkbFreeGeomKeyAliases*.

**DIAGNOSTICS**

**BadAlloc**           Unable to allocate storage

**BadValue**          An argument is out of range

**SEE ALSO**

**XkbFreeGeomKeyAliases(3)**