

NAME

XkbAllocGeomOverlayKeys - Allocate keys in an overlay row

SYNOPSIS

Status XkbAllocGeomOverlayKeys (**XkbOverlayRowPtr** *row*, **int** *num_needed*);

ARGUMENTS

row

section for which rows should be allocated

num_needed

number of new rows 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.

XkbAllocGeomOverlayKeys allocates *num_needed* keys and adds them to the *row*. No initialization of the keys is done.

DIAGNOSTICS

BadAlloc Unable to allocate storage

BadValue An argument is out of range