

NAME

XkbAllocGeomOverlays - Allocate overlays in a section

SYNOPSIS

Status XkbAllocGeomOverlays (XkbSectionPtr *section*, int *num_needed*);

ARGUMENTS

section

section for which overlays should be allocated

num_needed

number of new overlays 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.

XkbAllocGeomOverlays allocates *num_needed* overlays and adds them to the *section*. No initialization of the overlays is done.

DIAGNOSTICS

BadAlloc Unable to allocate storage

BadValue An argument is out of range