

NAME

XkbAllocGeomSectionDoodads - Allocate doodads that are specific to a section

SYNOPSIS

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

ARGUMENTS

section

section for which doodads should be allocated

num_needed

number of new doodads 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.

XkbAllocGeomSectionDoodads allocates *num_needed* doodads and adds them to the specified *section*. No initialization of the doodads is done.

To free geometry doodads, use *XkbFreeGeomDoodads*.

DIAGNOSTICS

BadAlloc Unable to allocate storage

BadValue An argument is out of range

SEE ALSO

XkbFreeGeomDoodads(3)