

NAME

XkbAllocGeometry - Allocate an entire geometry

SYNOPSIS

Status XkbAllocGeometry (XkbDescPtr *xkb*, XkbGeometrySizesPtr *sizes*);

ARGUMENTS

xkb keyboard description for which geometry is to be allocated

sizes

initial sizes for all geometry components

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.

XkbAllocGeometry allocates a keyboard geometry and adds it to the keyboard description specified by *xkb*. The keyboard description should be obtained via the *XkbGetKeyboard* or *XkbAllocKeyboard* functions. The *sizes* parameter specifies the number of elements to be reserved for the subcomponents of the keyboard geometry and can be zero or more. These subcomponents include the *properties*, *colors*, *shapes*, *sections*, and *doodads*.

To free an entire geometry, use *XkbFreeGeometry*.

DIAGNOSTICS

BadAlloc Unable to allocate storage

BadValue An argument is out of range

SEE ALSO

XkbAllocKeyboard(3), XkbFreeGeometry(3), XkbGetKeyboard(3)