

**NAME**

XkbChangeNames - Change symbolic names in the server

**SYNOPSIS**

**Bool XkbChangeNames (Display \*dpy, unsigned int which, XkbDescPtr xkb);**

**ARGUMENTS**

*dpy* connection to the X server

*which*

mask of names or map components to be updated

*xkb* keyboard description to be updated

**DESCRIPTION**

*XkbChangeNames* provides a more flexible method for changing symbolic names than *XkbSetNames* and requires the use of an *XkbNameChangesRec* structure.

*XkbChangeNames* copies any names specified by *changes* from the keyboard description, *xkb*, to the X server specified by *dpy*. *XkbChangeNames* aborts and returns False if any illegal type names or type shift level names are specified by *changes*.

To change the symbolic names in the server, first modify a local copy of the keyboard description and then use either *XkbSetNames*, or, to save network traffic, use a *XkbNameChangesRec* structure and call *XkbChangeNames* to download the changes to the server. *XkbSetNames* and *XkbChangeNames* can generate *BadAlloc*, *BadAtom*, *BadLength*, *BadMatch*, and *BadImplementation* errors.

**STRUCTURES**

The *XkbNameChangesRec* allows applications to identify small modifications to the symbolic names and effectively reduces the amount of traffic sent to the server:

```
typedef struct _XkbNameChanges {
    unsigned int  changed;      /* name components that have changed */
    unsigned char first_type;   /* first key type with a new name */
    unsigned char num_types;    /* number of types with new names */
    unsigned char first_lvl;    /* first key type with new level names */
    unsigned char num_lvls;     /* number of key types with new level names */
    unsigned char num_aliases;  /* if key aliases changed, total number of key aliases */
    unsigned char num_rg;       /* if radio groups changed, total number of radio groups */
    unsigned char first_key;    /* first key with a new name */
}
```

```

unsigned char num_keys;      /* number of keys with new names */
unsigned short changed_vmods; /* mask of virtual modifiers for which names have changed */
unsigned long  changed_indicators; /* mask of indicators for which names were changed */
unsigned char  changed_groups; /* mask of groups for which names were changed */
} XkbNameChangesRec, *XkbNameChangesPtr

```

The *changed* field specifies the name components that have changed and is the bitwise inclusive OR of the valid names mask bits defined in Table 1. The rest of the fields in the structure specify the ranges that have changed for the various kinds of symbolic names, as shown in Table 2.

Xkb provides several functions that work with symbolic names. Each of these functions uses a mask to specify individual fields of the structures described above. These masks and their relationships to the fields in a keyboard description are shown in Table 1.

Table 1 Symbolic Names

## Masks

Mask	Value	Keyboard	Field
Bit			Component
XkbKeycodesNameMask	(1<<0)	Xkb->nameskeycodes	
XkbGeometryNameMask	(1<<1)	Xkb->namesgeometry	
XkbSymbolsNameMask	(1<<2)	Xkb->namesymbols	
XkbPhysSymbolsNameMask	(1<<3)	Xkb->namesphys_symbols	
XkbTypesNameMask	(1<<4)	Xkb->namestype	
XkbCompatNameMask	(1<<5)	Xkb->namescompat	
XkbKeyTypeNamesMask	(1<<6)	Xkb->map type[*].name	
XkbKTLLevelNamesMask	(1<<7)	Xkb->map type[*].lvl_names[*]	
XkbIndicatorNamesMask	(1<<8)	Xkb->namesindicators[*]	
XkbKeyNamesMask	(1<<9)	Xkb->nameskeys[*], num_keys	
XkbKeyAliasesMask	(1<<10)	Xkb->nameskey_aliases[*], num_key_aliases	
XkbVirtualModNamesMask	(1<<11)	Xkb->namesvmods[*]	
XkbGroupNamesMask	(1<<12)	Xkb->namesgroups[*]	
XkbRGNamesMask	(1<<13)	Xkb->namesradio_groups[*], num_rg	
XkbComponentNamesMask	(0x3f)	Xkb->nameskeycodes, geometry,	

symbols,  
 physical  
 symbols,  
 types,  
 and  
 compatibility  
 map  
 XkbAllNamesMask (0x3fff) Xkb->namesall name  
 components

Table 2 XkbNameChanges

Fields

Mask	Fields	Component Field
XkbKeyTypeNamesMask	first_type, num_types	Xkb->map type[*].name
XkbKTLevelNamesMask	first_lvl, num_lvls	Xkb->map type[*].lvl_names[*]
XkbKeyAliasesMask	num_aliases	Xkb->nameskey_aliases[*]
XkbRGNamesMask	num_rg	Xkb->namesradio_groups[*]
XkbKeyNamesMask	first_key, num_keys	Xkb->nameskeys[*]
XkbVirtualModNamesMask	changed_vmods	Xkb->namesvmods[*]
XkbIndicatorNamesMask	changed_indicators	Xkb->namesindicators[*]
XkbGroupNamesMask	changed_groups	Xkb->namesgroups[*]

**DIAGNOSTICS**

**BadAlloc** Unable to allocate storage

**BadAtom** A name is neither a valid Atom or None

**BadImplementation**

Invalid reply from server

**BadLength** The length of a request is shorter or longer than that required to minimally contain the arguments

**BadMatch** A compatible version of Xkb was not available in the server or an argument has

correct type and range, but is otherwise invalid

**SEE ALSO**

**XkbSetNames(3)**