

NAME

XkbFreeControls - Frees memory used by the *ctrls* member of an XkbDescRec structure

SYNOPSIS

```
void XkbFreeControls (XkbDescPtr xkb, unsigned int which, Bool free_all);
```

ARGUMENTS

xkb Xkb description in which to free controls components

which

mask of components of *ctrls* to free

free_all

True => free everything + *ctrls* itself

DESCRIPTION

XkbFreeControls frees the specified components of the *ctrls* field in the *xkb* keyboard description and sets the corresponding structure component values to NULL or zero. The *which* mask specifies the fields of *ctrls* to be freed and can contain any of the controls components specified in Table 1.

Table 1 shows the actual values for the individual mask bits used to select controls for modification and to enable and disable the control. Note that the same mask bit is used to specify general modifications to the parameters used to configure the control (*which*), and to enable and disable the control (*enabled_ctrls*). The anomalies in the table (no "ok" in column) are for controls that have no configurable attributes; and for controls that are not boolean controls and therefore cannot be enabled or disabled.

Table 1 Controls Mask

Bits

Mask	<i>which</i>	<i>enabledValue</i>	
Bit	or		
	<i>changed_ctrls_ctrls</i>		
XkbRepeatKeysMask	ok	ok	(1L<<0)
XkbSlowKeysMask	ok	ok	(1L<<1)
XkbBounceKeysMask	ok	ok	(1L<<2)
XkbStickyKeysMask	ok	ok	(1L<<3)
XkbMouseKeysMask	ok	ok	(1L<<4)

XkbMouseKeysAccelMask	ok	ok	(1L<<5)
XkbAccessXKeysMask	ok	ok	(1L<<6)
XkbAccessXTimeoutMask	ok	ok	(1L<<7)
XkbAccessXFeedbackMask	ok	ok	(1L<<8)
XkbAudibleBellMask		ok	(1L<<9)
XkbOverlay1Mask		ok	(1L<<10)
XkbOverlay2Mask		ok	(1L<<11)
XkbIgnoreGroupLockMask		ok	(1L<<12)
XkbGroupsWrapMask	ok		(1L<<27)
XkbInternalModsMask	ok		(1L<<28)
XkbIgnoreLockModsMask	ok		(1L<<29)
XkbPerKeyRepeatMask	ok		(1L<<30)
XkbControlsEnabledMask	ok		(1L<<31)
XkbAccessXOptionsMask	ok	ok	(XkbStickyKeysMask XkbAccessXFeedbackMask)
XkbAllBooleanCtrlsMask		ok	(0x00001FFF)
XkbAllControlsMask	ok		(0xF8001FFF)

If *free_all* is True, *XkbFreeControls* frees every non-NULL structure component in the controls, frees the XkbControlsRec structure referenced by the *ctrls* member of *xkb*, and sets *ctrls* to NULL.