

NAME

XkbFreeGeomColors - Free geometry colors

SYNOPSIS

```
void XkbFreeGeomColors (XkbGeometryPtr geom, int first, int count, Bool free_all);
```

ARGUMENTS

geom

geometry in which colors should be freed

first

first color to be freed

count

number of colors to be freed

free_all

True => all colors are freed

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.

If *free_all* is True, all colors are freed regardless of the value of *first* or *count*. Otherwise, *count* colors are freed beginning with the one specified by *first*.

DIAGNOSTICS

BadAlloc Unable to allocate storage

BadValue An argument is out of range