# NAME

XkbFreeGeomDoodads - Free geometry doodads

# SYNOPSIS

**void XkbFreeGeomDoodads (XkbDoodadPtr** *doodads***, int** *count***, Bool** *free_all***);**

# ARGUMENTS

*doodads*
    doodads to be freed

*count*
    number of doodads to be freed

*free_all*
    True => all doodads 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 doodads in the array are freed, regardless of the value of *count.*  Otherwise, *count* doodads are freed.

# RETURN VALUES

Success          The XkbFreeGeomDoodads function returns Success if there are no allocation errors.

# DIAGNOSTICS

**BadAlloc**          Unable to allocate storage

**BadValue**          An argument is out of range