

**NAME**

XkbFreeGeomKeyAliases - Free geometry key aliases

**SYNOPSIS**

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

**ARGUMENTS**

*geom*

geometry in which key aliases should be freed

*first*

first key alias to be freed

*count*

number of key aliases to be freed

*free\_all*

True => all key aliases 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 aliases in the top level of the specified geometry *geom* are freed regardless of the value of *first* or *count*. Otherwise, *count* aliases in *geom* are freed beginning with the one specified by *first*.

**RETURN VALUES**

Success	The XkbFreeGeomKeyAliases function returns Success if there are no allocation errors.
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**DIAGNOSTICS**

<b>BadAlloc</b>	Unable to allocate storage
<b>BadValue</b>	An argument is out of range