NAME

XkbFreeGeomOverlayRows - Free rows in an overlay

SYNOPSIS

void XkbFreeGeomOverlayRows (XkbSectionPtr *overlay***, int** *first***, int** *count***, Bool** *free_all***);**

ARGUMENTS

overlay
> section in which rows should be freed

first
> first row to be freed

count
> number of rows to be freed

free_all
> True => all rows 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 rows are freed regardless of the value of *first* and *count*. Otherwise, the number of rows specified by *count* are freed, beginning with the row specified by *first* in the specified overlay.

RETURN VALUES

Success   The XkbFreeGeomOverlayRows function returns Success if there are no allocation or argument errors.

DIAGNOSTICS

BadAlloc   Unable to allocate storage

BadValue   An argument is out of range