

NAME

XkbFreeGeomSections - Free geometry sections

SYNOPSIS

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

ARGUMENTS

geom

geometry in which sections should be freed

first

first section to be freed

count

number of sections to be freed

free_all

True => all sections 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 sections are freed regardless of the value of *first* and *count*. Otherwise, the number of sections specified by *count* are freed, beginning with the section specified by *first* in the specified geometry.

RETURN VALUES

Success The XkbFreeGeomSections function returns Success when there are no allocation or argument errors.

DIAGNOSTICS

BadAlloc Unable to allocate storage

BadValue An argument is out of range