

NAME

XkbFreeGeomShapes - Free geometry shapes

SYNOPSIS

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

ARGUMENTS

geom

geometry in which shapes should be freed

first

first shape to be freed

count

number of shapes to be freed

free_all

True => all shapes 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 shapes in the geometry are freed regardless of the values of *first* and *count*. Otherwise, *count* shapes are freed, beginning with the shape specified by *first*.

RETURN VALUES

| | |
|---------|---|
| Success | The XkbFreeGeomShapes function returns Success when there are no allocation or argument errors. |
|---------|---|

DIAGNOSTICS

| | |
|-----------------|-----------------------------|
| BadAlloc | Unable to allocate storage |
| BadValue | An argument is out of range |