NAME

XkbFreeGeometry - Free an entire geometry

SYNOPSIS

void XkbFreeGeometry (XkbGeometryPtr *geom*, **unsigned int** *which*, **Bool** *free_all***);**

ARGUMENTS

geom

geometry to be freed

which

mask of geometry components to be freed

free_all

True => the entire geometry is 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.

The values of *which* and *free_all* determine how much of the specified geometry is freed. The valid values for *which* are:

```
#define   XkbGeomPropertiesMask     (1<<0)
#define   XkbGeomColorsMask         (1<<1)
#define   XkbGeomShapesMask         (1<<2)
#define   XkbGeomSectionsMask       (1<<3)
#define   XkbGeomDoodadsMask        (1<<4)
#define   XkbGeomKeyAliasesMask     (1<<5)
#define   XkbGeomAllMask            (0x3f)
```

If *free_all* is True, the entire geometry is freed regardless of the value of *which.* Otherwise, the portions of the geometry specified by *which* are freed.

DIAGNOSTICS

BadAlloc   Unable to allocate storage

BadValue   An argument is out of range