

NAME

XkbFreeNames - Free symbolic names structures

SYNOPSIS

```
void XkbFreeNames (XkbDescPtr xkb, unsigned int which, Bool free_map);
```

ARGUMENTS

xkb keyboard description for which names are to be freed

which

mask of names components to be freed

free_map

True => XkbNamesRec structure itself should be freed

DESCRIPTION

Do not free symbolic names structures directly using *free* or *XFree*. Use *XkbFreeNames* instead.

The *which* parameter is the bitwise inclusive OR of the valid names mask bits defined in Table 1.

Xkb provides several functions that work with symbolic names. Each of these functions uses a mask to specify individual fields of the structures described above. These masks and their relationships to the fields in a keyboard description are shown in Table 1.

Table 1 Symbolic Names

Masks

Mask	Value	Keyboard	Field
Bit	Component		
XkbKeycodesNameMask	(1<<0)	Xkb->nameskeycodes	
XkbGeometryNameMask	(1<<1)	Xkb->namesgeometry	
XkbSymbolsNameMask	(1<<2)	Xkb->namesymbols	
XkbPhysSymbolsNameMask	(1<<3)	Xkb->namesphys_symbols	
XkbTypesNameMask	(1<<4)	Xkb->namestype	
XkbCompatNameMask	(1<<5)	Xkb->namescompat	
XkbKeyTypeNamesMask	(1<<6)	Xkb->map	type[*].name
XkbKTLevelNamesMask	(1<<7)	Xkb->map	type[*].lvl_names[*]

XkbIndicatorNamesMask (1<<8) Xkb->namesindicators[*]
XkbKeyNamesMask (1<<9) Xkb->nameskeys[*],
num_keys
XkbKeyAliasesMask (1<<10)Xkb->nameskey_aliases[*], num_key_aliases
XkbVirtualModNamesMask (1<<11)Xkb->namesvmods[*]
XkbGroupNamesMask (1<<12)Xkb->namesgroups[*]
XkbRGNamesMask (1<<13)Xkb->namesradio_groups[*],
num_rg
XkbComponentNamesMask (0x3f) Xkb->nameskeycodes,
geometry,
symbols,
physical
symbols,
types,
and
compatibility
map
XkbAllNamesMask (0x3fff) Xkb->namesall name
components