#### **NAME**

XkbGetGeometry - Loads a keyboard geometry if you already have the keyboard description

#### **SYNOPSIS**

Status XkbGetGeometry (Display \*dpy, XkbDescPtr xkb);

# **ARGUMENTS**

dpy connection to the X server

*xkb* keyboard description that contains the ID for the keyboard and into which the geometry should be loaded

### **DESCRIPTION**

You can load a keyboard geometry as part of the keyboard description returned by *XkbGetKeyboard*. However, if a keyboard description has been previously loaded, you can instead obtain the geometry by calling the *XkbGetGeometry*. In this case, the geometry returned is the one associated with the keyboard whose device ID is contained in the keyboard description.

*XkbGetGeometry* can return BadValue, BadImplementation, BadName, BadAlloc, or BadLength errors or Success if it succeeds.

# **DIAGNOSTICS**

**BadAlloc** Unable to allocate storage

### **BadImplementation**

Invalid reply from server

**BadLength** The length of a request is shorter or longer than that required to minimally contain

the arguments

**BadName** A font or color of the specified name does not exist

**BadValue** An argument is out of range

### **SEE ALSO**

XkbGetKeyboard(3)