

**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)**