

NAME

XkbGetKeyModifierMap - Update the modifier map for one or more of the keys in a keyboard description

SYNOPSIS

Status XkbGetKeyModifierMap (**Display** **dpy*, **unsigned int** *first*, **unsigned int** *num*, **XkbDescPtr** *xkb*);

ARGUMENTS

dpy connection to X server

first

keycode of first key to get

num

number of keys for which information is desired

xkb keyboard description to update

DESCRIPTION

The *modmap* entry of the client map is an array, indexed by keycode, specifying the real modifiers bound to a key. Each entry is a mask composed of a bitwise inclusive OR of the legal real modifiers: ShiftMask, LockMask, ControlMask, Mod1Mask, Mod2Mask, Mod3Mask, Mod4Mask, and Mod5Mask. If a bit is set in a *modmap* entry, the corresponding key is bound to that modifier.

Pressing or releasing the key bound to a modifier changes the modifier set and unset state. The particular manner in which the modifier set and unset state changes is determined by the behavior and actions assigned to the key.

XkbGetKeyModifierMap sends a request to the server for the modifier mappings for *num* keys starting with the key whose keycode is *first*. It waits for a reply and places the results in the *xkb->map->modmap* array. If successful, *XkbGetKeyModifier* returns Success.

If the map component of the *xkb* parameter has not been allocated, *XkbGetKeyModifierMap* allocates and initializes it.

If a compatible version of Xkb is not available in the server or the Xkb extension has not been properly initialized, *XkbGetKeySyms* returns BadAccess. If any allocation errors occur while obtaining the modifier map, *XkbGetKeyModifierMap* returns BadAlloc.

DIAGNOSTICS

BadAccess The Xkb extension has not been properly initialized

BadAlloc Unable to allocate storage