## **NAME**

XkbKeySymsPtr - Returns the pointer to the two-dimensional array of keysyms for the key corresponding to *keycode* 

## **SYNOPSIS**

KeySym \* XkbKeySymsPtr (XkbDescPtr xkb, KeyCode keycode);

## **ARGUMENTS**

xkb Xkb description of interest

keycode

keycode of interest

## **DESCRIPTION**

The key width and number of groups associated with a key are used to form a small two-dimensional array of KeySyms for a key. This array may be different sizes for different keys. The array for a single key is stored as a linear list, in row-major order. The arrays for all of the keys are stored in the *syms* field of the client map. There is one row for each group associated with a key and one column for each level. The index corresponding to a given group and shift level is computed as:

```
idx = group_index * key_width + shift_level
```

The *offset* field of the *key\_sym\_map* entry for a key is used to access the beginning of the array.

*XkbKeySymsPtr* returns the pointer to the two-dimensional array of keysyms for the key corresponding to *keycode*.