NAME

    XkbNoteNameChanges - Note the changed names in a changes structure

SYNOPSIS

    void XkbNoteNameChanges (XkbNameChangesPtr *old***, XkbNamesNotifyEvent ****new***, unsigned int**
       *wanted***);**

ARGUMENTS

    old XkbNameChanges structure to be updated

    new

       event from which changes are to be copied

    wanted

       types of names for which changes are to be noted

DESCRIPTION

    When your application receives a XkbNamesNotify event, you can note the changed names in a
    changes structure using *XkbNoteNameChanges.*

    The *wanted* parameter is the bitwise inclusive OR of the valid names mask bits shown in Table 1.
    XkbNoteNameChanges copies any changes that are reported in *new* and specified in *wanted* into the
    changes record specified by *old.*

Table 1 Symbolic Names
Masks

Mask Bit	Value	Keyboard Field Component
XkbKeycodesNameMask	(1<<0)	Xkb->nameskeycodes
XkbGeometryNameMask	(1<<1)	Xkb->namesgeometry
XkbSymbolsNameMask	(1<<2)	Xkb->namessymbols
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