NAME

XkbResizeKeySyms - Change the number of symbols bound to a key

SYNOPSIS

KeySym * XkbResizeKeySyms (XkbDescRec ***_xkb_, int** _key_**, int** _needed_**);**

ARGUMENTS

xkb keyboard description to be changed

key keycode for key to modify

needed
new number of keysyms required for key

DESCRIPTION

XkbResizeKeySyms reserves the space needed for _needed_ keysyms and returns a pointer to the beginning of the new array that holds the keysyms. It adjusts the _offset_ field of the _key_sym_map_ entry for the key if necessary and can also change the _syms, num_syms,_ and _size_syms_ fields of _xkb->map_ if it is necessary to reallocate the _syms_ array. _XkbResizeKeySyms_ does not modify either the width or number of groups associated with the key.

If _needed_ is greater than the current number of keysyms for the key, _XkbResizeKeySyms_ initializes all new keysyms in the array to NoSymbol.

Because the number of symbols needed by a key is normally computed as width * number of groups, and _XkbResizeKeySyms_ does not modify either the width or number of groups for the key, a discrepancy exists upon return from _XkbResizeKeySyms_ between the space allocated for the keysyms and the number required. The unused entries in the list of symbols returned by _XkbResizeKeySyms_ are not preserved across future calls to any of the map editing functions, so you must update the key symbol mapping (which updates the width and number of groups for the key) before calling another allocator function. A call to _XkbChangeTypesOfKey_ will update the mapping.

If any allocation errors occur while resizing the number of symbols bound to the key, _XkbResizeKeySyms_ returns NULL.

SEE ALSO

XkbChangeTypesOfKey(3), **XkbResizeKeyActions**(3)

NOTES

A change to the number of symbols bound to a key should be accompanied by a change in the number of actions bound to a key. Refer to XkbResizeKeyActions for more information on changing the number of actions bound to a key.