

NAME

XkbSetDebuggingFlags - Change the values of any of the debug controls

SYNOPSIS

Bool XkbSetDebuggingFlags (Display **display*, unsigned int *mask*, unsigned int *flags*, char **msg*, unsigned int *ctrls_mask*, unsigned int *ctrls*, unsigned int **ret_flags*, unsigned int **ret_ctrls*);

ARGUMENTS

display

connection to X server

mask

mask selecting debug output flags to change

flags

values for debug output flags selected by mask

msg

message to print right now

ctrls_mask

mask selecting debug controls to change

ctrls

values for debug controls selected by *ctrls_mask*

ret_flags

resulting state of all debug output flags

ret_ctrls

resulting state of all debug controls

DESCRIPTION

The debugging aids are intended for use primarily by Xkb implementors and are optional in any implementation.

There are two bitmasks that may be used to control debugging. One bitmask controls the output of debugging information, and the other controls behavior. Both bitmasks are initially all zeros.

To change the values of any of the debug controls, use *XkbSetDebuggingFlags*.

XkbSetDebuggingFlags modifies the debug output flags as specified by *mask* and *flags*, modifies the debug controls flags as specified by *ctrls_mask* and *ctrls*, prints the message *msg*, and backfills *ret_flags* and *ret_ctrls* with the resulting debug output and debug controls flags.

When bits are set in the debug output masks, *mask* and *flags*, Xkb prints debug information corresponding to each bit at appropriate points during its processing. The device to which the output is written is implementation-dependent, but is normally the same device to which X server error messages are directed; thus the bits that can be set in *mask* and *flags* is implementation-specific. To turn on a debug output selection, set the bit for the output in the *mask* parameter and set the corresponding bit in the *flags* parameter. To turn off event selection for an event, set the bit for the output in the *mask* parameter and do not set the corresponding bit in the *flags* parameter.

When bits are set in the debug controls masks, *ctrls_mask* and *ctrls*, Xkb modifies its behavior according to each controls bit. *ctrls_mask* and *ctrls* are related in the same way that *mask* and *flags* are. The valid controls bits are defined in Table 1.

Table 1 Debug Control

Masks

Debug Control	Value	Meaning
Mask		

XkbDF_DisableLocks(1 << 0)		Disable actions that lock modifiers

XkbSetDebuggingFlags returns True if successful and False otherwise. The only protocol error it may generate is BadAlloc, if for some reason it is unable to allocate storage.

XkbSetDebuggingFlags is intended for developer use and may be disabled in production X servers. If it is disabled, *XkbSetDebuggingFlags* has no effect and does not generate any protocol errors.

The message in *msg* is written immediately. The device to which it is written is implementation dependent but is normally the same device where X server error messages are directed.

RETURN VALUES

True The *XkbSetDebuggingFlags* function returns True when successful.

False The *XkbSetDebuggingFlags* function returns False when not successful.

DIAGNOSTICS

BadAlloc

Unable to allocate storage