

**NAME**

XkbTranslateKeyCode - Translate a keycode to a key symbol and modifiers

**SYNOPSIS**

```
Bool XkbTranslateKeyCode (XkbDescPtr xkb, KeyCode key, unsigned int mods, unsigned int  
*mods_rtrn, KeySym *keysym_rtrn);
```

**ARGUMENTS**

*xkb* keyboard description to use for translation

*key* keycode to translate

*mods*

modifiers to apply when translating key

*mods\_rtrn*

backfilled with consumed modifiers

*keysym\_rtrn*

keysym resulting from translation

**DESCRIPTION**

*mods\_rtrn* is backfilled with the modifiers consumed by the translation process. *mods* is a bitwise inclusive OR of the legal modifier masks: ShiftMask, LockMask, ControlMask, Mod1Mask, Mod2Mask, Mod3Mask, Mod4Mask, Mod5Mask. The AlwaysConsumeShiftAndLock library control (see below), if enabled, causes *XkbTranslateKeyCode* to consume shift and lock. *XkbTranslateKeyCode* returns True if the translation resulted in a keysym, and False if it resulted in NoSymbol.

The AlwaysConsumeShiftAndLock control, if enabled, forces *XLookupString* to consume the Shift and Lock modifiers when processing all keys, even if the definition for the key type does not specify these modifiers. The AlwaysConsumeShiftAndLock control is unset by default.

**SEE ALSO**

**XLookupString(3)**