

XtGetKeysymTable, XtKeysymToKeycodeList – query keysyms and keycodes

Keysym* **XtGetKeysymTable**(*display*, *min_keycode_return*, *keysyms_per_keycode_return*)

Display* *display*;

KeyCode* *min_keycode_return*;

int* *keysyms_per_keycode_return*;

void **XtKeysymToKeycodeList**(*display*, *keysym*, *keycodes_return*, *keycount_return*)

Display* *display*;

KeySym *keysym*;

KeyCode** *keycodes_return*;

Cardinal* *keycount_return*;

display Specifies the display whose table is required.

min_keycode_return Returns the minimum KeyCode valid for the display.

keysyms_per_keycode_return Returns the number of KeySyms stored for each KeyCode.

keysym Specifies the KeySym for which to search.

keycodes_return Returns a list of KeyCodes that have *keysym* associated with them, or NULL if *keycount_return* is 0.

keycount_return Returns the number of KeyCodes in the keycode list.

XtGetKeysymTable returns a pointer to the Intrinsics' copy of the server's KeyCode-to-KeySym table. This table must not be modified.

The **XtKeysymToKeycodeList** procedure returns all the KeyCodes that have *keysym* in their entry for the keyboard mapping table associated with *display*. The caller should free the storage pointed to by *keycodes_return* using **XtFree** when it is no longer useful.

X Toolkit Intrinsics – C Language Interface

Xlib – C Language X Interface