

**NAME**

XLookupKeysym, XRefreshKeyboardMapping, XLookupString, XRebindKeysym - handle keyboard input events in Latin-1

**SYNTAX**

```
KeySym XLookupKeysym(XKeyEvent *key_event, int index);
```

```
int XRefreshKeyboardMapping(XMappingEvent *event_map);
```

```
int XLookupString(XKeyEvent *event_struct, char *buffer_return, int bytes_buffer, KeySym *keysym_return, XComposeStatus *status_in_out);
```

```
int XRebindKeysym(Display *display, KeySym keysym, KeySym list[], int mod_count, _Xconst unsigned char *string, int num_bytes);
```

**ARGUMENTS**

*buffer\_return* Returns the translated characters.

*bytes\_buffer* Specifies the length of the buffer. No more than *bytes\_buffer* of translation are returned.

*num\_bytes* Specifies the number of bytes in the string argument.

*display* Specifies the connection to the X server.

*event\_map* Specifies the mapping event that is to be used.

*event\_struct* Specifies the key event structure to be used. You can pass **XKeyPressedEvent** or **XKeyReleasedEvent**.

*index* Specifies the index into the KeySyms list for the event's KeyCode.

*key\_event* Specifies the **KeyPress** or **KeyRelease** event.

*keysym* Specifies the KeySym that is to be returned.

*keysym\_return* Returns the KeySym computed from the event if this argument is not NULL.

*list* Specifies the KeySyms to be used as modifiers.

- mod\_count* Specifies the number of modifiers in the modifier list.
- status\_in\_out* Specifies or returns the **XComposeStatus** structure or NULL.
- string* Specifies the string that is copied and will be returned by **XLookupString**.

## DESCRIPTION

The **XLookupKeysym** function uses a given keyboard event and the index you specified to return the KeySym from the list that corresponds to the KeyCode member in the **XKeyPressedEvent** or **XKeyReleasedEvent** structure. If no KeySym is defined for the KeyCode of the event, **XLookupKeysym** returns **NoSymbol**.

The **XRefreshKeyboardMapping** function refreshes the stored modifier and keymap information. You usually call this function when a **MappingNotify** event with a request member of **MappingKeyboard** or **MappingModifier** occurs. The result is to update Xlib's knowledge of the keyboard.

The **XLookupString** function translates a key event to a KeySym and a string. The KeySym is obtained by using the standard interpretation of the **Shift**, **Lock**, group, and numlock modifiers as defined in the X Protocol specification. If the KeySym has been rebound (see **XRebindKeysym**), the bound string will be stored in the buffer. Otherwise, the KeySym is mapped, if possible, to an ISO Latin-1 character or (if the Control modifier is on) to an ASCII control character, and that character is stored in the buffer. **XLookupString** returns the number of characters that are stored in the buffer.

If present (non-NULL), the **XComposeStatus** structure records the state, which is private to Xlib, that needs preservation across calls to **XLookupString** to implement compose processing. The creation of **XComposeStatus** structures is implementation-dependent; a portable program must pass NULL for this argument.

The **XRebindKeysym** function can be used to rebind the meaning of a KeySym for the client. It does not redefine any key in the X server but merely provides an easy way for long strings to be attached to keys. **XLookupString** returns this string when the appropriate set of modifier keys are pressed and when the KeySym would have been used for the translation. No text conversions are performed; the client is responsible for supplying appropriately encoded strings. Note that you can rebind a KeySym that may not exist.

## SEE ALSO

XButtonEvent(3), XMapEvent(3), XStringToKeysym(3), XkbLookupKeySym(3),  
 XkbRefreshKeyboardMapping(3), XmbLookupString(3), XwcLookupString(3),  
 Xutf8LookupString(3), Compose(5)  
*Xlib - C Language X Interface*