NAME

   XkbAddGeomOverlay - Add one overlay to a section

SYNOPSIS

   XkbOverlayPtr XkbAddGeomOverlay (XkbSectionPtr *section***, Atom** *name***, int** *sz_rows***);**

ARGUMENTS

   section

      section to which an overlay will be added

   name

      name of the overlay

   sz_rows

      number of rows to reserve in the overlay

DESCRIPTION

   Xkb provides functions to add a single new element to the top-level keyboard geometry. In each case
   the *num_* * fields of the corresponding structure is incremented by 1. These functions do not change
   *sz_* * unless there is no more room in the array. Some of these functions fill in the values of the
   element's structure from the arguments. For other functions, you must explicitly write code to fill the
   structure's elements.

   The top-level geometry description includes a list of *geometry properties.* A geometry property
   associates an arbitrary string with an equally arbitrary name. Programs that display images of
   keyboards can use geometry properties as hints, but they are not interpreted by Xkb. No other geometry
   structures refer to geometry properties.

   XkbAddGeomOverlay adds an overlay with the specified name to the specified *section.* The new
   overlay is created with space allocated for *sz_rows* rows. If an overlay with name *name* already exists
   in the section, a pointer to the existing overlay is returned. *XkbAddGeomOverlay* returns NULL if any
   of the parameters is empty or if it was not able to allocate space for the overlay. To allocate space for
   an arbitrary number of overlays to a section, use the *XkbAllocGeomOverlay* function.

STRUCTURES

```
   typedef struct _XkbOverlayRec {
      Atom            name;          /* overlay name */
      XkbSectionPtr      section_under;  /* the section under this overlay */
      unsigned short     num_rows;       /* number of rows in the rows array */
```

```
    unsigned short      sz_rows;      /* size of the rows array */
    XkbOverlayRowPtr      rows;         /* array of rows in the overlay */
    XkbBoundsPtr        bounds;      /* bounding box for the overlay */
} XkbOverlayRec,*XkbOverlayPtr;
```

SEE ALSO

   XkbAllocGeomOverlay(3)