NAME

    XkbFreeGeomOverlays - Free rows in a section

SYNOPSIS

    void XkbFreeGeomOverlays (XkbSectionPtr *section***, int** *first***, int** *count***, Bool** *free_all***);**

ARGUMENTS

    section

        section in which overlays should be freed

    first

        first overlay to be freed

    count

        number of overlays to be freed

    free_all

        True => all overlays are freed

DESCRIPTION

    Xkb provides a number of functions to allocate and free subcomponents of a keyboard geometry. Use these functions to create or modify keyboard geometries. Note that these functions merely allocate space for the new element(s), and it is up to you to fill in the values explicitly in your code. These allocation functions increase *sz_** but never touch *num_** (unless there is an allocation failure, in which case they reset both *sz_** and *num_** to zero). These functions return Success if they succeed, BadAlloc if they are not able to allocate space, or BadValue if a parameter is not as expected.

    If *free_all* is True, all overlays are freed regardless of the value of *first* and *count.* Otherwise, the number of overlays specified by *count* are freed, beginning with the overlay specified by *first* in the specified section.

RETURN VALUES

    Success   The XkbFreeGeomOverlays functions returns Success if there are no allocation or argument errors.

DIAGNOSTICS

    BadAlloc   Unable to allocate storage

    BadValue   An argument is out of range