

**NAME**

XkbGetNames - Obtain symbolic names from the server

**SYNOPSIS**

**Status** XkbGetNames (**Display** *\*dpy*, **unsigned int** *which*, **XkbDescPtr** *xkb*);

**ARGUMENTS**

*dpy* connection to the X server

*which*

mask of names or map components to be updated

*xkb* keyboard description to be updated

**DESCRIPTION**

*XkbGetNames* retrieves symbolic names for the components of the keyboard extension from the X server. The *which* parameter specifies the name components to be updated in the *xkb* parameter, and is the bitwise inclusive OR of the valid names mask bits defined in Table 1.

Table 1 Symbolic Names

Masks

Mask Bit	Value	Keyboard Field Component
XkbKeycodesNameMask	(1<<0)	Xkb->nameskeycodes
XkbGeometryNameMask	(1<<1)	Xkb->namesgeometry
XkbSymbolsNameMask	(1<<2)	Xkb->namesymbols
XkbPhysSymbolsNameMask	(1<<3)	Xkb->namesphys_symbols
XkbTypesNameMask	(1<<4)	Xkb->namestype
XkbCompatNameMask	(1<<5)	Xkb->namescompat
XkbKeyTypeNamesMask	(1<<6)	Xkb->map type[*].name
XkbKTLevelNamesMask	(1<<7)	Xkb->map type[*].lvl_names[*]
XkbIndicatorNamesMask	(1<<8)	Xkb->namesindicators[*]
XkbKeyNamesMask	(1<<9)	Xkb->nameskeys[*], num_keys
XkbKeyAliasesMask	(1<<10)	Xkb->nameskey_aliases[*], num_key_aliases

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XkbVirtualModNamesMask (1<<11)Xkb->namesvmods[*]
XkbGroupNamesMask      (1<<12)Xkb->namesgroups[*]
XkbRGNamesMask         (1<<13)Xkb->namesradio_groups[*],
                        num_rg
XkbComponentNamesMask (0x3f) Xkb->nameskeycodes,
                        geometry,
                        symbols,
                        physical
                        symbols,
                        types,
                        and
                        compatibility
                        map
XkbAllNamesMask         (0x3fff)Xkb->namesall name
                        components

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If the *names* field of the keyboard description *xkb* is NULL, *XkbGetNames* allocates and initializes the *names* component of the keyboard description before obtaining the values specified by *which*. If the *names field of xkb* is not NULL, *XkbGetNames* obtains the values specified by *which* and copies them into the keyboard description *Xkb*.

If the *map* component of the *xkb* parameter is NULL, *XkbGetNames* does not retrieve type or shift level names, even if *XkbKeyTypeNamesMask* or *XkbKTLevelNamesMask* are set in *which*.

*XkbGetNames* can return Success, or BadAlloc, BadLength, BadMatch, and BadImplementation errors.

To free symbolic names, use *XkbFreeNames*.

## DIAGNOSTICS

**BadAlloc**           Unable to allocate storage

**BadImplementation**  
                  Invalid reply from server

**BadLength**        The length of a request is shorter or longer than that required to minimally contain the arguments

**BadMatch**         A compatible version of Xkb was not available in the server or an argument has correct type and range, but is otherwise invalid

XkbGetNames(3)

XKB FUNCTIONS

XkbGetNames(3)

**SEE ALSO**

**XkbFreeNames(3)**