

**NAME**

XkbNoteNameChanges - Note the changed names in a changes structure

**SYNOPSIS**

```
void XkbNoteNameChanges (XkbNameChangesPtr old, XkbNamesNotifyEvent *new, unsigned int  
                          wanted);
```

**ARGUMENTS**

*old* XkbNameChanges structure to be updated

*new*

event from which changes are to be copied

*wanted*

types of names for which changes are to be noted

**DESCRIPTION**

When your application receives a XkbNamesNotify event, you can note the changed names in a changes structure using *XkbNoteNameChanges*.

The *wanted* parameter is the bitwise inclusive OR of the valid names mask bits shown in Table 1. *XkbNoteNameChanges* copies any changes that are reported in *new* and specified in *wanted* into the changes record specified by *old*.

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->namessymbols		
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
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