

NAME

xkbcomp – compile XKB keyboard description

SYNOPSIS

xkbcomp [option] source [destination]

DESCRIPTION

The *xkbcomp* keymap compiler converts a description of an XKB keymap into one of several output formats. The most common use for *xkbcomp* is to create a compiled keymap file (.xkm extension) which can be read directly by XKB-capable X servers or utilities. The keymap compiler can also produce C header files or XKB source files. The C header files produced by *xkbcomp* can be included by X servers or utilities that need a built-in default keymap. The XKB source files produced by *xkbcomp* are fully resolved and can be used to verify that the files which typically make up an XKB keymap are merged correctly or to create a single file which contains a complete description of the keymap.

The *source* may specify an X display, or an .xkb or .xkm file; unless explicitly specified, the format of *destination* depends on the format of the source. Compiling a .xkb (keymap source) file generates a .xkm (compiled keymap file) by default. If the source is a .xkm file or an X display, *xkbcomp* generates a keymap source file by default.

If the *destination* is an X display, the keymap for the display is updated with the compiled keymap.

The name of the *destination* is usually computed from the name of the source, with the extension replaced as appropriate. When compiling a single map from a file which contains several maps, *xkbcomp* constructs the destination file name by appending an appropriate extension to the name of the map to be used.

OPTIONS

- a** Show all keyboard information, reporting implicit or derived information as a comment. Only affects .xkb format output.
- C** Produce a C header file as output (.h extension).
- dflts** Compute defaults for any missing components, such as key names.
- em1 msg**
Print *msg* before printing first error message.
- emp msg**
Print *msg* at the start of each message line.
- eml msg**
If there were any errors, print *msg* before exiting.
- help, -?**
Show available options.
- Idir** Specifies top-level directories to be searched for files included by the keymap description. After all directories specified by **-I** options have been searched, the current directory and finally, the default xkb directory /usr/share/X11/xkb will be searched.

To prevent the current and default directories from being searched, use the **-I** option alone (i.e. without a directory), before any **-I** options that specify the directories you do want searched.
- i deviceid**
If *source* or *destination* is a valid X display, load the keymap from/into the device with the specified ID (not name).
- l** List maps that specify the *map* pattern in any files listed on the command line (not implemented yet).
- m name**
Specifies a map to be compiled from an file with multiple entries.
- merge** Merge the compiled information with the map from the server (not implemented yet).

- o *name*** Specifies a name for the generated output file. The default is the name of the source file with an appropriate extension for the output format.
- opt *parts***
Specifies a list of optional parts. Compilation errors in any optional parts are not fatal. Parts may consist of any combination of the letters *c, g, k, s, t* which specify the compatibility map, geometry, keycodes, symbols and types, respectively.
- R*dir*** Specifies the root directory for relative path names.
- synch** Force synchronization for X requests.
- version** Print version number.
- w *lvl*** Controls the reporting of warnings during compilation. A warning level of 0 disables all warnings; a warning level of 10 enables them all.
- xkb** Generate a source description of the keyboard as output (.xkb extension).
- xkm** Generate a compiled keymap file as output (.xkm extension).

SEE ALSO

X(7)

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