

**NAME**

XtGetKeysymTable, XtKeysymToKeycodeList – query keysyms and keycodes

**SYNTAX**

```
Keysym* XtGetKeysymTable(Display* display, KeyCode* min_keycode_return, int *keysyms_per_keycode_return);
```

```
void XtKeysymToKeycodeList(Display* display, KeySym keysym, KeyCode** keycodes_return, Cardinal* keycount_return);
```

**ARGUMENTS**

*display* Specifies the display whose table is required.

*min\_keycode\_return* Returns the minimum KeyCode valid for the display.

*keysyms\_per\_keycode\_return* Returns the number of KeySyms stored for each KeyCode.

*keysym* Specifies the KeySym for which to search.

*keycodes\_return* Returns a list of KeyCodes that have *keysym* associated with them, or NULL if *keycount\_return* is 0.

*keycount\_return* Returns the number of KeyCodes in the keycode list.

**DESCRIPTION**

**XtGetKeysymTable** returns a pointer to the Intrinsics' copy of the server's KeyCode-to-KeySym table. This table must not be modified.

The **XtKeysymToKeycodeList** procedure returns all the KeyCodes that have *keysym* in their entry for the keyboard mapping table associated with *display*. The caller should free the storage pointed to by *keycodes\_return* using **XtFree** when it is no longer useful.

**SEE ALSO**

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*