NAME
> XtGetKeysymTable, XtKeysymToKeycodeList – query keysyms and keycodes

SYNTAX
> #include <X11/Intrinsic.h>
>
> 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*