

ckb-next  
v0.2.8 at branch all-mine

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# Chapter 1

## ckb-next: RGB Driver for Linux and OS X

**ckb-next** is an open-source driver for Corsair keyboards and mice. It aims to bring the features of their proprietary CUE software to the Linux and Mac operating systems. This project is currently a work in progress, but it already supports much of the same functionality, including full RGB animations. More features are coming soon. Testing and bug reports are appreciated!

**Disclaimer:** ckb-next is not an official Corsair product. It is licensed under the GNU General Public License (version 2) in the hope that it will be useful, but with NO WARRANTY of any kind.

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See also:

- <https://github.com/mattanger/ckb-next/blob/master/DAEMON.md> "Manual for the driver daemon"
- [ckb testing repository](#) (updated more frequently, but may be unstable)

## Device Support

### Keyboards

- K65 RGB
- K70
- K70 RGB
- K70 LUX RGB
- K95\*
- K95 RGB
- Strafe
- Strafe RGB
- = hardware playback not supported. Settings will be saved to software only.

### Mice

- M65 RGB
- M65 PRO RGB
- Sabre RGB
- Scimitar RGB

## Linux Installation

### Pre-made packages

- Fedora 24/25, CentOS/RHEL 7 (maintained by ):
  - ``johanh/ckb`` - based on `master` branch
- Arch Linux (maintained by , ):
  - ``aur/ckb-next-git`` - based on `master` branch (more stable)
  - ``aur/ckb-next-latest-git`` - based on `testing` branch (less stable but fresher)

If you are a package maintainer or want to discuss something with package maintainers let us know in [#5](#), so we can have an accountable and centralized communication about this. *If you would like to maintain a package for your favorite distro/OS, please let us know as well.*



## Preparation

ckb-next requires Qt5 (Qt 5.8 is recommended), libudev, zlib, gcc, g++, and glibc.

- **Ubuntu:** `sudo apt-get install build-essential libudev-dev qt5-default zlib1g-dev libappindicator-dev`
- **Fedora:** `sudo dnf install zlib-devel qt5-qtbase-devel libgudev-devel libappindicator-devel systemd-devel gcc-c++`
- **Arch:** `sudo pacman -S base-devel qt5-base zlib`
- **Other distros:** Look for `qt5` or `libqt5*-devel`

Note: If you build your own kernels, ckb-next requires the `CONFIG_INPUT_UINPUT` flag to be enabled. It is located in Device Drivers -> Input Device Support -> Miscellaneous devices -> User level driver support. If you don't know what this means, you can ignore this.

## Installing

You can download ckb-next using the "Download zip" option on the right or clone it using `git clone`. Extract it and open the ckb-master directory in a terminal. Run `./quickinstall`. It will attempt to build ckb and then ask if you'd like to install/run the application. If the build doesn't succeed, or if you'd like to hand-tune the compilation of ckb, see <https://github.com/mattanger/ckb-next/blob/master/BUILD.md> "BUILD.md" for instructions.

## Upgrading

To install a new version of ckb, or to reinstall the same version, first delete the ckb-master directory and the zip file from your previous download. Then download the source code again and re-run `./quickinstall`. The script will automatically replace the previous installation. You may need to reboot afterward.

## Uninstalling

First, stop the ckb-daemon service and remove the service file.

- If you have systemd (Ubuntu versions starting with 15.04): `"" sudo systemctl stop ckb-daemon sudo rm -f /usr/lib/systemd/system/ckb-daemon.service ""`
- If you have Upstart (Ubuntu versions earlier than 15.04): `"" sudo service ckb-daemon stop sudo rm -f /etc/init/ckb-daemon.conf ""`
- If you have OpenRC: `"" sudo rc-service ckb-daemon stop sudo rc-update del ckb-daemon default sudo rm -f /etc/init.d/ckb-daemon ""`
- If you're not sure, re-run the `quickinstall` script and proceed to the service installation. The script will say `System service: Upstart detected` or `System service: systemd detected`. Please be aware that OpenRC is currently not detected automatically.

Afterward, remove the applications and related files: `"" sudo rm -f /usr/bin/ckb /usr/bin/ckb-daemon /usr/share/applications/ckb.desktop /usr/share/icons/hicolor/512x512/apps/ckb.png sudo rm -rf /usr/lib/ckb-animations ""`

Before <https://github.com/mattanger/ckb-next/commit/f347e60df211c60452f95084b6c46dc4ec5f42> animations were located elsewhere, try removing them as well: `"" sudo rm -rf /usr/bin/ckb-animations ""`

## OS X/macOS Installation

### Binary download

macOS `pkg` can be downloaded from [GitHub Releases](#). It is always built with the last available stable Qt version and targets 10.10 SDK. If you run 10.9.x, you'll need to build the project from source and comment out `src/ckb-heat` (and the backslash above it) inside `ckb.pro`.

### Building from source

Install the latest version of Xcode from the App Store. While it's downloading, open the Terminal and execute `xcode-select --install` to install Command Line Tools. Then open Xcode, accept the license agreement and wait for it to install any additional components (if necessary). When you see the "Welcome to Xcode" screen, from the top bar choose Xcode -> Preferences -> Locations -> Command Line Tools and select an SDK version. Afterwards install Qt5 from here: <http://www.qt.io/download-open-source/>

The easiest way to build the driver is with the `quickinstall` script, which is present in the `ckb-master` folder. Double-click on `quickinstall` and it will compile the app for you, then ask if you'd like to install it system-wide. If the build fails for any reason, or if you'd like to compile and install manually, see <https://github.com/ccMS-C/ckb/blob/master/BUILD.md> "BUILD.md".

### Upgrading (binary)

Download the latest `ckb.pkg`, run the installer, and reboot. The newly-installed driver will replace the old one.

### Upgrading (source)

Remove the existing `ckb-master` directory and zip file. Re-download the source code and run the `quickinstall` script again. The script will automatically replace the previous installation. You may need to reboot afterward.

### Uninstalling

Drag `ckb.app` into the trash. Then stop and remove the agent:

```
“sh sudo unload /Library/LaunchDaemons/com.ckb.daemon.plist sudo rm /Library/LaunchDaemons/com.ckb-daemon.plist”
```

## Usage

The user interface is still a work in progress.

### Major features

- Control multiple devices independently
- United States and European keyboard layouts
- Customizable key bindings
- Per-key lighting and animation
- Reactive lighting
- Multiple profiles/modes with hardware save function
- Adjustable mouse DPI with ability to change DPI on button press

- Key macros (G-Keys also); Have a look at [https://youtu.be/qhrKP03\\_NrM](https://youtu.be/qhrKP03_NrM) for a short video tutorial
- Key macro delays: Handle delays between keystrokes when playing a macro

Closing ckb will actually minimize it to the system tray. Use the Quit option from the tray icon or the settings screen to exit the application.

## Roadmap

- **v0.3 release:**
- Ability to store profiles separately from devices, import/export them
- More functions for the Win Lock key
- **v0.4 release:**
- Ability to import CUE profiles
- Ability to tie profiles to which application has focus
- **v0.5 release:**
- Key combos
- Timers?
- **v1.0 release:**
- OSD? (Not sure if this can actually be done)
- Extra settings?
- ????

## Troubleshooting

### Linux

If you have problems connecting the device to your system (device doesn't respond, ckb-daemon doesn't recognize or can't connect it) and/or you experience long boot times when using the keyboard, try adding the following to your kernel's cmdline:

- K65 RGB: `usbhid.quirks=0x1B1C:0x1B17:0x20000408`
- K70: `usbhid.quirks=0x1B1C:0x1B09:0x20000408`
- K70 LUX: `usbhid.quirks=0x1B1C:0x1B36:0x20000408`
- K70 RGB: `usbhid.quirks=0x1B1C:0x1B13:0x20000408`
- K95: `usbhid.quirks=0x1B1C:0x1B08:0x20000408`
- K95 RGB: `usbhid.quirks=0x1B1C:0x1B11:0x20000408`
- Strafe: `usbhid.quirks=0x1B1C:0x1B15:0x20000408`
- Strafe RGB: `usbhid.quirks=0x1B1C:0x1B20:0x20000408`
- M65 RGB: `usbhid.quirks=0x1B1C:0x1B12:0x20000408`
- Sabre RGB Optical: `usbhid.quirks=0x1B1C:0x1B14:0x20000408`
- Sabre RGB Laser: `usbhid.quirks=0x1B1C:0x1B19:0x20000408`

- Scimitar RGB: `usbhid.quirks=0x1B1C:0x1B1E:0x20000408`

For instructions on adding `cmdline` parameters in Ubuntu, see <https://wiki.ubuntu.com/Kernel/KernelBootParameters>

If you have multiple devices, combine them with commas, starting after the `=`. For instance, for K70 RGB + M65 RGB: `usbhid.quirks=0x1B1C:0x1B13:0x20000408,0x1B1C:0x1B12:0x20000408`

If it still doesn't work, try replacing `0x20000408` with `0x4`. Note that this will cause the kernel driver to ignore the device(s) completely, so you need to ensure `ckb-daemon` is running at boot or else you'll have no input. This will not work if you are using full-disk encryption.

If you see **GLib** critical errors like `"GLib-GObject-CRITICAL **: g_type_add_interface_static: assertion 'G_TYPE_IS_INSTANTIATABLE (instance_type)' failed"` read [this Arch Linux thread](#) and try different combinations from it. If it doesn't help, you might want get support from your distribution community and tell them you cannot solve the problem in this thread.

If you're using **Unity** and the tray icon doesn't appear correctly, run `sudo apt-get install libappindicator-dev`. Then reinstall `ckb`.

## OS X/macOS

- **\*\*"ckb.pkg" can't be opened because it is from an unidentified developer\*\*** Open System Preferences > Security & Privacy > General and click Open Anyway.
- **Modifier keys (Shift, Ctrl, etc.) are not rebound correctly** `ckb` does not recognize modifier keys rebound from System Preferences. You can rebound them again within the application.
- **\*\*~ key prints \$±\*\*** Check your keyboard layout on `ckb`'s Settings screen. Choose the layout that matches your physical keyboard.
- **Compile problems** Can usually be resolved by rebooting your computer and/or reinstalling Qt. Make sure that Xcode works on its own. If a compile fails, delete the `ckb-master` directory as well as any automatically generated `build-ckb` folders and try again from a new download.
- **Scroll wheel does not scroll** As of #c3474d2 it's now possible to **disable scroll acceleration** from the GUI. You can access it under "OSX tweaks" in the "More settings" screen. Once disabled, the scroll wheel should behave consistently.

## General

**Please ensure your keyboard firmware is up to date. If you've just bought the keyboard, connect it to a Windows computer first and update the firmware from Corsair's official utility.**

**Before reporting an issue, connect your keyboard to a Windows computer and see if the problem still occurs. If it does, contact Corsair.** Additionally, please check the Corsair user forums to see if your issue has been reported by other users. If so, try their solutions first.

Common issues:

- **Problem:** `ckb` says "No devices connected" or "Driver inactive"
- **Solution:** Try rebooting the computer and/or reinstalling `ckb`. Try removing the keyboard and plugging it back in. If the error doesn't go away, try the following:
- **Problem:** Keyboard doesn't work in BIOS, doesn't work at boot
- **Solution:** Some BIOSes have trouble communicating with the keyboard. They may prevent the keyboard from working correctly in the operating system as well. First, try booting the OS *without* the keyboard attached, and plug the keyboard in after logging in. If the keyboard works after the computer is running but does not work at boot, you may need to use the keyboard's BIOS mode option.

- BIOS mode can be activated using the poll rate switch at the back of the keyboard. Slide it all the way to the position marked "BIOS". You should see the scroll lock light blinking to indicate that it is on. (Note: Unfortunately, this has its own problems - see Known Issues. You may need to activate BIOS mode when booting the computer and deactivate it after logging in).
- **Problem:** Keyboard isn't detected when plugged in, even if driver is already running
- **Solution:** Try moving to a different USB port. Be sure to follow [Corsair's USB connection requirements](#). Note that the keyboard does not work with some USB3 controllers - if you have problems with USB3 ports, try USB2 instead. If you have any USB hubs on hand, try those as well. You may also have success sliding the poll switch back and forth a few times.

## Reporting issues

If you have a problem that you can't solve (and it isn't mentioned in the Known Issues section below), you can report it on [the GitHub issue tracker](#). Before opening a new issue, please check to see if someone else has reported your problem already - if so, feel free to leave a comment there.

## Known issues

- Using the keyboard in BIOS mode prevents the media keys (including mute and volume wheel), as well as the K95's G-keys from working. This is a hardware limitation.
- The tray icon doesn't appear in some desktop environments. This is a known Qt bug. If you can't see the icon, reopen ckb to bring the window back.
- When starting the driver manually, the Terminal window sometimes gets spammed with enter keys. You can stop it by unplugging and replugging the keyboard or by moving the poll rate switch.
- When stopping the driver manually, the keyboard sometimes stops working completely. You can reconnect it by moving the poll rate switch.
- On newer versions of macOS (i.e. 10.12 and up) CMD/Shift+select does not work, yet. Stopping the daemon and GUI for ckb will fix this issue temporarily.

## Contributing

You can contribute to the project by [opening a pull request](#). It's best if you base your changes off of the `testing` branch as opposed to the `master`, because the pull request will be merged there first. If you'd like to contribute but don't know what you can do, take a look at [the issue tracker](#) and see if any features/problems are still unresolved. Feel free to ask if you'd like some ideas.

## Contact us

There are multiple ways you can get in touch with us:

- [join](#) ckb-next mailing list
- [open](#) a GitHub Issue
- hop on `#ckb-next` to chat

### What happened to the original ckb

Due to time restrictions, the original author of **ckb** [ccMSC](#) hasn't been able to further develop the software. So the community around it decided to take the project over and continue its development. That's how **ckb-next** was created. Currently it's not rock solid and not very easy to set up on newer systems but we are actively working on this. Nevertheless the project already incorporates a notable amount of fixes and patches in comparison to the original ckb.

## Chapter 2

# Building ckb

### Linux

You can build the project by running `./qmake-auto && make` in a Terminal inside the `ckb-master` directory. The binaries will be placed in a new `bin` directory assuming they compile successfully. If you get a `No suitable qmake found` error, make sure Qt5 is installed and up to date. You may have to invoke `qmake` manually, then run `make` on its own. If you have Qt Creator installed, you can open `ckb.pro` (when asked to configure the project, make sure "Desktop" is checked) and use `Build > Build Project "ckb"` (Ctrl+B) to build the application instead.

#### Running as a service:

First copy the binary and the service files to their system directories:

- **Upstart (Ubuntu, prior to 15.04):** `sudo cp -R bin/* /usr/bin && sudo cp service/upstart/ckb-daemon.conf /etc/init`
- **Systemd (Ubuntu 15.04 and later):** `sudo cp -R bin/* /usr/bin && sudo cp service/systemd/ckb-daemon.service /usr/lib/systemd/system`
- **OpenRC:** `sudo cp -R bin/* /usr/bin && sudo cp service/openrc/ckb-daemon /etc/init.d/`

To launch the driver and enable it at start-up:

- **Upstart:** `sudo service ckb-daemon start`
- **Systemd:** `sudo systemctl start ckb-daemon && sudo systemctl enable ckb-daemon`
- **OpenRC:** `sudo rc-service ckb-daemon start && sudo rc-update add ckb-daemon default`

Open the `bin` directory and double-click on `ckb` to launch the user interface. If you want to run it at login, add `ckb --background` to your Startup Applications.

#### Running manually:

Open the `bin` directory in a Terminal and run `sudo ./ckb-daemon` to start the driver. To start the user interface, run `./ckb`. Running the driver manually may be useful for testing/debugging purposes, but you must leave the terminal window open and you'll have to re-run it at every reboot, so installing it as a service is the best long-term solution.

## OSX

Open `ckb.pro` in Qt Creator. You should be prompted to configure the project (make sure the "Desktop" configuration is selected and not iOS). Once it's finished loading, press `Cmd+B` or select `Build > Build Project "ckb"` from the menu bar. When it's done, you should see a newly-created `ckb.app` in the project directory. Exit Qt Creator.

Alternatively, open a Terminal in the `ckb-master` directory and run `./qmake-auto && make`. It will detect Qt automatically if you installed it to one of the standard locations. You should see a newly created `ckb.app` if the build is successful.

### Running as a service:

Copy `ckb.app` to your Applications folder. Copy the file `'service/launchd/com.ckb.daemon.plist'` to your computer's `/Library/LaunchDaemons` folder (you can get to it by pressing `Cmd+Shift+G` in Finder and typing the location). Then open a Terminal and run the following commands to launch the driver:

```
"" sudo chown root:wheel /Library/LaunchDaemons/com.ckb.daemon.plist sudo chmod 0700 /Library/LaunchDaemons/com.ckb.daemon.plist sudo launchctl load /Library/LaunchDaemons/com.ckb.daemon.plist ""
```

After you're done, open `ckb.app` to launch the user interface.

### Running manually:

Open a Terminal in the `ckb` directory and run `sudo ckb.app/Contents/Resources/ckb-daemon` to start the driver. Open `ckb.app` to start the user interface. Note that you must leave the terminal window open and must re-launch the driver at every boot if you choose this; installing as a service is the better long term solution.



## Chapter 3

# cbk Improvements Roadmap

### Short term plan

- merge existing PR submitted to original ckb repo
- Contact other developers interested in collaboration on a new and improved version of ckb
- Figure out the issues relating to MacOS Sierra and other version
- Device support:
  - Determine which will need support other than just USB id additions
- Address existing bugs. Not help requests.



## Chapter 4

# DAEMON

The daemon provides devices at `/dev/input/ckb*`, where `*` is the device number, starting at 1. Up to 9 devices may be connected at once and controlled independently. The daemon additionally provides `/dev/input/ckb0`, which stores driver information.

**Mac note:** The devices on OSX are located at `/var/run/ckb*` and not `/dev/input/ckb*`. So wherever you see `/dev/input` in this document, replace it with `/var/run`.

`/dev/input/ckb0` contains the following files:

- `connected`: A list of all connected devices, one per line. Each line contains a device path followed by the device's serial number and its description.
- `pid`: The process identifier of the daemon.
- `version`: The daemon version.

Other `ckb*` devices contain the following:

- `cmd`: Keyboard controller.
- `notify0`: Keyboard notifications.
- `features`: Device features.
- `fwversion`: Device firmware version (not present on all devices).
- `model`: Device description/model.
- `pollrate`: Poll rate in milliseconds (not present on all devices).
- `serial`: Device serial number. `model` and `serial` will match the info found in `ckb0/connected`

## Commands

The `/dev/input/ckb*/cmd` nodes accept input in the form of text commands. They are normally accessible to all users on the system (see Security section). Commands should be given in the following format: `[mode <n>] command1 [parameter1] [command2] [parameter2] [command3] [parameter3] ...`

In a terminal shell, you can do this like `echo mycommand > /dev/input/ckb1/cmd`. Programmatically, you can open and write them as regular files. When programming, you must append a newline character and flush the output before your command(s) will actually be read.

The `mode` parameter is used to group settings. Most (but not all) settings are mode-specific; that is, changing mode 1 will not affect mode 2. By default, all commands affect the current mode. Use `mode <n> switch` to change the current mode.

When plugged in, all devices start in hardware-controlled mode (also known as idle mode) and will not respond to commands. Before issuing any other commands, write `active` to the command node, like `echo active > /dev/input/ckbl/cmd`. To put the device back into hardware mode, issue the `idle` command.

## Features

The `features` node describes features supported by the device, which may not be present on all devices. The first two words in the `features` node are always `<vendor> <model>`, like `corsair k70`. After that, any of the following features may appear:

- `adjrate`: Device supports adjustable poll rate.
- `bind`: Device supports key rebinding.
- `fwupdate`: Device supports firmware updates.
- `fwversion`: Device has a detectable firmware version (stored in the `fwversion` node).
- `notify`: Device supports key notifications.
- `pollrate`: Device has a detectable poll rate (stored in the `pollrate` node).
- `rgb`: Device supports RGB lighting.

## Keyboard layout

The driver has no concept of keyboard layouts; all keys are referred to by their English names regardless of the underlying hardware. This means that, for instance, in an AZERTY layout the `q` key in `ckb-daemon` corresponds to `A` on the physical keyboard. Note that on UK/european (ISO) layouts, the backslash key (beside left shift) is called `bslash_iso`, while `bslash` refers to the backslash on the US keyboard. The key next to Enter on the ISO keyboard is known as `hash`. See <src/ckb-daemon/keymap.c> for the full table of supported keys.

For technical reasons, the OSX driver may swap the `bslash_iso` and `grave` keys if the keyboard layout is not set correctly. To compensate for this, write `layout iso` or `layout ansi` to the command node.

## Poll rate

A device's current poll rate can be read from its `pollrate` node, assuming it has one. Keyboards have a hardware switch to control poll rate and cannot be adjusted via software. However, mice have a software-controlled poll rate. You can change it by issuing `pollrate <interval>` to the command node, where `interval` is the time in milliseconds. Valid poll rates are 1, 2, 4, and 8.

## Profiles and modes

Each mode has its own independent binding and lighting setup. When the daemon starts or a keyboard is plugged in, the profile will be loaded from the hardware. By default, all commands will update the currently selected mode. The `mode <n>` command may be used to change the settings for a different mode. Up to 6 modes are available. Each keyboard has one profile, which may be given a name. Mode 1 may be saved to the device hardware, or modes 1-3 in the case of the K95. Modes 4 through 6 are software-only. Profile management commands are as follows:

- `profilename <name>` sets the profile's name. The name must be written without spaces; to add a space, use `%20`.
- `name <name>` sets the current mode's name. Use `mode <n> name <name>` to set a different mode's name.

- `profileid <guid> [<modification>]` sets a profile's ID. The GUID must be written in registry format, like {12345678-ABCD-EF01-2345-6789ABCDEF01}. The optional modification number must be written with 8 hex digits, like ABCDEF01.
- `id <guid> [<modification>]` sets a mode's ID.
- `mode <n> switch` switches the keyboard to mode N. If the mode does not exist, it will be created with a blank ID, black lighting, and default bindings.
- `hwload` loads the RGB profile from the hardware. Key bindings and non-hardware RGB modes are unaffected.
- `hwsave` saves the RGB profile to the hardware.
- `erase` erases the current mode, resetting its lighting and bindings. Use `mode <n> erase` to erase a different mode.
- `eraseprofile` erases the entire profile, deleting its name, ID, and all of its modes.

#### Examples:

- `profilename My%20Profile mode 1 name Mode%201 mode 2 name Mode%202 mode 3 name Mode%203` will name the profile "My Profile" and name modes 1-3 "Mode 1", "Mode 2", and "Mode 3".
- `eraseprofile hwload` resets the entire profile to its hardware settings.

## LED commands

The backlighting is controlled by the `rgb` commands.

- `rgb <RRGGBB>` sets the entire keyboard to the color specified by the hex constant RRGGBB.
- `rgb <key>:<RRGGBB>` sets the specified key to the specified hex color.

#### Examples:

- `rgb ffffffff` makes the whole keyboard white.
- `rgb 000000` makes the whole keyboard black.
- `rgb esc:ff0000` sets the Esc key red but leaves the rest of the keyboard unchanged.

Multiple keys may be changed to one color when separated with commas, for instance:

- `rgb w,a,s,d:0000ff` sets the WASD keys to blue.

Additionally, multiple commands may be combined into one, for instance:

- `rgb ffffffff esc:ff0000 w,a,s,d:0000ff` sets the Esc key red, the WASD keys blue, and the rest of the keyboard white (note the lack of a key name before `ffffffff`, implying the whole keyboard is to be set).

By default, the controller runs at 30 FPS, meaning that attempts to animate the LEDs faster than that will be ignored. If you wish to change it, send the command `fps <n>`. The maximum frame rate is 60.

For devices running in 512-color mode, color dithering can be enabled by sending the command `dither 1`. The command `dither 0` disables dithering.

## Indicators

The indicator LEDs (Num Lock, Caps Lock, Scroll Lock) are controlled with the `i` commands.

- `ioff <led>` turns an indicator off permanently. Valid LED names are `num`, `caps`, and `scroll`.
- `ion <led>` turns an indicator on permanently.
- `iauto <led>` turns an indicator off or on automatically (default behavior).

## Binding keys

Keys may be rebound through use of the `bind` commands. Binding is a 1-to-1 operation that translates one keypress to a different keypress regardless of circumstance.

- `bind <key1>:<key2>` remaps `key1` to `key2`.
- `unbind <key>` unbinds a key, causing it to lose all function.
- `rebind <key>` resets a key, returning it to its default binding.

### Examples:

- `bind g1:esc` makes G1 become an alternate Esc key (the actual Esc key is not changed).
- `bind caps:tab tab:caps` switches the functions of the Tab and Caps Lock keys.
- `unbind lwin rwin` disables both Windows keys, even without using the keyboard's Windows Lock function.
- `rebind all` resets the whole keyboard to its default bindings.

## Key macros

Macros are a more advanced form of key binding, controlled with the `macro` command.

- `macro <keys>:<command>` binds a key combination to a command, where the command is a series of key presses. To combine keys, separate them with `+`; for instance, `lctrl+a` binds a macro to (left) Ctrl+A. In the command field, enter `+``<key>` to trigger a key down or `-<key>` to trigger a key up. To simulate a key press, use `+``<key>`, `-<key>`.
- `macro <keys>:clear` clears commands associated with a key combination. Only one macro may be assigned per combination; assigning a second one will overwrite the first.
- `macro clear` clears all macros.

### Examples:

- `macro g1:+lctrl,+a,-a,-lctrl` triggers a Ctrl+A when G1 is pressed.
- `macro g2+g3:+lalt,+f4,-f4,-lalt` triggers an Alt+F4 when G2 and G3 are pressed simultaneously.

Assigning a macro to a key will cause its binding to be ignored; for instance, `macro a:+b,-b` will cause A to generate a B character regardless of its binding. However, `macro lctrl+a:+b,-b` will cause A to generate a B only when Ctrl is also held down.

## Macro playback delay

There are two types of playback delay that can be set with macros; global and local. Setting a *global delay* value introduces a time delay between events during macro execution or playback. *Local delay* allows setting the delay after an individual event, overriding the global delay value for that event. Thus global delay can be used to set the overall playback speed of macros and local delays can be used to tune individual events within a macro.

All delay values are specified in microseconds (us) and are positive values from 0 to `UINT_MAX - 1`. This means delays range from 0 to just over 1 hour (4,294,967,294us, 4,294 seconds, 71 minutes, or 1.19 hours). A value of zero (0) represents no delay between actions.

### Global macro delay (default delay)

Global delay allows macro playback speed to be changed. It sets the time between (actually after) each recorded macro event. If global delay is set to 1 microsecond then a 1 ms delay will follow each individual macro event when the macro is triggered.

The *global delay* is set with the `ckb-daemon`'s existing (in testing branch) `delay` command followed by an unsigned integer representing the number of microseconds to wait after each macro action and before the next.

Global delay can also be set to `on` which maintains backwards compatibility with the current development of `ckb-daemon` for long macro playback. That is, setting the global delay to `on` introduces a 30us and a 100us delay based on the macro's length during playback.

**NOTE:** This setting also introduces a delay after the last macro action. This functionality exists in the current testing branch and was left as-is. It is still to be determined if this is a bug or a feature.

### Examples:

- `delay 1000` sets a 1,000us delay between action playback.
- `delay on` sets long macro delay; 30us for actions between 20 and 200, 100us for actions > 200.
- `delay off` sets no delay (same as 0).
- `delay 0` sets no delay (same as off).
- `delay spearmint-potato` is invalid input, sets no delay (same as off).

### Local macro delay (keystroke delay)

Local Delay allows each macro action to have a post-action delay associated with it. This allows a macro to vary it's playback speed for each event. If no local delay is specified for a macro action, then the `global delay` (above) is used. All delay values are in microseccods (us) as with the global delay setting.

\*\*\*Examples:\*\*\*

- `macro g5:+d,-d,+e=5000,-e,+l,-l=10000,+a,-a,+y,-y=1000000,+enter,-enter` define a macro for `g5` with a 5,000us delay between the `e` down and `e` up actions. A 1,000us delay between `l` up and a down, a delay of one second (1,000,000us) after `y` up and before `enter`, and the global delay for all other actions.
- `macro g5:+d,-d=0` use default delay between `d` down and `d` up and no delay (0us) after `d` up. This removes the noted feature/bug (above) where the last action has a trailing delay associated with it.

## DPI and mouse settings

DPI settings are stored in a bank. They are controlled with the `dpi` command.

- `dpi <stage>:<x>,<y>` sets the DPI for a given `stage` to `x` by `y`. Valid stages are 0 through 5. In hardware, 1 is the first (lowest) stage and 5 is the highest. Stage 0 is used for Sniper mode.
- `dpi <stage>:<xy>` sets both X and Y.

- `dpi <stage>:off` disables a DPI stage.
- `dpisel <stage>` sets the current stage selection.

In order to change the mouse's current DPI, first update one of the stages with the value you want, then select that stage. For instance:

- `dpi 1:1000 dpisel 1` sets the current DPI to 1000x1000.

Additional mouse settings:

- `lift <height>` sets the lift height, from 1 (lowest) to 5 (highest)
- `snap <on|off>` enables or disables Angle Snap.

## Notifications

The keyboard can be configured to generate user-readable notifications on keypress events. These are controlled with the `notify` commands. In order to see events, read from `/dev/input/ckb*/notify0`. In a terminal, you can do this like `cat /dev/input/ckb1/notify0`. Programmatically, you can open it for reading like a regular file.

Note that the file can only reliably be read by one application: if you try to open it in two different programs, they may both fail to get data. Data will be buffered as long as no programs are reading, so you will receive all unread notifications as soon as you open the file. If you'd like to read notifications from two separate applications, send the command `notifyon <n>` to the keyboard you wish to receive notifications from, where N is a number between 1 and 9. If `/dev/input/ckb*/notify<n>` does not already exist, it will be created, and you can read notifications from there without disrupting any other program. To close a notification node, send `notifyoff <n>`.

`notify0` is always open and will not be affected by `notifyon/notifyoff` commands. By default, all notifications are printed to `notify0`. To print output to a different node, prefix your command with `@<node>`.

Notifications are printed with one notification per line. Commands are as follows:

- `notify <key>:on` or simply `notify <key>` enables notifications for a key. Each key will generate two notifications: `key +<key>` when the key is pressed, and `key -<key>` when it is released.
- `notify <key>:off` turns notifications off for a key.

## Examples:

- `notify w a s d` sends notifications whenever W, A, S, or D is pressed.
- `notify g1 g2 g3 g4 g5 g6 g7 g8 g9 g10 g11 g12 g13 g14 g15 g16 g17 g18 mr m1 m2 m3 light lock` prints a notification whenever a non-standard key is pressed.
- `notify all:off` turns all key notifications off.
- `@5 notify esc` prints Esc key notifications to `notify5`.

**Note:** Key notifications are *not* affected by bindings. For instance, if you run `echo bind a:b notify a >/dev/input/ckb1/cmd` and then press the A key, the notifications will read `key +a key -a`, despite the fact that the character printed on screen will be `b`. Likewise, unbinding a key or assigning a macro to a key does not affect the notifications.



## Indicator notifications

You can also choose to receive notifications for the indicator LEDs by using the `inotify` command. For instance, `inotify caps:on` or simply `inotify caps` will print notifications whenever the Caps Lock LED is toggled. The notifications will read `i +caps` when the light is turned on and `i -caps` when it is turned off. It is also possible to toggle all indicators at once using `inotify all` or `inotify all:off`.

Like key notifications, indicator notifications are not affected by bindings, nor by the `ion`, `ioff`, or `iauto` commands. The notifications will reflect the state of the LEDs as seen by the event device.

## Getting parameters

Parameters can be retrieved using the `get` command. The data will be sent out as a notification. Generally, the syntax to get the data associated with a command is `get :<command>` (note the colon), and the associated data will be returned in the form of `<command> <data>`. The following data may be gotten:

- `get :mode` returns the current mode in the form of a `switch` command. (Note: Do not use this in a line containing a `mode` command or it will return the mode that you selected, rather than the keyboard's current mode.)
- `get :name` returns the current mode's name in the form of `mode <n> name <name>`. To see the name of another mode, use `mode <n> get :name`. The name is URL-encoded; spaces are written as `%20`. The name may be truncated, so `name <some long string> get :name` may return something shorter than what was entered.
- `get :profilename` returns the profile's name, in the form of `profilename <name>`. As above, it is URL-encoded and may be truncated.
- `get :hwname` and `get :hwprofilename` return the same thing except taken from the current hardware profile instead of the in-memory profile. The output is identical but will read `hwname` instead of `name` and `hwprofilename` instead of `profilename`.
- `get :id` returns the current mode's ID and modification number in the form of `mode <n> id <guid> <modification>`.
- `get :profileid` returns the current profile's ID and modification number in the form of `profileid <guid> <modification>`.
- `get :hwid` and `get :hwprofileid` return the same thing except from the current hardware profile/mode. As before, the output will be the same but with `hwid` and `hwprofileid` instead of `id` and `profileid`.
- `get :rgb` returns an `rgb` command equivalent to the current RGB state.
- `get :hwrngb` does the same thing, but retrieves the colors currently stored in the hardware profile. The output will say `hwrngb` instead of `rgb`.
- `get :dpi` returns a `dpi` command equivalent to the current DPI bank.
- `get :dpisel` returns a `dpisel` command for the currently-selected DPI stage.
- `get :lift` returns a `lift` command for the current lift height.
- `get :snap` returns the current angle snap status.
- `get :hwdpi`, `get :hwdpisel`, `get :hwlift`, and `get :hwsnap` return the same properties, but for the current hardware profile.
- `get :keys` and `get :i` return the current keypress status and indicator status, respectively. They will indicate all currently pressed keys and all currently active indicators, like `key +enter` and `i +num`.

Like `notify`, you must prefix your command with `@<node>` to get data printed to a node other than `notify0`.

## Firmware updates

**WARNING:** Improper use of `fwupdate` may brick your device; use this command *at your own risk*. I accept no responsibility for broken keyboards.

The latest firmware versions and their URLs can be found in the `FIRMWARE` document. To update your keyboard's firmware, first extract the contents of the zip file and then issue the command `fwupdate /path/to/fw/file.bin` to the keyboard you wish to update. The path name must be absolute and must not include spaces. If it succeeded, you should see `fwupdate <path> ok` logged to the keyboard's notification node and then the device will disconnect and reconnect. If you see `fwupdate <path> invalid` it means that the firmware file was not valid for the device; more info may be available in the daemon's `stdout`. If you see `fwupdate <path> fail` it means that the file was valid but the update failed at a hardware level. The keyboard may disconnect/reconnect anyway or it may remain in operation.

When the device reconnects you should see the new firmware version in its `fwversion` node; if you see `0000` instead it means that the keyboard did not update successfully and will need another `fwupdate` command in order to function again. If the update fails repeatedly, try connecting the keyboard to a Windows PC and using the official firmware update in CUE.

## Restart

Because sometimes the communication between the daemon and the keyboard is corrupted after resuming from standby or suspend, a restart function is implemented. It first calls the `quit()` function, then it calls `main()` again with the original parameter list.

There are two ways to restart the daemon:

- send the string "restart some-description-as-one-word" to the `cmd-pipe` (normally `/dev/input/ckb1/cmd` or `/dev/input/ckb2/cmd`, depending on what device gets which ID).
- send `SIGUSR1` to the daemon process (as root).

Later on, there may be a user interface in the client for the first method.

## Security

By default, all of the `ckb*` nodes may be accessed by any user. For most single-user systems this should not present any security issues, since only one person will have access to the computer anyway. However, if you'd like to restrict the users that can write to the `cmd` nodes or read from the `notify` nodes, you can specify the `--gid=<group>` option at start up. For instance, on most systems you could run `ckb-daemon --gid=1000` to make them accessible only by the system's primary user. `ckb-daemon` must still be run as root, regardless of which `gid` you specify. The `gid` option may be set only at startup and cannot be changed while the daemon is running.

The daemon additionally supports a `--nonotify` option to disable key notifications, to prevent unauthorized programs from logging key input. Note that this will interfere with some of `ckb`'s abilities. It is also highly unlikely to increase security unless you are using the program in a stripped down terminal environment without Xorg. For most use cases there are many other (more likely) ways that a keylogger program could compromise your system. Nevertheless, the option is provided for the sake of paranoia. If you'd like to disable key rebinding as well, launch the daemon with `--nobind`. `--nobind` implies `--nonotify`, so notifications will also be disabled. As with `--gid`, these options must be set at startup and cannot be changed while the daemon is running.

## Chapter 5

# Todo List

### Global `_usbsend` (usbdevice \*kb, const uchar \*messages, int count, const char \*file, int line)

A lot of different conditions are combined in this code. Don't think, it is good in every combination...

Check whether this is the same in the macOS variant. It is not dramatic, but if errors occur, it can certainly irritate the devices completely if they receive incomplete data streams. Do we have errors with the messages "Wrote YY bytes (expected 64)" in the system logs? If not, we do not need to look any further.

### Global `closeusb` (usbdevice \*kb)

What is not yet comprehensible is the call to `updateconnected()` BEFORE `os_closeusb()`. Should that be in the other sequence? Or is `updateconnected()` not displaying the connected usb devices, but the representation which uinput devices are loaded? Questions about questions ...

### Global `devmain` (usbdevice \*kb)

Hope to find the need for dmux usage later.

Should this function be declared as `pthread_t*` function, because of the definition of `pthread_create`? But `void*` works also...

`readcmd()` gets a **line**, not **lines**. Have a look on that later.

Is the condition `IS_CONNECTED` valid? What functions change the condition for the macro?

### Global `get_vtable` (short vendor, short product)

Is the last point really a good decision and always correct?

### Global `os_inputmain` (void \*context)

This function is a collection of many tasks. It should be divided into several sub-functions for the sake of greater convenience:

### Global `os_resetusb` (usbdevice \*kb, const char \*file, int line)

it seems that no one wants to try the reset again. But I've seen it somewhere...

### Global `os_setupusb` (usbdevice \*kb)

in these modules a pullrequest is outstanding

### Global `os_usbend` (usbdevice \*kb, const uchar \*out\_msg, int is\_rcv, const char \*file, int line)

Since the handling of endpoints has already led to problems elsewhere, this implementation is extremely hardware-dependent and critical!

Eg. the new keyboard K95PLATINUMRGB has a version number significantly less than 2.0 - will it run with this implementation?

### Global `product_str` (short product)

There are macros defined in `usb.h` to detect all the combinations below. the only difference is the parameter: The macros need the `kb*`, `product_str()` needs the *product ID*

### Global `revertusb` (usbdevice \*kb)

Why is this useful? Are there problems seen with deactivating a device with older fw-version??? Why isn't this an error indicating reason and we return success (0)?

The return value of `nk95cmd()` is ignored (but sending the ioctl may produce an error and `_nk95_cmd` will indicate this), instead `revertusb()` returns success in any case.

#### Global `udevthread`

These two thread variables seem to be unused: `usbthread`, `udevthread`

#### Global `udevthread`

These two thread variables seem to be unused: `usbthread`, `udevthread`

#### Global `usb_add_device (struct udev_device *dev)`

So why the hell not a transformation between the string and the short presentation? Lets check if the string representation is used elsewhere.

#### Global `usb_tryreset (usbdevice *kb)`

Why does `usb_tryreset()` hide the information returned from `resetusb()`? Isn't it needed by the callers?

#### Global `usbmain ()`

Why isn't missing of `uinput` a fatal error?

lae. here the work has to go on...

#### Global `usbmutex`

We should have a look why this mutex is never used.

## Chapter 6

# Data Structure Index

### 6.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">devcmd.__unnamed__</a> . . . . .	27
--	----



## Chapter 7

# File Index

### 7.1 File List

Here is a list of all files with brief descriptions:

src/ckb-daemon/command.c	31
src/ckb-daemon/command.h	36
src/ckb-daemon/device.c	45
src/ckb-daemon/device.h	48
src/ckb-daemon/device_keyboard.c	58
src/ckb-daemon/device_mouse.c	62
src/ckb-daemon/device_vtable.c	65
src/ckb-daemon/devnode.c	67
src/ckb-daemon/devnode.h	80
src/ckb-daemon/dpi.c	88
src/ckb-daemon/dpi.h	93
src/ckb-daemon/extra_mac.c	98
src/ckb-daemon/firmware.c	98
src/ckb-daemon/firmware.h	103
src/ckb-daemon/includes.h	105
src/ckb-daemon/input.c	109
src/ckb-daemon/input.h	119
src/ckb-daemon/input_linux.c	128
src/ckb-daemon/input_mac.c	134
src/ckb-daemon/input_mac_mouse.c	135
src/ckb-daemon/keymap.c	135
src/ckb-daemon/keymap.h	140
src/ckb-daemon/keymap_mac.h	148
src/ckb-daemon/led.c	148
src/ckb-daemon/led.h	154
src/ckb-daemon/led_keyboard.c	166
src/ckb-daemon/led_mouse.c	199
src/ckb-daemon/main.c	202
src/ckb-daemon/notify.c	211
src/ckb-daemon/notify.h	220
src/ckb-daemon/os.h	224
src/ckb-daemon/profile.c	226
src/ckb-daemon/profile.h	242
src/ckb-daemon/profile_keyboard.c	257
src/ckb-daemon/profile_mouse.c	260
src/ckb-daemon/structures.h	262
src/ckb-daemon/usb.c	281

src/ckb-daemon/ <a href="#">usb.h</a>	
Definitions for using USB interface . . . . .	<a href="#">300</a>
src/ckb-daemon/ <a href="#">usb_linux.c</a> . . . . .	<a href="#">339</a>
src/ckb-daemon/ <a href="#">usb_mac.c</a> . . . . .	<a href="#">366</a>



## Chapter 8

# Data Structure Documentation

### 8.1 devcmd.\_\_unnamed\_\_ Struct Reference

Collaboration diagram for devcmd.\_\_unnamed\_\_:

devcmd.__unnamed__
<div><div>+ hwload</div><div>+ hwsave</div><div>+ fwupdate</div><div>+ pollrate</div><div>+ active</div><div>+ idle</div><div>+ erase</div><div>+ eraseprofile</div><div>+ name</div><div>+ profilename</div><div>and 26 more...</div></div>

#### Data Fields

- [cmdhandler\\_io hwload](#)
- [cmdhandler\\_io hwsave](#)
- [cmdhandler\\_io fwupdate](#)
- [cmdhandler\\_io pollrate](#)
- [cmdhandler\\_io active](#)
- [cmdhandler\\_io idle](#)
- [cmdhandler erase](#)
- [cmdhandler eraseprofile](#)
- [cmdhandler name](#)
- [cmdhandler profilename](#)
- [cmdhandler id](#)

- [cmdhandler profileid](#)
- [cmdhandler rgb](#)
- [cmdhandler ioff](#)
- [cmdhandler ion](#)
- [cmdhandler iauto](#)
- [cmdhandler bind](#)
- [cmdhandler unbind](#)
- [cmdhandler rebind](#)
- [cmdhandler\\_mac macro](#)
- [cmdhandler\\_mac dpi](#)
- [cmdhandler dpisel](#)
- [cmdhandler lift](#)
- [cmdhandler snap](#)
- [cmdhandler notify](#)
- [cmdhandler inotify](#)
- [cmdhandler get](#)
- [cmdhandler restart](#)
- [int\(\\* start \)\(usbdevice \\*kb, int makeactive\)](#)
- [void\(\\* setmodeindex \)\(usbdevice \\*kb, int index\)](#)
- [void\(\\* allocprofile \)\(usbdevice \\*kb\)](#)
- [int\(\\* loadprofile \)\(usbdevice \\*kb\)](#)
- [void\(\\* freeprofile \)\(usbdevice \\*kb\)](#)
- [int\(\\* updatergb \)\(usbdevice \\*kb, int force\)](#)
- [void\(\\* updateindicators \)\(usbdevice \\*kb, int force\)](#)
- [int\(\\* updatedpi \)\(usbdevice \\*kb, int force\)](#)

### 8.1.1 Detailed Description

Definition at line 78 of file command.h.

### 8.1.2 Field Documentation

8.1.2.1

8.1.2.2

8.1.2.3

8.1.2.4

8.1.2.5

8.1.2.6

8.1.2.7

8.1.2.8

8.1.2.9

8.1.2.10

8.1.2.11

8.1.2.12

8.1.2.13

8.1.2.14

8.1.2.15

8.1.2.16

8.1.2.17

8.1.2.18

8.1.2.19

8.1.2.20

8.1.2.21

8.1.2.22

8.1.2.23

8.1.2.24

8.1.2.25

8.1.2.26

8.1.2.27

8.1.2.28

8.1.2.29

8.1.2.30

8.1.2.31

8.1.2.32

8.1.2.33

8.1.2.34

8.1.2.35

8.1.2.36

The documentation for this struct was generated from the following files:



## Chapter 9

# File Documentation

### 9.1 BUILD.md File Reference

### 9.2 DAEMON.md File Reference

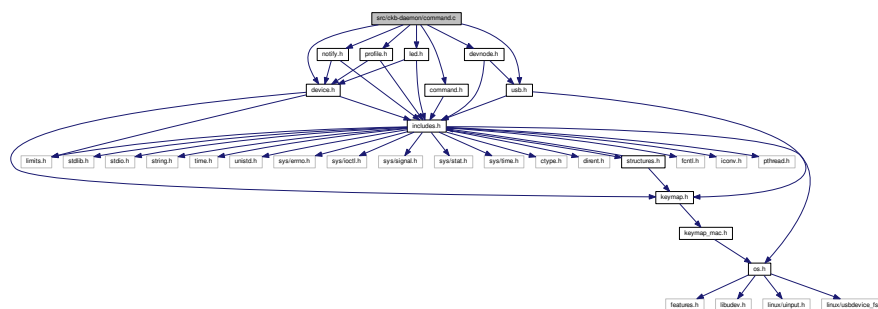
### 9.3 README.md File Reference

### 9.4 ROADMAP.md File Reference

### 9.5 src/ckb-daemon/command.c File Reference

```
#include "command.h"
#include "device.h"
#include "devnode.h"
#include "led.h"
#include "notify.h"
#include "profile.h"
#include "usb.h"
```

Include dependency graph for command.c:



### Macros

- `#define TRY_WITH_RESET(action)`

## Functions

- int `readcmd` (`usbdevice *kb`, const char \*`line`)

## Variables

- static const char \*const `cmd_strings` [(`CMD_LAST-CMD_FIRST+2`)-1]

### 9.5.1 Macro Definition Documentation

#### 9.5.1.1 #define TRY\_WITH\_RESET( *action* )

##### Value:

```
while(action){
    if(usb_tryreset(kb)){
        free(word);
        return 1;
    }
}
```

Definition at line 58 of file `command.c`.

Referenced by `readcmd()`.

### 9.5.2 Function Documentation

#### 9.5.2.1 int readcmd ( `usbdevice * kb`, const char \* *line* )

< Because length of word is length of line + 1, there should be no problem with buffer overflow.

Definition at line 67 of file `command.c`.

References ACCEL, ACTIVE, `usbdevice::active`, BIND, CMD\_COUNT, CMD\_FIRST, `cmd_strings`, `usbprofile::currentmode`, DELAY, `usbdevice::delay`, DITHER, `usbdevice::dither`, `devcmd::do_cmd`, `devcmd::do_io`, `devcmd::do_macro`, DPI, DPISEL, ERASE, ERASEPROFILE, FEAT\_ANSI, FEAT\_BIND, FEAT\_ISO, FEAT\_LMASK, FEAT\_MOUSEACCEL, FEAT\_NOTIFY, `usbdevice::features`, `lighting::forceupdate`, FPS, FWUPDATE, GET, HAS\_FEATURES, HWLOAD, HWSAVE, IAUTO, ID, IDLE, INDEX\_OF, INOTIFY, IOFF, ION, IS\_FULLRANGE, IS\_MOUSE\_DEV, keymap, LAYOUT, LIFT, `usbmode::light`, MACRO, `mknotifynode()`, MODE, `usbprofile::mode`, MODE\_COUNT, N\_KEYS\_EXTENDED, NAME, NEEDS\_FW\_UPDATE, NONE, NOTIFY, NOTIFYOFF, NOTIFYON, OUTFIFO\_MAX, POLLRATE, `usbdevice::profile`, PROFILEID, PROFILENAME, REBIND, RESTART, RGB, `rmnotifynode()`, SCROLL\_ACCELERATED, SCROLL\_MAX, SCROLL\_MIN, SCROLLSPEED, SNAP, SWITCH, TRY\_WITH\_RESET, UNBIND, `usbdevice::usbdelay`, and `usbdevice::vtable`.

Referenced by `devmain()`.

```
67 {
68     char* word = malloc(strlen(line) + 1);
69     int wordlen;
70     const char* newline = 0;
71     const devcmd* vt = kb->vtable;
72     usbprofile* profile = kb->profile;
73     usbmode* mode = 0;
74     int notifynumber = 0;
75     // Read words from the input
76     cmd command = NONE;
77     while(sscanf(line, "%s%n", word, &wordlen) == 1){
78         line += wordlen;
79         // If we passed a newline, reset the context
80         if(line > newline){
81             mode = profile->currentmode;
82             command = NONE;
83             notifynumber = 0;
84             newline = strchr(line, '\n');
85             if(!newline)
86                 newline = line + strlen(line);
```

```

87     }
88     // Check for a command word
89     for(int i = 0; i < CMD_COUNT - 1; i++){
90         if(!strcmp(word, cmd_strings[i])){
91             command = i + CMD_FIRST;
92 #ifndef OS_MAC
93         // Layout and mouse acceleration aren't used on Linux; ignore
94         if(command == LAYOUT || command == ACCEL || command ==
95             SCROLLSPEED)
96             command = NONE;
97 #endif
98         // Most commands require parameters, but a few are actions in and of themselves
99         if(command != SWITCH
100             && command != HWLOAD && command != HWSAVE
101             && command != ACTIVE && command != IDLE
102             && command != ERASE && command != ERASEPROFILE
103             && command != RESTART)
104             goto next_loop;
105         break;
106     }
107
108     // Set current notification node when given @number
109     int newnotify;
110     if(sscanf(word, "%u", &newnotify) == 1 && newnotify < OUTFIFO_MAX){
111         notifynumber = newnotify;
112         continue;
113     }
114
115     // Reject unrecognized commands. Reject bind or notify related commands if the keyboard doesn't
116     // have the feature enabled.
117     if(command == NONE
118         || ((!HAS_FEATURES(kb, FEAT_BIND) && (command ==
119         BIND || command == UNBIND || command == REBIND || command ==
120         MACRO || command == DELAY))
121         || (!HAS_FEATURES(kb, FEAT_NOTIFY) && command ==
122         NOTIFY))) {
123         next_loop:
124         continue;
125     }
126
127     // Reject anything not related to fwupdate if device has a bricked FW
128     if(NEEDS_FW_UPDATE(kb) && command != FWUPDATE && command !=
129     NOTIFYON && command != NOTIFYOFF)
130         continue;
131
132     // Specially handled commands - these are available even when keyboard is IDLE
133     switch(command){
134     case NOTIFYON: {
135         // Notification node on
136         int notify;
137         if(sscanf(word, "%u", &notify) == 1)
138             mknotifynode(kb, notify);
139         continue;
140     } case NOTIFYOFF: {
141         // Notification node off
142         int notify;
143         if(sscanf(word, "%u", &notify) == 1 && notify != 0) // notify0 can't be removed
144             rmnotifynode(kb, notify);
145         continue;
146     } case GET:
147         // Output data to notification node
148         vt->get(kb, mode, notifynumber, 0, word);
149         continue;
150     case LAYOUT:
151         // OSX: switch ANSI/ISO keyboard layout
152         if(!strcmp(word, "ansi"))
153             kb->features = (kb->features & ~FEAT_LMASK) |
154             FEAT_ANSI;
155         else if(!strcmp(word, "iso"))
156             kb->features = (kb->features & ~FEAT_LMASK) |
157             FEAT_ISO;
158         continue;
159 #ifdef OS_MAC
160     case ACCEL:
161         // OSX mouse acceleration on/off
162         if(!strcmp(word, "on"))
163             kb->features |= FEAT_MOUSEACCEL;
164         else if(!strcmp(word, "off"))
165             kb->features &= ~FEAT_MOUSEACCEL;
166         continue;
167     case SCROLLSPEED: {
168         int newscroll;
169         if(sscanf(word, "%d", &newscroll) != 1)
170             break;
171         if(newscroll < SCROLL_MIN)
172             newscroll = SCROLL_ACCELERATED;
173         if(newscroll > SCROLL_MAX)

```

```

166         newscroll = SCROLL_MAX;
167         kb->scroll_rate = newscroll;
168         continue;
169     }
170 #endif
171     case MODE: {
172         // Select a mode number (1 - 6)
173         int newmode;
174         if(sscanf(word, "%u", &newmode) == 1 && newmode > 0 && newmode <=
MODE_COUNT)
175             mode = profile->mode + newmode - 1;
176             continue;
177     }
178     case FPS: {
179         // USB command delay (2 - 10ms)
180         uint framerate;
181         if(sscanf(word, "%u", &framerate) == 1 && framerate > 0){
182             // Not all devices require the same number of messages per frame; select delay
appropriately
183             uint per_frame = IS_MOUSE_DEV(kb) ? 2 : IS_FULLRANGE(kb) ? 14 : 5;
184             uint delay = 1000 / framerate / per_frame;
185             if(delay < 2)
186                 delay = 2;
187             else if(delay > 10)
188                 delay = 10;
189             kb->usbdelay = delay;
190         }
191         continue;
192     }
193     case DITHER: {
194         // 0: No dither, 1: Ordered dither.
195         uint dither;
196         if(sscanf(word, "%u", &dither) == 1 && dither <= 1){
197             kb->dither = dither;
198             profile->currentmode->light.forceupdate = 1;
199             mode->light.forceupdate = 1;
200         }
201         continue;
202     }
203     case DELAY: {
204         long int delay;
205         if(sscanf(word, "%ld", &delay) == 1 && 0 <= delay && delay < UINT_MAX) {
206             // Add delay of 'newdelay' microseconds to macro playback
207             kb->delay = (unsigned int)delay;
208         } else if(strcmp(word, "on") == 0) {
209             // allow previous syntax, 'delay on' means use old 'long macro delay'
210             kb->delay = UINT_MAX;
211         } else {
212             // bad parameter to handle false commands like "delay off"
213             kb->delay = 0; // No delay.
214         }
215         continue;
216     }
217     case RESTART: {
218         char mybuffer[] = "no reason specified";
219         if (sscanf(line, "%[^\n]", word) == -1) {
220             word = mybuffer;
221         }
222         vt->do_cmd[command](kb, mode, notifiynumber, 0, word);
223         continue;
224     }
225     default:;
226 }
227
228 // If a keyboard is inactive, it must be activated before receiving any other commands
229 if(!kb->active){
230     if(command == ACTIVE)
231         TRY_WITH_RESET(vt->active(kb, mode, notifiynumber, 0, 0));
232     continue;
233 }
234 // Specially handled commands only available when keyboard is ACTIVE
235 switch(command){
236 case IDLE:
237     TRY_WITH_RESET(vt->idle(kb, mode, notifiynumber, 0, 0));
238     continue;
239 case SWITCH:
240     if(profile->currentmode != mode){
241         profile->currentmode = mode;
242         // Set mode light for non-RGB K95
243         int index = INDEX_OF(mode, profile->mode);
244         vt->setmodeindex(kb, index);
245     }
246     continue;
247 case HWLOAD: case HWSAVE:{
248     char delay = kb->usbdelay;
249     // Ensure delay of at least 10ms as the device can get overwhelmed otherwise
250     if(delay < 10)

```



```

251         kb->usbdelay = 10;
252         // Try to load/save the hardware profile. Reset on failure, disconnect if reset fails.
253         TRY_WITH_RESET(vt->do_io[command](kb, mode, notifynumber, 1, 0));
254         // Re-send the current RGB state as it sometimes gets scrambled
255         TRY_WITH_RESET(vt->updatergb(kb, 1));
256         kb->usbdelay = delay;
257         continue;
258     }
259     case FWUPDATE:
260         // FW update parses a whole word. Unlike hload/hwsave, there's no try again on failure.
261         if(vt->fwupdate(kb, mode, notifynumber, 0, word)){
262             free(word);
263             return 1;
264         }
265         continue;
266     case POLLRATE: {
267         uint rate;
268         if(sscanf(word, "%u", &rate) == 1 && (rate == 1 || rate == 2 || rate == 4 || rate == 8))
269             TRY_WITH_RESET(vt->pollrate(kb, mode, notifynumber, rate, 0));
270         continue;
271     }
272     case ERASEPROFILE:
273         // Erase the current profile
274         vt->eraseprofile(kb, mode, notifynumber, 0, 0);
275         // Update profile/mode pointers
276         profile = kb->profile;
277         mode = profile->currentmode;
278         continue;
279     case ERASE: case NAME: case IOFF: case ION: case IAUTO: case
INOTIFY: case PROFILENAME: case ID: case PROFILEID: case
DPISEL: case LIFT: case SNAP:
280         // All of the above just parse the whole word
281         vt->do_cmd[command](kb, mode, notifynumber, 0, word);
282         continue;
283     case RGB: {
284         // RGB command has a special response for a single hex constant
285         int r, g, b;
286         if(sscanf(word, "%02x%02x%02x", &r, &g, &b) == 3){
287             // Set all keys
288             for(int i = 0; i < N_KEYS_EXTENDED; i++)
289                 vt->rgb(kb, mode, notifynumber, i, word);
290             continue;
291         }
292         break;
293     }
294     case MACRO:
295         if(!strcmp(word, "clear")){
296             // Macro has a special clear command
297             vt->macro(kb, mode, notifynumber, 0, 0);
298             continue;
299         }
300         break;
301     default:;
302     }
303     // For anything else, split the parameter at the colon
304     int left = -1;
305     sscanf(word, "%*[^:]\n", &left);
306     if(left <= 0)
307         continue;
308     const char* right = word + left;
309     if(right[0] == ':')
310         right++;
311     // Macros and DPI have a separate left-side handler
312     if(command == MACRO || command == DPI){
313         word[left] = 0;
314         vt->do_macro[command](kb, mode, notifynumber, word, right);
315         continue;
316     }
317     // Scan the left side for key names and run the requested command
318     int position = 0, field = 0;
319     char keyname[11];
320     while(position < left && sscanf(word + position, "%10[^:]\n", keyname, &field) == 1){
321         int keycode;
322         if(!strcmp(keyname, "all")){
323             // Set all keys
324             for(int i = 0; i < N_KEYS_EXTENDED; i++)
325                 vt->do_cmd[command](kb, mode, notifynumber, i, right);
326         } else if((sscanf(keyname, "%d", &keycode) && keycode >= 0 && keycode <
N_KEYS_EXTENDED)
327                 || (sscanf(keyname, "%x", &keycode) && keycode >= 0 && keycode <
N_KEYS_EXTENDED)){
328             // Set a key numerically
329             vt->do_cmd[command](kb, mode, notifynumber, keycode, right);
330         } else {
331             // Find this key in the keymap
332             for(unsigned i = 0; i < N_KEYS_EXTENDED; i++){
333                 if(keymap[i].name && !strcmp(keyname, keymap[i].name)){

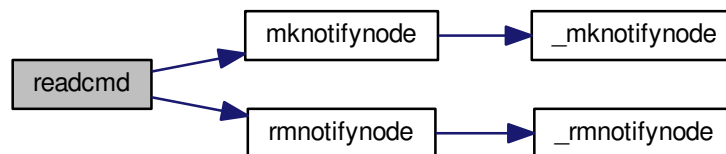
```

```

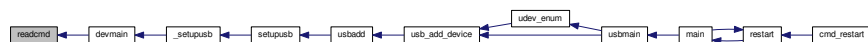
334             vt->do_cmd[command](kb, mode, notifynumber, i, right);
335             break;
336         }
337     }
338 }
339 if(word[position += field] == ',')
340     position++;
341 }
342 }
343
344 // Finish up
345 if(!NEEDS_FW_UPDATE(kb)){
346     TRY_WITH_RESET(vt->updatergb(kb, 0));
347     TRY_WITH_RESET(vt->updatedpi(kb, 0));
348 }
349 free(word);
350 return 0;
351 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



## 9.5.3 Variable Documentation

### 9.5.3.1 `const char* const cmd_strings[(CMD_LAST-CMD_FIRST+2)-1]` [static]

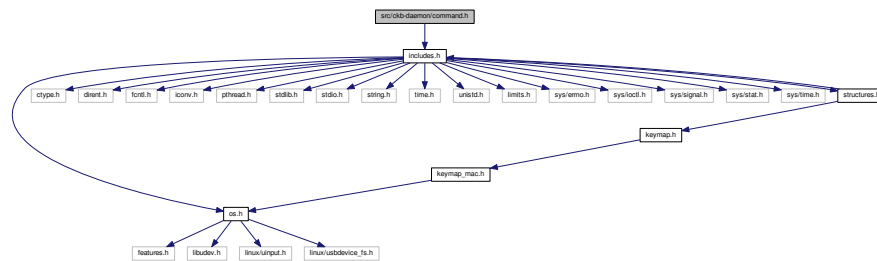
Definition at line 9 of file `command.c`.

Referenced by `readcmd()`.

## 9.6 src/ckb-daemon/command.h File Reference

```
#include "includes.h"
```

Include dependency graph for command.h:



This graph shows which files directly or indirectly include this file:



## Data Structures

- union [devcmd](#)
- struct [devcmd.\\_\\_unnamed\\_\\_](#)

## Macros

- #define [CMD\\_COUNT](#) (CMD\_LAST - CMD\_FIRST + 2)
- #define [CMD\\_DEV\\_COUNT](#) (CMD\_LAST - CMD\_VT\_FIRST + 1)

## Typedefs

- typedef void(\* [cmdhandler](#) )(usbdevice \*kb, usbmode \*modeidx, int notifyidx, int keyindex, const char \*parameter)
- typedef int(\* [cmdhandler\\_io](#) )(usbdevice \*kb, usbmode \*modeidx, int notifyidx, int keyindex, const char \*parameter)
- typedef void(\* [cmdhandler\\_mac](#) )(usbdevice \*kb, usbmode \*modeidx, int notifyidx, const char \*keys, const char \*assignment)
- typedef union [devcmd](#) devcmd

## Enumerations

- enum [cmd](#) {  
[NONE](#) = -11, [DELAY](#) = -10, [CMD\\_FIRST](#) = DELAY, [MODE](#) = -9,  
[SWITCH](#) = -8, [LAYOUT](#) = -7, [ACCEL](#) = -6, [SCROLLSPEED](#) = -5,  
[NOTIFYON](#) = -4, [NOTIFYOFF](#) = -3, [FPS](#) = -2, [DITHER](#) = -1,  
[HWLOAD](#) = 0, [CMD\\_VT\\_FIRST](#) = 0, [HWSAVE](#), [FWUPDATE](#),  
[POLLRATE](#), [ACTIVE](#), [IDLE](#), [ERASE](#),  
[ERASEPROFILE](#), [NAME](#), [PROFILENAME](#), [ID](#),  
[PROFILEID](#), [RGB](#), [IOFF](#), [ION](#),  
[IAUTO](#), [BIND](#), [UNBIND](#), [REBIND](#),  
[MACRO](#), [DPI](#), [DPISEL](#), [LIFT](#),  
[SNAP](#), [NOTIFY](#), [INOTIFY](#), [GET](#),  
[RESTART](#), [CMD\\_LAST](#) = RESTART }

## Functions

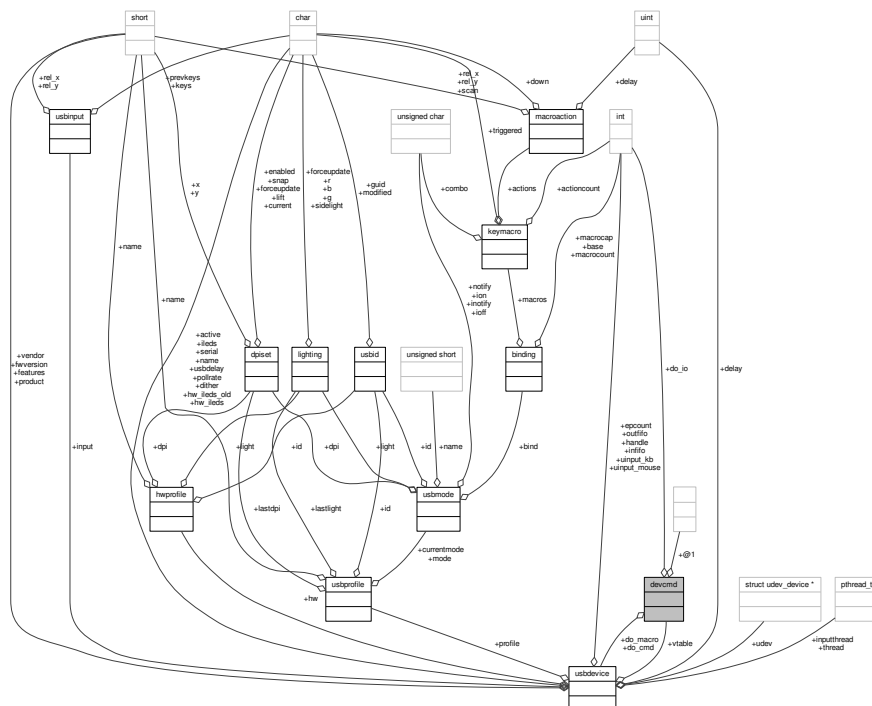
- int `readcmd` (`usbdevice` \*`kb`, const char \*`line`)

### 9.6.1 Data Structure Documentation

#### 9.6.1.1 union devcmd

Definition at line 73 of file `command.h`.

Collaboration diagram for `devcmd`:



## Data Fields

struct <code>devcmd</code>	<code>__unnamed__</code>	
<code>cmdhandler</code>	<code>do_cmd[(CMD_LAST-CMD_VT_FIRST+1)]</code>	
<code>cmdhandler_io</code>	<code>do_io[(CMD_LAST-CMD_VT_FIRST+1)]</code>	
<code>cmdhandler_mac</code>	<code>do_macro[(CMD_LAST-CMD_VT_FIRST+1)]</code>	

### 9.6.2 Macro Definition Documentation

#### 9.6.2.1 #define CMD\_COUNT (CMD\_LAST - CMD\_FIRST + 2)

Definition at line 65 of file `command.h`.

Referenced by `readcmd()`.

#### 9.6.2.2 `#define CMD_DEV_COUNT (CMD_LAST - CMD_VT_FIRST + 1)`

Definition at line 66 of file command.h.

### 9.6.3 Typedef Documentation

#### 9.6.3.1 `typedef void(* cmdhandler)(usbdevice *kb, usbmode *modeidx, int notifyidx, int keyindex, const char *parameter)`

Definition at line 70 of file command.h.

#### 9.6.3.2 `typedef int(* cmdhandler_io)(usbdevice *kb, usbmode *modeidx, int notifyidx, int keyindex, const char *parameter)`

Definition at line 71 of file command.h.

#### 9.6.3.3 `typedef void(* cmdhandler_mac)(usbdevice *kb, usbmode *modeidx, int notifyidx, const char *keys, const char *assignment)`

Definition at line 72 of file command.h.

#### 9.6.3.4 `typedef union devcmd devcmd`

### 9.6.4 Enumeration Type Documentation

#### 9.6.4.1 `enum cmd`

Enumerator

**NONE**  
**DELAY**  
**CMD\_FIRST**  
**MODE**  
**SWITCH**  
**LAYOUT**  
**ACCEL**  
**SCROLLSPEED**  
**NOTIFYON**  
**NOTIFYOFF**  
**FPS**  
**DITHER**  
**HWLOAD**  
**CMD\_VT\_FIRST**  
**HWSAVE**  
**FWUPDATE**  
**POLLRATE**  
**ACTIVE**  
**IDLE**  
**ERASE**  
**ERASEPROFILE**  
**NAME**

**PROFILENAME****ID****PROFILEID****RGB****IOFF****ION****IAUTO****BIND****UNBIND****REBIND****MACRO****DPI****DPISEL****LIFT****SNAP****NOTIFY****INOTIFY****GET****RESTART****CMD\_LAST**

Definition at line 7 of file command.h.

```

7      {
8      // Special - handled by readcmd, no device functions
9      NONE      = -11,
10     DELAY      = -10,    CMD_FIRST = DELAY,
11     MODE       = -9,
12     SWITCH     = -8,
13     LAYOUT     = -7,
14     ACCEL      = -6,
15     SCROLLSPEED = -5,
16     NOTIFYON   = -4,
17     NOTIFYOFF  = -3,
18     FPS        = -2,
19     DITHER     = -1,
20
21     // Hardware data
22     HWLOAD      = 0,    CMD_VT_FIRST = 0,
23     HWSAVE,
24     FWUPDATE,
25     POLLRATE,
26
27     // Software control on/off
28     ACTIVE,
29     IDLE,
30
31     // Profile/mode metadata
32     ERASE,
33     ERASEPROFILE,
34     NAME,
35     PROFILENAME,
36     ID,
37     PROFILEID,
38
39     // LED control
40     RGB,
41     IOFF,
42     ION,
43     IAUTO,
44
45     // Key binding control
46     BIND,
47     UNBIND,
48     REBIND,
49     MACRO,
50

```

```

51 // DPI control
52 DPI,
53 DPISEL,
54 LIFT,
55 SNAP,
56
57 // Notifications and output
58 NOTIFY,
59 INOTIFY,
60 GET,
61 RESTART,
62
63 CMD_LAST = RESTART
64 } cmd;

```

## 9.6.5 Function Documentation

### 9.6.5.1 int readcmd ( usbdevice \* kb, const char \* line )

< Because length of word is length of line + 1, there should be no problem with buffer overflow.

Definition at line 67 of file command.c.

References ACCEL, ACTIVE, usbdevice::active, BIND, CMD\_COUNT, CMD\_FIRST, cmd\_strings, usbprofile::currentmode, DELAY, usbdevice::delay, DITHER, usbdevice::dither, devcmd::do\_cmd, devcmd::do\_io, devcmd::do\_macro, DPI, DPISEL, ERASE, ERASEPROFILE, FEAT\_ANSI, FEAT\_BIND, FEAT\_ISO, FEAT\_LMASK, FEAT\_MOUSEACCEL, FEAT\_NOTIFY, usbdevice::features, lighting::forceupdate, FPS, FWUPDATE, GET, HAS\_FEATURES, HWLOAD, HWSAVE, IAUTO, ID, IDLE, INDEX\_OF, INOTIFY, IOFF, ION, IS\_FULLRANGE, IS\_MOUSE\_DEV, keymap, LAYOUT, LIFT, usbmode::light, MACRO, mknotifynode(), MODE, usbprofile::mode, MODE\_COUNT, N\_KEYS\_EXTENDED, NAME, NEEDS\_FW\_UPDATE, NONE, NOTIFY, NOTIFYOFF, NOTIFYON, OUTFIFO\_MAX, POLLRATE, usbdevice::profile, PROFILEID, PROFILENAME, REBIND, RESTART, RGB, rmnotifynode(), SCROLL\_ACCELERATED, SCROLL\_MAX, SCROLL\_MIN, SCROLLSPEED, SNAP, SWITCH, TRY\_WITH\_RESET, UNBIND, usbdevice::usbdelay, and usbdevice::vtable.

Referenced by devmain().

```

67 {
68     char* word = malloc(strlen(line) + 1);
69     int wordlen;
70     const char* newline = 0;
71     const devcmd* vt = kb->vtable;
72     usbprofile* profile = kb->profile;
73     usbmode* mode = 0;
74     int notifynumber = 0;
75     // Read words from the input
76     cmd command = NONE;
77     while(sscanf(line, "%s%n", word, &wordlen) == 1){
78         line += wordlen;
79         // If we passed a newline, reset the context
80         if(line > newline){
81             mode = profile->currentmode;
82             command = NONE;
83             notifynumber = 0;
84             newline = strchr(line, '\n');
85             if(!newline)
86                 newline = line + strlen(line);
87         }
88         // Check for a command word
89         for(int i = 0; i < CMD_COUNT - 1; i++){
90             if(!strcmp(word, cmd_strings[i])){
91                 command = i + CMD_FIRST;
92 #ifndef OS_MAC
93                 // Layout and mouse acceleration aren't used on Linux; ignore
94                 if(command == LAYOUT || command == ACCEL || command ==
SCROLLSPEED)
95                     command = NONE;
96 #endif
97                 // Most commands require parameters, but a few are actions in and of themselves
98                 if(command != SWITCH
99                     && command != HWLOAD && command != HWSAVE
100                     && command != ACTIVE && command != IDLE
101                     && command != ERASE && command != ERASEPROFILE
102                     && command != RESTART)
103                     goto next_loop;
104                 break;
105             }
106         }

```

```

107
108     // Set current notification node when given @number
109     int newnotify;
110     if(sscanf(word, "%u", &newnotify) == 1 && newnotify < OUTFIFO_MAX){
111         notifynumber = newnotify;
112         continue;
113     }
114
115     // Reject unrecognized commands. Reject bind or notify related commands if the keyboard doesn't
    have the feature enabled.
116     if(command == NONE
117        || (!HAS_FEATURES(kb, FEAT_BIND) && (command ==
    BIND || command == UNBIND || command == REBIND || command ==
    MACRO || command == DELAY))
118        || (!HAS_FEATURES(kb, FEAT_NOTIFY) && command ==
    NOTIFY)){
119         next_loop:
120         continue;
121     }
122     // Reject anything not related to fwupdate if device has a bricked FW
123     if(NEEDS_FW_UPDATE(kb) && command != FWUPDATE && command !=
    NOTIFYON && command != NOTIFYOFF)
124         continue;
125
126     // Specially handled commands - these are available even when keyboard is IDLE
127     switch(command){
128     case NOTIFYON: {
129         // Notification node on
130         int notify;
131         if(sscanf(word, "%u", &notify) == 1)
132             mknotifynode(kb, notify);
133         continue;
134     } case NOTIFYOFF: {
135         // Notification node off
136         int notify;
137         if(sscanf(word, "%u", &notify) == 1 && notify != 0) // notify0 can't be removed
138             rmnotifynode(kb, notify);
139         continue;
140     } case GET:
141         // Output data to notification node
142         vt->get(kb, mode, notifynumber, 0, word);
143         continue;
144     case LAYOUT:
145         // OSX: switch ANSI/ISO keyboard layout
146         if(!strcmp(word, "ansi"))
147             kb->features = (kb->features & ~FEAT_LMASK) |
    FEAT_ANSI;
148         else if(!strcmp(word, "iso"))
149             kb->features = (kb->features & ~FEAT_LMASK) |
    FEAT_ISO;
150         continue;
151 #ifdef OS_MAC
152     case ACCEL:
153         // OSX mouse acceleration on/off
154         if(!strcmp(word, "on"))
155             kb->features |= FEAT_MOUSEACCEL;
156         else if(!strcmp(word, "off"))
157             kb->features &= ~FEAT_MOUSEACCEL;
158         continue;
159     case SCROLLSPEED:{
160         int newscroll;
161         if(sscanf(word, "%d", &newscroll) != 1)
162             break;
163         if(newscroll < SCROLL_MIN)
164             newscroll = SCROLL_ACCELERATED;
165         if(newscroll > SCROLL_MAX)
166             newscroll = SCROLL_MAX;
167         kb->scroll_rate = newscroll;
168         continue;
169     }
170 #endif
171     case MODE: {
172         // Select a mode number (1 - 6)
173         int newmode;
174         if(sscanf(word, "%u", &newmode) == 1 && newmode > 0 && newmode <=
    MODE_COUNT)
175             mode = profile->mode + newmode - 1;
176         continue;
177     }
178     case FPS: {
179         // USB command delay (2 - 10ms)
180         uint framerate;
181         if(sscanf(word, "%u", &framerate) == 1 && framerate > 0){
182             // Not all devices require the same number of messages per frame; select delay
    appropriately
183             uint per_frame = IS_MOUSE_DEV(kb) ? 2 : IS_FULLRANGE(kb) ? 14 : 5;
184             uint delay = 1000 / framerate / per_frame;

```



```

185         if(delay < 2)
186             delay = 2;
187         else if(delay > 10)
188             delay = 10;
189         kb->usbdelay = delay;
190     }
191     continue;
192 }
193 case DITHER: {
194     // 0: No dither, 1: Ordered dither.
195     uint dither;
196     if(sscanf(word, "%u", &dither) == 1 && dither <= 1){
197         kb->dither = dither;
198         profile->currentmode->light.forceupdate = 1;
199         mode->light.forceupdate = 1;
200     }
201     continue;
202 }
203 case DELAY: {
204     long int delay;
205     if(sscanf(word, "%ld", &delay) == 1 && 0 <= delay && delay < UINT_MAX) {
206         // Add delay of 'newdelay' microseconds to macro playback
207         kb->delay = (unsigned int)delay;
208     } else if(strcmp(word, "on") == 0) {
209         // allow previous syntax, 'delay on' means use old 'long macro delay'
210         kb->delay = UINT_MAX;
211     } else {
212         // bad parameter to handle false commands like "delay off"
213         kb->delay = 0; // No delay.
214     }
215     continue;
216 }
217 case RESTART: {
218     char mybuffer[] = "no reason specified";
219     if (sscanf(line, "%[^\n]", word) == -1) {
220         word = mybuffer;
221     }
222     vt->do_cmd[command](kb, mode, notifiynumber, 0, word);
223     continue;
224 }
225 default:;
226 }
227
228 // If a keyboard is inactive, it must be activated before receiving any other commands
229 if(!kb->active){
230     if(command == ACTIVE)
231         TRY_WITH_RESET(vt->active(kb, mode, notifiynumber, 0, 0));
232     continue;
233 }
234 // Specially handled commands only available when keyboard is ACTIVE
235 switch(command){
236 case IDLE:
237     TRY_WITH_RESET(vt->idle(kb, mode, notifiynumber, 0, 0));
238     continue;
239 case SWITCH:
240     if(profile->currentmode != mode){
241         profile->currentmode = mode;
242         // Set mode light for non-RGB K95
243         int index = INDEX_OF(mode, profile->mode);
244         vt->setmodeindex(kb, index);
245     }
246     continue;
247 case HWLOAD: case HWSAVE:{
248     char delay = kb->usbdelay;
249     // Ensure delay of at least 10ms as the device can get overwhelmed otherwise
250     if(delay < 10)
251         kb->usbdelay = 10;
252     // Try to load/save the hardware profile. Reset on failure, disconnect if reset fails.
253     TRY_WITH_RESET(vt->do_io[command](kb, mode, notifiynumber, 1, 0));
254     // Re-send the current RGB state as it sometimes gets scrambled
255     TRY_WITH_RESET(vt->updatergb(kb, 1));
256     kb->usbdelay = delay;
257     continue;
258 }
259 case FWUPDATE:
260     // FW update parses a whole word. Unlike hwload/hwsave, there's no try again on failure.
261     if(vt->fwupdate(kb, mode, notifiynumber, 0, word)){
262         free(word);
263         return 1;
264     }
265     continue;
266 case POLLRATE: {
267     uint rate;
268     if(sscanf(word, "%u", &rate) == 1 && (rate == 1 || rate == 2 || rate == 4 || rate == 8))
269         TRY_WITH_RESET(vt->pollrate(kb, mode, notifiynumber, rate, 0));
270     continue;
271 }

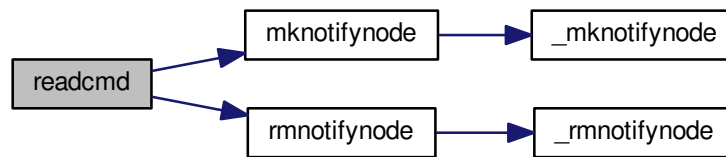
```

```

272     case ERASEPROFILE:
273         // Erase the current profile
274         vt->eraseprofile(kb, mode, notifynumber, 0, 0);
275         // Update profile/mode pointers
276         profile = kb->profile;
277         mode = profile->currentmode;
278         continue;
279     case ERASE: case NAME: case IOFF: case ION: case IAUTO: case
INOTIFY: case PROFILENAME: case ID: case PROFILEID: case
DPISEL: case LIFT: case SNAP:
280         // All of the above just parse the whole word
281         vt->do_cmd[command](kb, mode, notifynumber, 0, word);
282         continue;
283     case RGB: {
284         // RGB command has a special response for a single hex constant
285         int r, g, b;
286         if(sscanf(word, "%02x%02x%02x", &r, &g, &b) == 3){
287             // Set all keys
288             for(int i = 0; i < N_KEYS_EXTENDED; i++)
289                 vt->rgb(kb, mode, notifynumber, i, word);
290             continue;
291         }
292         break;
293     }
294     case MACRO:
295         if(!strcmp(word, "clear")){
296             // Macro has a special clear command
297             vt->macro(kb, mode, notifynumber, 0, 0);
298             continue;
299         }
300         break;
301     default:;
302     }
303     // For anything else, split the parameter at the colon
304     int left = -1;
305     sscanf(word, "%*[^:]\n", &left);
306     if(left <= 0)
307         continue;
308     const char* right = word + left;
309     if(right[0] == ':')
310         right++;
311     // Macros and DPI have a separate left-side handler
312     if(command == MACRO || command == DPI){
313         word[left] = 0;
314         vt->do_macro[command](kb, mode, notifynumber, word, right);
315         continue;
316     }
317     // Scan the left side for key names and run the requested command
318     int position = 0, field = 0;
319     char keyname[11];
320     while(position < left && sscanf(word + position, "%10[^:]\n", keyname, &field) == 1){
321         int keycode;
322         if(!strcmp(keyname, "all")){
323             // Set all keys
324             for(int i = 0; i < N_KEYS_EXTENDED; i++)
325                 vt->do_cmd[command](kb, mode, notifynumber, i, right);
326         } else if((sscanf(keyname, "%d", &keycode) && keycode >= 0 && keycode <
N_KEYS_EXTENDED)
|| (sscanf(keyname, "%x", &keycode) && keycode >= 0 && keycode <
N_KEYS_EXTENDED)){
327             // Set a key numerically
328             vt->do_cmd[command](kb, mode, notifynumber, keycode, right);
329         } else {
330             // Find this key in the keymap
331             for(unsigned i = 0; i < N_KEYS_EXTENDED; i++){
332                 if(keymap[i].name && !strcmp(keyname, keymap[i].name)){
333                     vt->do_cmd[command](kb, mode, notifynumber, i, right);
334                     break;
335                 }
336             }
337         }
338     }
339     if(word[position += field] == ',')
340         position++;
341 }
342 }
343
344 // Finish up
345 if(!NEEDS_FW_UPDATE(kb)){
346     TRY_WITH_RESET(vt->updatergb(kb, 0));
347     TRY_WITH_RESET(vt->updatedpi(kb, 0));
348 }
349 free(word);
350 return 0;
351 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



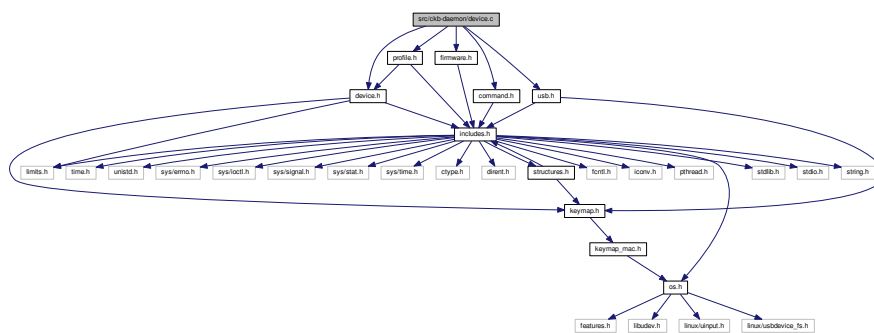
## 9.7 src/ckb-daemon/device.c File Reference

```

#include "command.h"
#include "device.h"
#include "firmware.h"
#include "profile.h"
#include "usb.h"

```

Include dependency graph for device.c:



### Functions

- int [\\_start\\_dev](#) (usbdevice \*kb, int makeactive)
- int [start\\_dev](#) (usbdevice \*kb, int makeactive)

### Variables

- int [hwload\\_mode](#) = 1  
*hwload\_mode = 1 means read hardware once. should be enough*

- [usbdevice keyboard](#) [9]  
*remember all usb devices. Needed for [closeusb\(\)](#).*
- pthread\_mutex\_t [devlistmutex](#) = PTHREAD\_MUTEX\_INITIALIZER
- pthread\_mutex\_t [devmutex](#) [9] = { [0 ... 9 -1] = PTHREAD\_MUTEX\_INITIALIZER }
- pthread\_mutex\_t [inputmutex](#) [9] = { [0 ... 9 -1] = PTHREAD\_MUTEX\_INITIALIZER }
- pthread\_mutex\_t [macromutex](#) [9] = { [0 ... 9 -1] = PTHREAD\_MUTEX\_INITIALIZER }

## 9.7.1 Function Documentation

### 9.7.1.1 int \_start\_dev ( usbdevice \* kb, int makeactive )

\_start\_dev get fw-info and pollrate; if available, install new firmware; get all hardware profiles.

#### Parameters

<i>kb</i>	the normal kb pointer to the usbdevice. Is also valid for mice.
<i>makeactive</i>	if set to 1, activate the device via <a href="#">setactive()</a>

#### Returns

0 if success, other else

- This hacker code is tricky in mutiple aspects. What it means is:  
if hwload\_mode == 0: just set pollrate to 0 and clear features in the bottom lines of the if-block.  
if hwload\_mode == 1: if the device has FEAT\_HWLOAD active, call [getfwversion\(\)](#). If it returns true, there was an error while detecting fw-version. Put error message, reset FEAT\_HWLOAD and finalize as above.  
if hwload\_mode == 2: if the device has FEAT\_HWLOAD active, call [getfwversion\(\)](#). If it returns true, there was an error while detecting fw-version. Put error message and return directly from function with error.  
Why do not you just write it down?
- Now check if device needs a firmware update. If so, set it up and leave the function without error.
- Device needs a firmware update. Finish setting up but don't do anything.
- Load profile from device if the hw-pointer is not set yet and hw-loading is possible and allowed.  
return error if mode == 2 (load always) and loading got an error. Else reset HWLOAD feature, because hwload must be 1.  
That is real Horror code.

Definition at line 23 of file device.c.

References [usbdevice::active](#), [ckb\\_info](#), [ckb\\_warn](#), [FEAT\\_ADJRATE](#), [FEAT\\_FWUPDATE](#), [FEAT\\_FWVERSION](#), [FEAT\\_HWLOAD](#), [FEAT\\_POLLRATE](#), [FEAT\\_RGB](#), [usbdevice::features](#), [usbdevice::fwversion](#), [getfwversion\(\)](#), [HAS\\_FEATURES](#), [usbdevice::hw](#), [hwload\\_mode](#), [hwloadprofile](#), [NEEDS\\_FW\\_UPDATE](#), [usbdevice::pollrate](#), and [setactive](#).

Referenced by [start\\_dev\(\)](#).

```

23                                     {
24     // Get the firmware version from the device
25     if (kb->pollrate == 0) {
33         if (!hwload_mode || (HAS_FEATURES(kb, FEAT_HWLOAD) &&
getfwversion(kb))) {
34         if (hwload_mode == 2)
35             // hwload=always. Report setup failure.
36             return -1;
37         else if (hwload_mode) {
38             // hwload=once. Log failure, prevent trying again, and continue.
39             ckb_warn("Unable to load firmware version/poll rate\n");
40             kb->features &= ~FEAT_HWLOAD;
41         }
42         kb->pollrate = 0;

```

```

43         kb->features &= ~(FEAT_POLLRATE | FEAT_ADJRATE);
44         if(kb->fwversion == 0)
45             kb->features &= ~(FEAT_FWVERSION |
FEAT_FWUPDATE);
46     }
47 }
52     if(NEEDS_FW_UPDATE(kb)){
53         ckb_info("Device needs a firmware update. Please issue a fwupdate command.\n");
54         kb->features = FEAT_RGB | FEAT_FWVERSION |
FEAT_FWUPDATE;
55         kb->active = 1;
56         return 0;
57     }
58     if(!kb->hw && hwload_mode && HAS_FEATURES(kb,
FEAT_HWLOAD)){
59         if(hwloadprofile(kb, 1)){
60             if(hwload_mode == 2)
61                 return -1;
62             ckb_warn("Unable to load hardware profile\n");
63             kb->features &= ~FEAT_HWLOAD;
64         }
65     }
66     // Active software mode if requested
67     if(makeactive)
68         return setactive(kb, 1);
69     return 0;
70 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.7.1.2 int start\_dev ( usbdevice \* kb, int makeactive )

Definition at line 78 of file device.c.

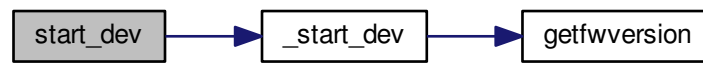
References `_start_dev()`, `USB_DELAY_DEFAULT`, and `usbdevice::usbdelay`.

```

78     {
79         // Force USB interval to 10ms during initial setup phase; return to nominal 5ms after setup completes.
80         kb->usbdelay = 10;
81         int res = _start_dev(kb, makeactive);
82         kb->usbdelay = USB_DELAY_DEFAULT;
83         return res;
84     }

```

Here is the call graph for this function:



## 9.7.2 Variable Documentation

### 9.7.2.1 `pthread_mutex_t devlistmutex = PTHREAD_MUTEX_INITIALIZER`

Definition at line 11 of file `device.c`.

### 9.7.2.2 `pthread_mutex_t devmutex[9] = { [0 ... 9 -1] = PTHREAD_MUTEX_INITIALIZER }`

Definition at line 12 of file `device.c`.

Referenced by `_updateconnected()`, `quitWithLock()`, and `usb_rm_device()`.

### 9.7.2.3 `int hwload_mode = 1`

`hwload_mode` is defined in [device.c](#)

Definition at line 7 of file `device.c`.

Referenced by `_start_dev()`, `_usbrecv()`, `_usbseend()`, and `main()`.

### 9.7.2.4 `pthread_mutex_t inputmutex[9] = { [0 ... 9 -1] = PTHREAD_MUTEX_INITIALIZER }`

Definition at line 13 of file `device.c`.

### 9.7.2.5 `usbdevice keyboard[9]`

Definition at line 10 of file `device.c`.

Referenced by `_mkdevpath()`, `_mknotifynode()`, `_rmnotifynode()`, `_setupusb()`, `_updateconnected()`, `closeusb()`, `main()`, `mkfwnode()`, `os_closeusb()`, `os_inputmain()`, `os_inputopen()`, `os_setupusb()`, `quitWithLock()`, `rmdevpath()`, `usb_rm_device()`, and `usbadd()`.

### 9.7.2.6 `pthread_mutex_t macromutex[9] = { [0 ... 9 -1] = PTHREAD_MUTEX_INITIALIZER }`

Definition at line 14 of file `device.c`.

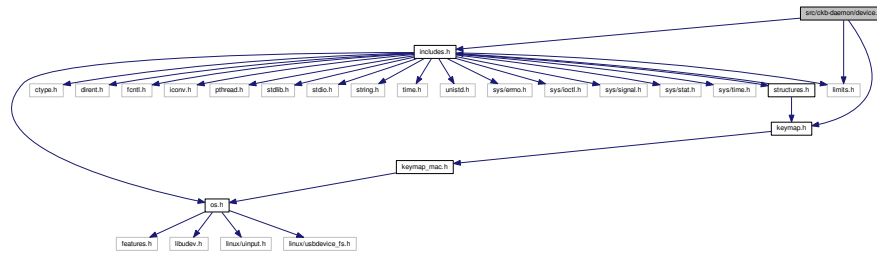
## 9.8 `src/ckb-daemon/device.h` File Reference

```

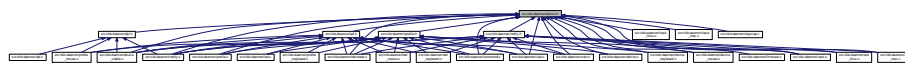
#include "includes.h"
#include "keymap.h"
#include <limits.h>

```

Include dependency graph for device.h:



This graph shows which files directly or indirectly include this file:



## Macros

- `#define DEV_MAX 9`
- `#define IS_CONNECTED(kb) ((kb) && (kb)->handle && (kb)->uinput_kb && (kb)->uinput_mouse)`
- `#define dmutex(kb) (devmutex + INDEX_OF(kb, keyboard))`
- `#define imutex(kb) (inputmutex + INDEX_OF(kb, keyboard))`
- `#define mmutex(kb) (macromutex + INDEX_OF(kb, keyboard))`
- `#define setactive(kb, makeactive) ((makeactive) ? (kb)->vtable->active((kb), 0, 0, 0, 0) : (kb)->vtable->idle((kb), 0, 0, 0, 0))`  
*setactive() calls via the corresponding kb->vtable either the active() or the idle() function.  
active() is called if the parameter makeactive is true, idle if it is false.  
What function is called effectively is device dependent. Have a look at [device\\_vtable.c](#) for more information.*
- `#define IN_HID 0x80`
- `#define IN_CORSAIR 0x40`
- `#define ACT_LIGHT 1`
- `#define ACT_NEXT 3`
- `#define ACT_NEXT_NOWRAP 5`
- `#define ACT_LOCK 8`
- `#define ACT_MR_RING 9`
- `#define ACT_M1 10`
- `#define ACT_M2 11`
- `#define ACT_M3 12`

## Functions

- `int start_dev (usbdevice *kb, int makeactive)`
- `int start_kb_nrgb (usbdevice *kb, int makeactive)`
- `int setactive_kb (usbdevice *kb, int active)`
- `int setactive_mouse (usbdevice *kb, int active)`
- `int cmd_active_kb (usbdevice *kb, usbmode *dummy1, int dummy2, int dummy3, const char *dummy4)`
- `int cmd_active_mouse (usbdevice *kb, usbmode *dummy1, int dummy2, int dummy3, const char *dummy4)`
- `int cmd_idle_kb (usbdevice *kb, usbmode *dummy1, int dummy2, int dummy3, const char *dummy4)`
- `int cmd_idle_mouse (usbdevice *kb, usbmode *dummy1, int dummy2, int dummy3, const char *dummy4)`
- `int cmd_pollrate (usbdevice *kb, usbmode *dummy1, int dummy2, int rate, const char *dummy3)`
- `void setmodeindex_nrgb (usbdevice *kb, int index)`

## Variables

- [usbdevice keyboard](#) [9]  
*remember all usb devices. Needed for [closeusb\(\)](#).*
- pthread\_mutex\_t [devmutex](#) [9]
- pthread\_mutex\_t [inputmutex](#) [9]
- pthread\_mutex\_t [macromutex](#) [9]

## 9.8.1 Macro Definition Documentation

### 9.8.1.1 #define ACT\_LIGHT 1

Definition at line 64 of file device.h.

Referenced by [setactive\\_kb\(\)](#).

### 9.8.1.2 #define ACT\_LOCK 8

Definition at line 67 of file device.h.

Referenced by [setactive\\_kb\(\)](#).

### 9.8.1.3 #define ACT\_M1 10

Definition at line 69 of file device.h.

Referenced by [setactive\\_kb\(\)](#).

### 9.8.1.4 #define ACT\_M2 11

Definition at line 70 of file device.h.

Referenced by [setactive\\_kb\(\)](#).

### 9.8.1.5 #define ACT\_M3 12

Definition at line 71 of file device.h.

Referenced by [setactive\\_kb\(\)](#).

### 9.8.1.6 #define ACT\_MR\_RING 9

Definition at line 68 of file device.h.

Referenced by [setactive\\_kb\(\)](#).

### 9.8.1.7 #define ACT\_NEXT 3

Definition at line 65 of file device.h.

### 9.8.1.8 #define ACT\_NEXT\_NOWRAP 5

Definition at line 66 of file device.h.



**9.8.1.9 #define DEV\_MAX 9**

Definition at line 8 of file device.h.

Referenced by `_updateconnected()`, `quitWithLock()`, `usb_rm_device()`, and `usbadd()`.

**9.8.1.10 #define dmutex( kb ) (devmutex + INDEX\_OF(kb, keyboard))**

Definition at line 18 of file device.h.

Referenced by `_ledthread()`, `_setupusb()`, `closeusb()`, `devmain()`, and `usbadd()`.

**9.8.1.11 #define imutex( kb ) (inputmutex + INDEX\_OF(kb, keyboard))**

Definition at line 22 of file device.h.

Referenced by `_setupusb()`, `closeusb()`, `cmd_bind()`, `cmd_erase()`, `cmd_eraseprofile()`, `cmd_get()`, `cmd_macro()`, `cmd_notify()`, `cmd_rebind()`, `cmd_unbind()`, `os_inputmain()`, `setactive_kb()`, `setactive_mouse()`, and `setupusb()`.

**9.8.1.12 #define IN\_CORSAIR 0x40**

Definition at line 61 of file device.h.

Referenced by `setactive_kb()`, and `setactive_mouse()`.

**9.8.1.13 #define IN\_HID 0x80**

Definition at line 60 of file device.h.

Referenced by `setactive_kb()`, and `setactive_mouse()`.

**9.8.1.14 #define IS\_CONNECTED( kb ) ((kb) && (kb)->handle && (kb)->uinput\_kb && (kb)->uinput\_mouse)**

Definition at line 12 of file device.h.

Referenced by `_updateconnected()`, `devmain()`, `quitWithLock()`, and `usbadd()`.

**9.8.1.15 #define mmutex( kb ) (macromutex + INDEX\_OF(kb, keyboard))**

Definition at line 26 of file device.h.

Referenced by `_usbSend()`, and `inputupdate_keys()`.

**9.8.1.16 #define setactive( kb, makeactive ) ((makeactive) ? (kb)->vtable->active((kb), 0, 0, 0, 0) : (kb)->vtable->idle((kb), 0, 0, 0, 0))**

Definition at line 40 of file device.h.

Referenced by `_start_dev()`, and `revertusb()`.

**9.8.2 Function Documentation****9.8.2.1 int cmd\_active\_kb ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )**

Definition at line 112 of file device\_keyboard.c.

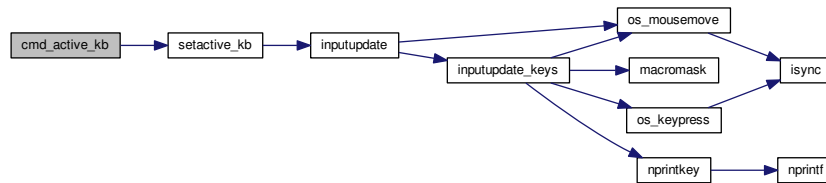
References `setactive_kb()`.

```

112                                     {
113     return setactive_kb(kb, 1);
114 }

```

Here is the call graph for this function:



### 9.8.2.2 int cmd\_active\_mouse ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

Definition at line 44 of file device\_mouse.c.

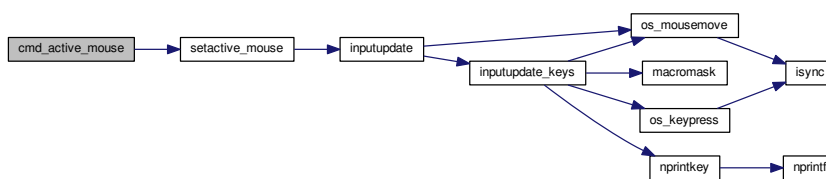
References setactive\_mouse().

```

44                                     {
45     return setactive_mouse(kb, 1);
46 }

```

Here is the call graph for this function:



### 9.8.2.3 int cmd\_idle\_kb ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

Definition at line 116 of file device\_keyboard.c.

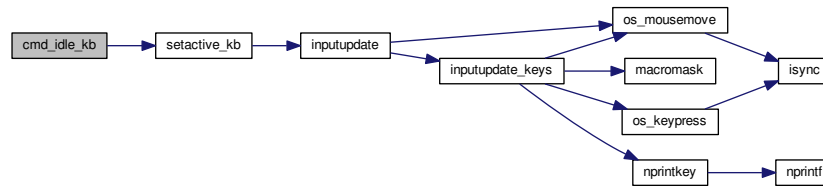
References setactive\_kb().

```

116                                     {
117     return setactive_kb(kb, 0);
118 }

```

Here is the call graph for this function:



#### 9.8.2.4 int cmd\_idle\_mouse ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

Definition at line 48 of file device\_mouse.c.

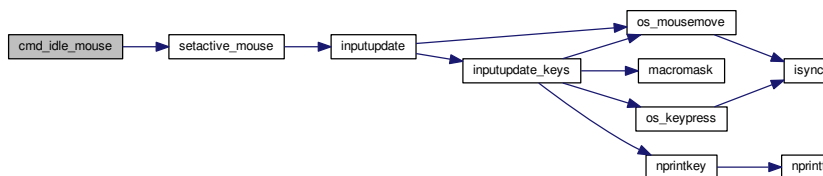
References setactive\_mouse().

```

48
49     return setactive_mouse(kb, 0);
50 }

```

Here is the call graph for this function:



#### 9.8.2.5 int cmd\_pollrate ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int rate, const char \* dummy3 )

Definition at line 52 of file device\_mouse.c.

References MSG\_SIZE, usbdevice::pollrate, and usbsend.

```

52
53     uchar msg[MSG_SIZE] = {
54         0x07, 0x0a, 0, 0, (uchar)rate
55     };
56     if(!usbsend(kb, msg, 1))
57         return -1;
58     // Device should disconnect+reconnect, but update the poll rate field in case it doesn't
59     kb->pollrate = rate;
60     return 0;
61 }

```

#### 9.8.2.6 int setactive\_kb ( usbdevice \* kb, int active )

Definition at line 18 of file device\_keyboard.c.

References ACT\_LIGHT, ACT\_LOCK, ACT\_M1, ACT\_M2, ACT\_M3, ACT\_MR\_RING, usbdevice::active, DELAY\_MEDIUM, lighting::forceupdate, imutex, IN\_CORSAIR, IN\_HID, usbdevice::input, inputupdate(), keymap, usbinput::keys, usbprofile::lastlight, MSG\_SIZE, N\_KEYS\_HW, NEEDS\_FW\_UPDATE, usbdevice::profile, usbdevice::vtable.

Referenced by cmd\_active\_kb(), and cmd\_idle\_kb().

```

18                                     {
19     if (NEEDS_FW_UPDATE(kb))
20         return 0;
21
22     pthread_mutex_lock(&imutex(kb));
23     kb->active = !active;
24     kb->profile->lastlight.forceupdate = 1;
25     // Clear input
26     memset(&kb->input.keys, 0, sizeof(kb->input.keys));
27     inputupdate(kb);
28     pthread_mutex_unlock(&imutex(kb));
29
30     uchar msg[3][MSG_SIZE] = {
31         { 0x07, 0x04, 0 },           // Disables or enables HW control for top row
32         { 0x07, 0x40, 0 },           // Selects key input
33         { 0x07, 0x05, 2, 0, 0x03, 0x00 } // Commits key input selection
34     };
35     if(active){
36         // Put the M-keys (K95) as well as the Brightness/Lock keys into software-controlled mode.
37         msg[0][2] = 2;
38         if(!usbdevice::send(kb, msg[0], 1))
39             return -1;
40         DELAY_MEDIUM(kb);
41         // Set input mode on the keys. They must be grouped into packets of 60 bytes (+ 4 bytes header)
42         // Keys are referenced in byte pairs, with the first byte representing the key and the second byte
         representing the mode.
43         for(int key = 0; key < N_KEYS_HW; ){
44             int pair;
45             for(pair = 0; pair < 30 && key < N_KEYS_HW; pair++, key++){
46                 // Select both standard and Corsair input. The standard input will be ignored except in
         BIOS mode.
47                 uchar action = IN_HID | IN_CORSAIR;
48                 // Additionally, make MR activate the MR ring (this is disabled for now, may be back later)
49                 //if(keymap[key].name && !strcmp(keymap[key].name, "mr"))
50                 //    action |= ACT_MR_RING;
51                 msg[1][4 + pair * 2] = key;
52                 msg[1][5 + pair * 2] = action;
53             }
54             // Byte 2 = pair count (usually 30, less on final message)
55             msg[1][2] = pair;
56             if(!usbdevice::send(kb, msg[1], 1))
57                 return -1;
58         }
59         // Commit new input settings
60         if(!usbdevice::send(kb, msg[2], 1))
61             return -1;
62         DELAY_MEDIUM(kb);
63     } else {
64         // Set the M-keys back into hardware mode, restore hardware RGB profile. It has to be sent twice
         for some reason.
65         msg[0][2] = 1;
66         if(!usbdevice::send(kb, msg[0], 1))
67             return -1;
68         DELAY_MEDIUM(kb);
69         if(!usbdevice::send(kb, msg[0], 1))
70             return -1;
71         DELAY_MEDIUM(kb);
72 #ifdef OS_LINUX
73         // On OSX the default key mappings are fine. On Linux, the G keys will freeze the keyboard. Set the
         keyboard entirely to HID input.
74         for(int key = 0; key < N_KEYS_HW; ){
75             int pair;
76             for(pair = 0; pair < 30 && key < N_KEYS_HW; pair++, key++){
77                 uchar action = IN_HID;
78                 // Enable hardware actions
79                 if(keymap[key].name){
80                     if(!strcmp(keymap[key].name, "mr"))
81                         action = ACT_MR_RING;
82                     else if(!strcmp(keymap[key].name, "m1"))
83                         action = ACT_M1;
84                     else if(!strcmp(keymap[key].name, "m2"))
85                         action = ACT_M2;
86                     else if(!strcmp(keymap[key].name, "m3"))
87                         action = ACT_M3;
88                     else if(!strcmp(keymap[key].name, "light"))
89                         action = ACT_LIGHT;
90                     else if(!strcmp(keymap[key].name, "lock"))
91                         action = ACT_LOCK;

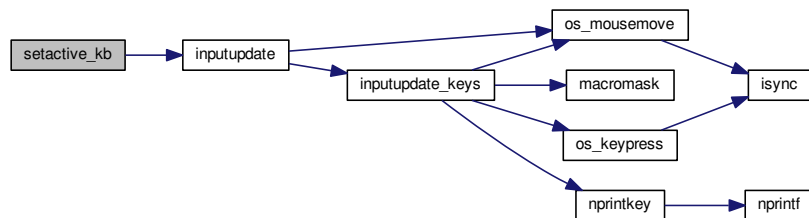
```

```

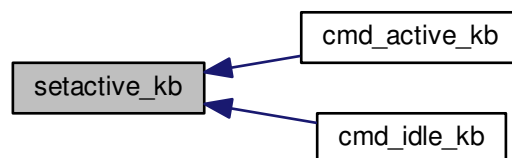
92         }
93         msg[1][4 + pair * 2] = key;
94         msg[1][5 + pair * 2] = action;
95     }
96     // Byte 2 = pair count (usually 30, less on final message)
97     msg[1][2] = pair;
98     if(!usbsend(kb, msg[1], 1))
99         return -1;
100 }
101 // Commit new input settings
102 if(!usbsend(kb, msg[2], 1))
103     return -1;
104 DELAY_MEDIUM(kb);
105 #endif
106 }
107 // Update indicator LEDs if the profile contains settings for them
108 kb->vtable->updateindicators(kb, 0);
109 return 0;
110 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.8.2.7 int setactive\_mouse ( usbdevice \* kb, int active )

Definition at line 9 of file device\_mouse.c.

References usbdevice::active, lighting::forceupdate, imutex, IN\_CORSAIR, IN\_HID, usbdevice::input, inputupdate(), usbinput::keys, usbprofile::lastlight, MSG\_SIZE, NEEDS\_FW\_UPDATE, usbdevice::profile, and usbsend.

Referenced by cmd\_active\_mouse(), and cmd\_idle\_mouse().

```

9         {
10             if (NEEDS_FW_UPDATE(kb))
11                 return 0;
12             const int keycount = 20;
13             uchar msg[2][MSG_SIZE] = {

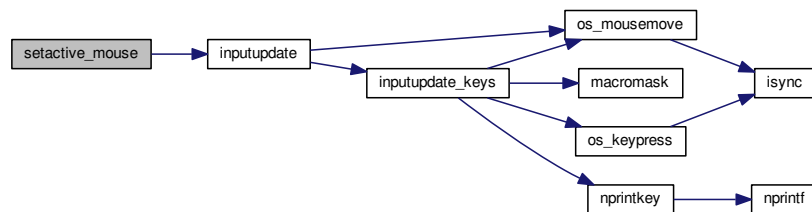
```

```

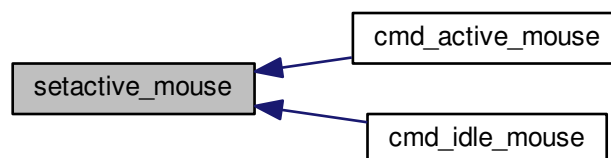
14     { 0x07, 0x04, 0 }, // Disables or enables HW control for DPI and Sniper button
15     { 0x07, 0x40, keycount, 0 }, // Select button input (similar to the packet sent to
    keyboards, but lacks a commit packet)
16 };
17 if(active)
18     // Put the mouse into SW mode
19     msg[0][2] = 2;
20 else
21     // Restore HW mode
22     msg[0][2] = 1;
23 pthread_mutex_lock(&mutex(kb));
24 kb->active = !active;
25 kb->profile->lastlight.forceupdate = 1;
26 // Clear input
27 memset(&kb->input.keys, 0, sizeof(kb->input.keys));
28 inputupdate(kb);
29 pthread_mutex_unlock(&mutex(kb));
30 if(!usbSend(kb, msg[0], 1))
31     return -1;
32 if(active){
33     // Set up key input
34     if(!usbSend(kb, msg[1], 1))
35         return -1;
36     for(int i = 0; i < keycount; i++){
37         msg[1][i * 2 + 4] = i + 1;
38         msg[1][i * 2 + 5] = (i < 6 ? IN_HID : IN_CORSAIR);
39     }
40 }
41 return 0;
42 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.8.2.8 void setmodeindex\_nrgb ( usbdevice \* kb, int index )

Definition at line 120 of file device\_keyboard.c.

References NK95\_M1, NK95\_M2, NK95\_M3, and nk95cmd.

```

120                                     {
121     switch(index % 3){
122     case 0:
123         nk95cmd(kb, NK95_M1);
124         break;
125     case 1:
126         nk95cmd(kb, NK95_M2);
127         break;
128     case 2:
129         nk95cmd(kb, NK95_M3);
130         break;
131     }
132 }

```

#### 9.8.2.9 int start\_dev ( usbdevice \* kb, int makeactive )

Definition at line 78 of file device.c.

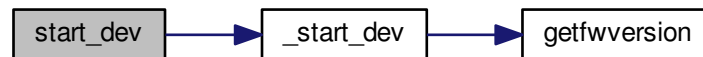
References `_start_dev()`, `USB_DELAY_DEFAULT`, and `usbdevice::usbdelay`.

```

78                                     {
79     // Force USB interval to 10ms during initial setup phase; return to nominal 5ms after setup completes.
80     kb->usbdelay = 10;
81     int res = _start_dev(kb, makeactive);
82     kb->usbdelay = USB_DELAY_DEFAULT;
83     return res;
84 }

```

Here is the call graph for this function:



#### 9.8.2.10 int start\_kb\_nrgb ( usbdevice \* kb, int makeactive )

Definition at line 9 of file device\_keyboard.c.

References `usbdevice::active`, `NK95_HWOFF`, `nk95cmd`, and `usbdevice::pollrate`.

```

9                                     {
10     // Put the non-RGB K95 into software mode. Nothing else needs to be done hardware wise
11     nk95cmd(kb, NK95_HWOFF);
12     // Fill out RGB features for consistency, even though the keyboard doesn't have them
13     kb->active = 1;
14     kb->pollrate = -1;
15     return 0;
16 }

```

### 9.8.3 Variable Documentation

#### 9.8.3.1 pthread\_mutex\_t devmutex[9]

Definition at line 12 of file device.c.

Referenced by `_updateconnected()`, `quitWithLock()`, and `usb_rm_device()`.

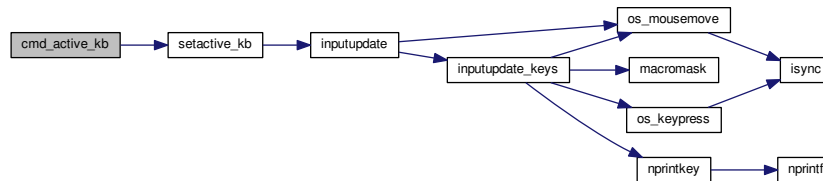




References setactive\_kb().

```
112
113     return setactive_kb(kb, 1);
114 }
```

Here is the call graph for this function:



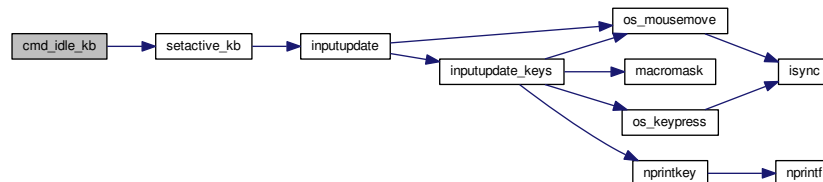
### 9.9.1.2 int cmd\_idle\_kb ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

Definition at line 116 of file device\_keyboard.c.

References setactive\_kb().

```
116
117     return setactive_kb(kb, 0);
118 }
```

Here is the call graph for this function:



### 9.9.1.3 int setactive\_kb ( usbdevice \* *kb*, int *active* )

Definition at line 18 of file device\_keyboard.c.

References ACT\_LIGHT, ACT\_LOCK, ACT\_M1, ACT\_M2, ACT\_M3, ACT\_MR\_RING, usbdevice::active, DELAY\_MEDIUM, lighting::forceupdate, imutex, IN\_CORSAIR, IN\_HID, usbdevice::input, inputupdate(), keymap, usbinput::keys, usbprofile::lastlight, MSG\_SIZE, N\_KEYS\_HW, NEEDS\_FW\_UPDATE, usbdevice::profile, usbsend, and usbdevice::vtable.

Referenced by `cmd_active_kb()`, and `cmd_idle_kb()`.

```

18
19     if (NEEDS_FW_UPDATE(kb))
20         return 0;
21
22     pthread_mutex_lock(&imutex(kb));
23     kb->active = !active;
24     kb->profile->lastlight.forceupdate = 1;

```

```

25 // Clear input
26 memset(&kb->input.keys, 0, sizeof(kb->input.keys));
27 inputupdate(kb);
28 pthread_mutex_unlock(&mutex(kb));
29
30 uchar msg[3][MSG_SIZE] = {
31     { 0x07, 0x04, 0 }, // Disables or enables HW control for top row
32     { 0x07, 0x40, 0 }, // Selects key input
33     { 0x07, 0x05, 2, 0, 0x03, 0x00 } // Commits key input selection
34 };
35 if(active){
36     // Put the M-keys (K95) as well as the Brightness/Lock keys into software-controlled mode.
37     msg[0][2] = 2;
38     if(!usbSend(kb, msg[0], 1))
39         return -1;
40     DELAY_MEDIUM(kb);
41     // Set input mode on the keys. They must be grouped into packets of 60 bytes (+ 4 bytes header)
42     // Keys are referenced in byte pairs, with the first byte representing the key and the second byte
    representing the mode.
43     for(int key = 0; key < N_KEYS_HW; ){
44         int pair;
45         for(pair = 0; pair < 30 && key < N_KEYS_HW; pair++, key++){
46             // Select both standard and Corsair input. The standard input will be ignored except in
    BIOS mode.
47             uchar action = IN_HID | IN_CORSAIR;
48             // Additionally, make MR activate the MR ring (this is disabled for now, may be back later)
49             //if(keymap[key].name && !strcmp(keymap[key].name, "mr"))
50             //    action |= ACT_MR_RING;
51             msg[1][4 + pair * 2] = key;
52             msg[1][5 + pair * 2] = action;
53         }
54         // Byte 2 = pair count (usually 30, less on final message)
55         msg[1][2] = pair;
56         if(!usbSend(kb, msg[1], 1))
57             return -1;
58     }
59     // Commit new input settings
60     if(!usbSend(kb, msg[2], 1))
61         return -1;
62     DELAY_MEDIUM(kb);
63 } else {
64     // Set the M-keys back into hardware mode, restore hardware RGB profile. It has to be sent twice
    for some reason.
65     msg[0][2] = 1;
66     if(!usbSend(kb, msg[0], 1))
67         return -1;
68     DELAY_MEDIUM(kb);
69     if(!usbSend(kb, msg[0], 1))
70         return -1;
71     DELAY_MEDIUM(kb);
72 #ifdef OS_LINUX
73     // On OSX the default key mappings are fine. On Linux, the G keys will freeze the keyboard. Set the
    keyboard entirely to HID input.
74     for(int key = 0; key < N_KEYS_HW; ){
75         int pair;
76         for(pair = 0; pair < 30 && key < N_KEYS_HW; pair++, key++){
77             uchar action = IN_HID;
78             // Enable hardware actions
79             if(keymap[key].name){
80                 if(!strcmp(keymap[key].name, "mr"))
81                     action = ACT_MR_RING;
82                 else if(!strcmp(keymap[key].name, "m1"))
83                     action = ACT_M1;
84                 else if(!strcmp(keymap[key].name, "m2"))
85                     action = ACT_M2;
86                 else if(!strcmp(keymap[key].name, "m3"))
87                     action = ACT_M3;
88                 else if(!strcmp(keymap[key].name, "light"))
89                     action = ACT_LIGHT;
90                 else if(!strcmp(keymap[key].name, "lock"))
91                     action = ACT_LOCK;
92             }
93             msg[1][4 + pair * 2] = key;
94             msg[1][5 + pair * 2] = action;
95         }
96         // Byte 2 = pair count (usually 30, less on final message)
97         msg[1][2] = pair;
98         if(!usbSend(kb, msg[1], 1))
99             return -1;
100     }
101     // Commit new input settings
102     if(!usbSend(kb, msg[2], 1))
103         return -1;
104     DELAY_MEDIUM(kb);
105 #endif
106 }
107 // Update indicator LEDs if the profile contains settings for them

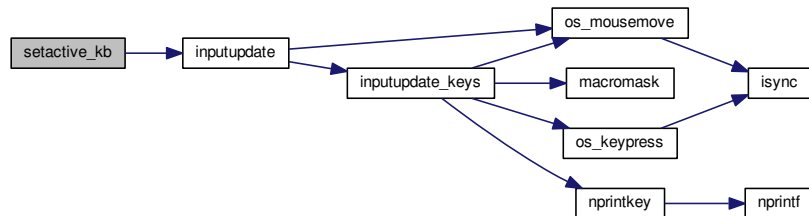
```

```

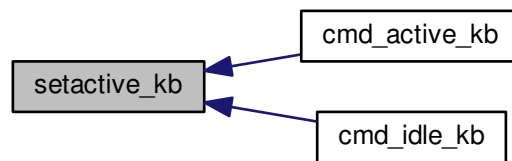
108     kb->vtable->updateindicators(kb, 0);
109     return 0;
110 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.9.1.4 void setmodeindex\_nrgb ( usbdevice \* kb, int index )

Definition at line 120 of file device\_keyboard.c.

References NK95\_M1, NK95\_M2, NK95\_M3, and nk95cmd.

```

120                                     {
121     switch(index % 3){
122     case 0:
123         nk95cmd(kb, NK95_M1);
124         break;
125     case 1:
126         nk95cmd(kb, NK95_M2);
127         break;
128     case 2:
129         nk95cmd(kb, NK95_M3);
130         break;
131     }
132 }

```

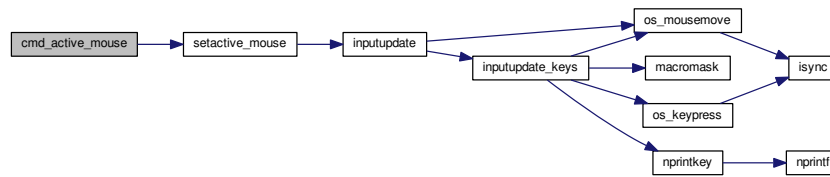
#### 9.9.1.5 int start\_kb\_nrgb ( usbdevice \* kb, int makeactive )

Definition at line 9 of file device\_keyboard.c.

References usbdevice::active, NK95\_HWOFF, nk95cmd, and usbdevice::pollrate.



Here is the call graph for this function:



#### 9.10.1.2 int cmd\_idle\_mouse ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

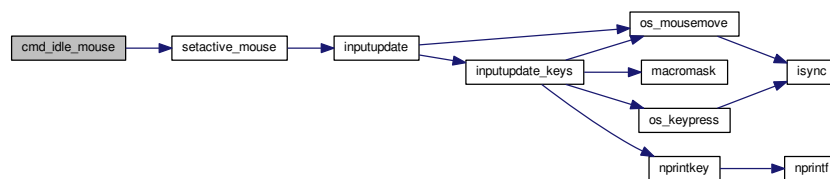
Definition at line 48 of file device\_mouse.c.

References setactive\_mouse().

```

48                                     {
49     return setactive_mouse(kb, 0);
50 }
```

Here is the call graph for this function:



#### 9.10.1.3 int cmd\_pollrate ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int rate, const char \* dummy3 )

Definition at line 52 of file device\_mouse.c.

References MSG\_SIZE, usbdevice::pollrate, and usbsend.

```

52                                     {
53     uchar msg[MSG_SIZE] = {
54         0x07, 0x0a, 0, 0, (uchar)rate
55     };
56     if(!usbsend(kb, msg, 1))
57         return -1;
58     // Device should disconnect+reconnect, but update the poll rate field in case it doesn't
59     kb->pollrate = rate;
60     return 0;
61 }
```

#### 9.10.1.4 int setactive\_mouse ( usbdevice \* kb, int active )

Definition at line 9 of file device\_mouse.c.

References usbdevice::active, lighting::forceupdate, imutex, IN\_CORSAIR, IN\_HID, usbdevice::input, inputupdate(), usbinput::keys, usbprofile::lastlight, MSG\_SIZE, NEEDS\_FW\_UPDATE, usbdevice::profile, and usbsend.

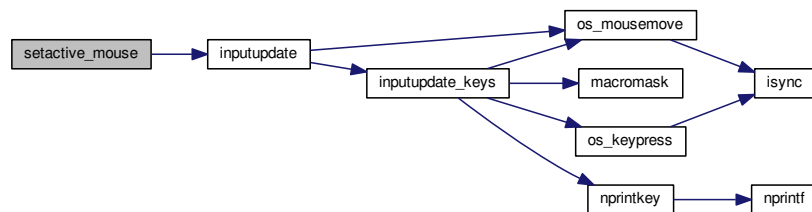
Referenced by cmd\_active\_mouse(), and cmd\_idle\_mouse().

```

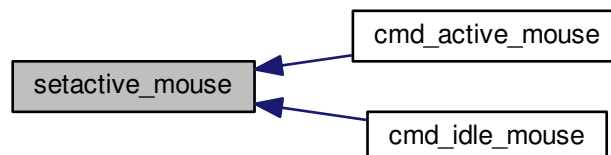
9         {
10     if (NEEDS_FW_UPDATE(kb))
11         return 0;
12     const int keycount = 20;
13     uchar msg[2][MSG_SIZE] = {
14         { 0x07, 0x04, 0 },
15         { 0x07, 0x40, keycount, 0 },
16     };
17     if (active)
18         // Put the mouse into SW mode
19         msg[0][2] = 2;
20     else
21         // Restore HW mode
22         msg[0][2] = 1;
23     pthread_mutex_lock(&mutex(kb));
24     kb->active = !active;
25     kb->profile->lastlight.forceupdate = 1;
26     // Clear input
27     memset(&kb->input.keys, 0, sizeof(kb->input.keys));
28     inputupdate(kb);
29     pthread_mutex_unlock(&mutex(kb));
30     if (!usb_send(kb, msg[0], 1))
31         return -1;
32     if (active) {
33         // Set up key input
34         if (!usb_send(kb, msg[1], 1))
35             return -1;
36         for (int i = 0; i < keycount; i++) {
37             msg[1][i * 2 + 4] = i + 1;
38             msg[1][i * 2 + 5] = (i < 6 ? IN_HID : IN_CORSAIR);
39         }
40     }
41     return 0;
42 }

```

Here is the call graph for this function:



Here is the caller graph for this function:





**9.11.1.2** `static void cmd_macro_none ( usbdevice * kb, usbmode * dummy1, int dummy2, const char * dummy3, const char * dummy4 ) [static]`

Definition at line 16 of file device\_vtable.c.

```
16      {
17 }
```

**9.11.1.3** `static void cmd_none ( usbdevice * kb, usbmode * dummy1, int dummy2, int dummy3, const char * dummy4 ) [static]`

Definition at line 11 of file device\_vtable.c.

```
11      {
12 }
```

**9.11.1.4** `static int int1_int_none ( usbdevice * kb, int dummy ) [static]`

Definition at line 23 of file device\_vtable.c.

```
23      {
24      return 0;
25 }
```

**9.11.1.5** `static void int1_void_none ( usbdevice * kb, int dummy ) [static]`

Definition at line 21 of file device\_vtable.c.

```
21      {
22 }
```

**9.11.1.6** `static int loadprofile_none ( usbdevice * kb ) [static]`

Definition at line 18 of file device\_vtable.c.

```
18      {
19      return 0;
20 }
```

## 9.11.2 Variable Documentation

**9.11.2.1** `const devcmd vtable_keyboard`

Definition at line 29 of file device\_vtable.c.

Referenced by `get_vtable()`.

**9.11.2.2** `const devcmd vtable_keyboard_nonrgb`

Definition at line 76 of file device\_vtable.c.

Referenced by `get_vtable()`.





- int `mkdevpath` (`usbdevice` \*kb)  
*Create a dev path for the keyboard at index. Returns 0 on success.*
- int `rmdevpath` (`usbdevice` \*kb)  
*Remove the dev path for the keyboard at index. Returns 0 on success.*
- int `mkfwnode` (`usbdevice` \*kb)  
*Writes a keyboard's firmware version and poll rate to its device node.*
- void `readlines_ctx_init` (`readlines_ctx` \*ctx)
- void `readlines_ctx_free` (`readlines_ctx` ctx)
- unsigned `readlines` (int fd, `readlines_ctx` ctx, const char \*\*input)

## Variables

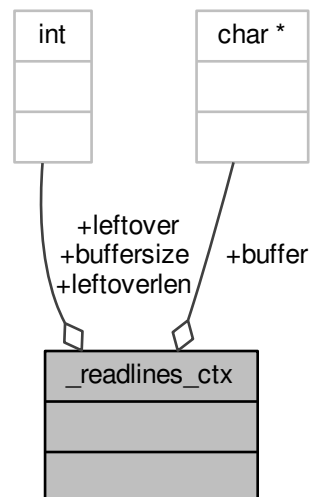
- const char \*const `devpath` = "/dev/input/ckb"
- long `gid` = -1  
*Group ID for the control nodes. -1 to give read/write access to everybody.*

## 9.12.1 Data Structure Documentation

### 9.12.1.1 struct\_readlines\_ctx

Definition at line 335 of file devnode.c.

Collaboration diagram for `_readlines_ctx`:



## Data Fields

char *	buffer	
--------	--------	--

int	bufferize	
int	leftover	
int	leftoverlen	

## 9.12.2 Macro Definition Documentation

### 9.12.2.1 #define MAX\_BUFFER (1024 \* 1024 - 1)

Definition at line 334 of file devnode.c.

Referenced by readlines().

### 9.12.2.2 #define S\_GID\_READ (gid >= 0 ? S\_CUSTOM\_R : S\_READ)

Definition at line 17 of file devnode.c.

Referenced by \_mkdevpath(), \_mknotifynode(), \_updateconnected(), and mkfwnode().

## 9.12.3 Function Documentation

### 9.12.3.1 static int \_mkdevpath ( usbdevice \* kb ) [static]

Definition at line 136 of file devnode.c.

References \_mknotifynode(), \_updateconnected(), ckb\_err, ckb\_warn, devpath, FEAT\_ADJRATE, FEAT\_BIND, FEAT\_FWUPDATE, FEAT\_FWVERSION, FEAT\_MONOCHROME, FEAT\_NOTIFY, FEAT\_POLLRATE, FEAT\_RGB, gid, HAS\_FEATURES, INDEX\_OF, usbdevice::infifo, keyboard, mkfwnode(), usbdevice::name, usbdevice::product, product\_str(), rm\_recursive(), S\_CUSTOM, S\_GID\_READ, S\_READ, S\_READDIR, S\_READWRITE, usbdevice::serial, usbdevice::vendor, and vendor\_str().

Referenced by mkdevpath().

```

136
137     int index = INDEX_OF(kb, keyboard);
138     // Create the control path
139     char path[strlen(devpath) + 2];
140     snprintf(path, sizeof(path), "%s%d", devpath, index);
141     if(rm_recursive(path) != 0 && errno != ENOENT){
142         ckb_err("Unable to delete %s: %s\n", path, strerror(errno));
143         return -1;
144     }
145     if(mkdir(path, S_READDIR) != 0){
146         ckb_err("Unable to create %s: %s\n", path, strerror(errno));
147         rm_recursive(path);
148         return -1;
149     }
150     if(gid >= 0)
151         chown(path, 0, gid);
152
153     if(kb == keyboard + 0){
154         // Root keyboard: write a list of devices
155         _updateconnected();
156         // Write version number
157         char vpath[sizeof(path) + 8];
158         snprintf(vpath, sizeof(vpath), "%s/version", path);
159         FILE* vfile = fopen(vpath, "w");
160         if(vfile){
161             fprintf(vfile, "%s\n", CKB_VERSION_STR);
162             fclose(vfile);
163             chmod(vpath, S_GID_READ);
164             if(gid >= 0)
165                 chown(vpath, 0, gid);
166         } else {
167             ckb_warn("Unable to create %s: %s\n", vpath, strerror(errno));
168             remove(vpath);
169         }
170         // Write PID
171         char ppath[sizeof(path) + 4];
172         snprintf(ppath, sizeof(ppath), "%s/pid", path);
173         FILE* pfile = fopen(ppath, "w");

```

```

174     if(pfile){
175         fprintf(pfile, "%u\n", getpid());
176         fclose(pfile);
177         chmod(ppath, S_READ);
178         if(gid >= 0)
179             chown(vpath, 0, gid);
180     } else {
181         ckb_warn("Unable to create %s: %s\n", ppath, strerror(errno));
182         remove(ppath);
183     }
184 } else {
185     // Create command FIFO
186     char inpath[sizeof(path) + 4];
187     snprintf(inpath, sizeof(inpath), "%s/cmd", path);
188     if(mkfifo(inpath, gid >= 0 ? S_CUSTOM : S_READWRITE) != 0
189         // Open the node in RDWR mode because RDONLY will lock the thread
190         || (kb->ininfo = open(inpath, O_RDWR) + 1) == 0){
191         // Add one to the FD because 0 is a valid descriptor, but ckb uses 0 for uninitialized devices
192         ckb_err("Unable to create %s: %s\n", inpath, strerror(errno));
193         rm_recursive(path);
194         kb->ininfo = 0;
195         return -1;
196     }
197     if(gid >= 0)
198         fchown(kb->ininfo - 1, 0, gid);
199
200     // Create notification FIFO
201     _mknotifynode(kb, 0);
202
203     // Write the model and serial to files
204     char mpath[sizeof(path) + 6], spath[sizeof(path) + 7];
205     snprintf(mpath, sizeof(mpath), "%s/model", path);
206     snprintf(spath, sizeof(spath), "%s/serial", path);
207     FILE* mfile = fopen(mpath, "w");
208     if(mfile){
209         fputs(kb->name, mfile);
210         fputc('\n', mfile);
211         fclose(mfile);
212         chmod(mpath, S_GID_READ);
213         if(gid >= 0)
214             chown(mpath, 0, gid);
215     } else {
216         ckb_warn("Unable to create %s: %s\n", mpath, strerror(errno));
217         remove(mpath);
218     }
219     FILE* sfile = fopen(spath, "w");
220     if(sfile){
221         fputs(kb->serial, sfile);
222         fputc('\n', sfile);
223         fclose(sfile);
224         chmod(spath, S_GID_READ);
225         if(gid >= 0)
226             chown(spath, 0, gid);
227     } else {
228         ckb_warn("Unable to create %s: %s\n", spath, strerror(errno));
229         remove(spath);
230     }
231     // Write the keyboard's features
232     char fpath[sizeof(path) + 9];
233     snprintf(fpath, sizeof(fpath), "%s/features", path);
234     FILE* ffile = fopen(fpath, "w");
235     if(ffile){
236         fprintf(ffile, "%s %s", vendor_str(kb->vendor),
237             product_str(kb->product));
238         if(HAS_FEATURES(kb, FEAT_MONOCHROME))
239             fputs(" monochrome", ffile);
240         if(HAS_FEATURES(kb, FEAT_RGB))
241             fputs(" rgb", ffile);
242         if(HAS_FEATURES(kb, FEAT_POLLRATE))
243             fputs(" pollrate", ffile);
244         if(HAS_FEATURES(kb, FEAT_ADJRATE))
245             fputs(" adjrate", ffile);
246         if(HAS_FEATURES(kb, FEAT_BIND))
247             fputs(" bind", ffile);
248         if(HAS_FEATURES(kb, FEAT_NOTIFY))
249             fputs(" notify", ffile);
250         if(HAS_FEATURES(kb, FEAT_FWVERSION))
251             fputs(" fwversion", ffile);
252         if(HAS_FEATURES(kb, FEAT_FWUPDATE))
253             fputs(" fwupdate", ffile);
254         fputc('\n', ffile);
255         fclose(ffile);
256         chmod(fpath, S_GID_READ);
257         if(gid >= 0)
258             chown(fpath, 0, gid);
259     } else {
260         ckb_warn("Unable to create %s: %s\n", fpath, strerror(errno));

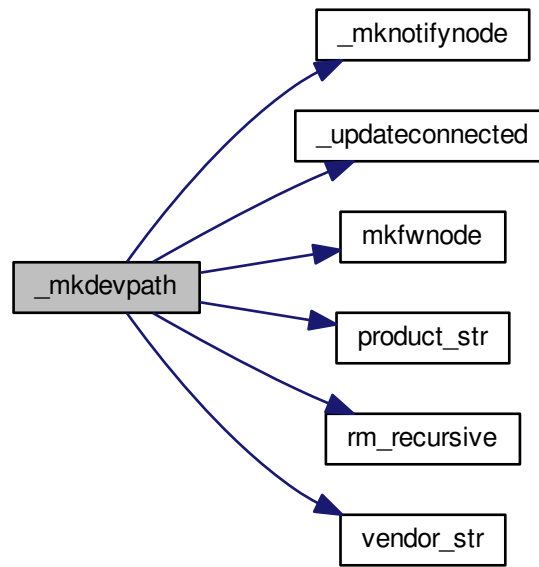
```

```

260         remove(fpath);
261     }
262     // Write firmware version and poll rate
263     mkfwnode(kb);
264 }
265 return 0;
266 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.12.3.2 int \_mknotifynode ( usbdevice \* kb, int notify )

Definition at line 87 of file devnode.c.

References `ckb_warn`, `devpath`, `gid`, `INDEX_OF`, `keyboard`, `usbdevice::outfifo`, `OUTFIFO_MAX`, and `S_GID_READ`.

Referenced by `_mkdevpath()`, and `mknotifynode()`.

```

87     {
88         if(notify < 0 || notify >= OUTFIFO_MAX)
89             return -1;
90         if(kb->outfifo[notify] != 0)
91             return 0;
92         // Create the notification node
93         int index = INDEX_OF(kb, keyboard);
94         char outpath[strlen(devpath) + 10];
95         snprintf(outpath, sizeof(outpath), "%s%d/notify%d", devpath, index, notify);
96         if(mkfifo(outpath, S_GID_READ) != 0 || (kb->outfifo[notify] = open(outpath, O_RDWR |

```

```

    O_NONBLOCK) + 1) == 0){
97     // Add one to the FD because 0 is a valid descriptor, but ckb uses 0 for uninitialized devices
98     ckb_warn("Unable to create %s: %s\n", outpath, strerror(errno));
99     kb->outfifo[notify] = 0;
100     remove(outpath);
101     return -1;
102 }
103 if(gid >= 0)
104     fchown(kb->outfifo[notify] - 1, 0, gid);
105 return 0;
106 }

```

Here is the caller graph for this function:



### 9.12.3.3 int \_rmnotifynode ( usbdevice \* kb, int notify )

Definition at line 115 of file devnode.c.

References devpath, INDEX\_OF, keyboard, usbdevice::outfifo, and UTFIFO\_MAX.

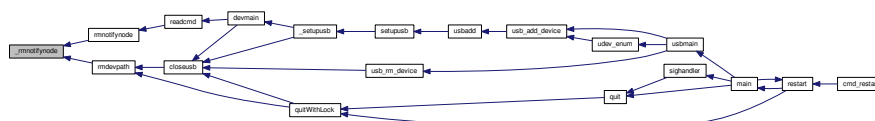
Referenced by rmdevpath(), and rmnotifynode().

```

115 {
116     if(notify < 0 || notify >= UTFIFO_MAX || !kb->outfifo[notify])
117         return -1;
118     int index = INDEX_OF(kb, keyboard);
119     char outpath[strlen(devpath) + 10];
120     snprintf(outpath, sizeof(outpath), "%s%d/notify%d", devpath, index, notify);
121     // Close FIFO
122     close(kb->outfifo[notify] - 1);
123     kb->outfifo[notify] = 0;
124     // Delete node
125     int res = remove(outpath);
126     return res;
127 }

```

Here is the caller graph for this function:



### 9.12.3.4 void \_updateconnected ( )

<devicepath> normally is /dev/input/ckb or /input/ckb.

Open the normal file under <devicepath>0/connected for writing. For each device connected, print its devicepath+number, the serial number of the usb device and the usb name of the device connected to that usb interface.

eg:

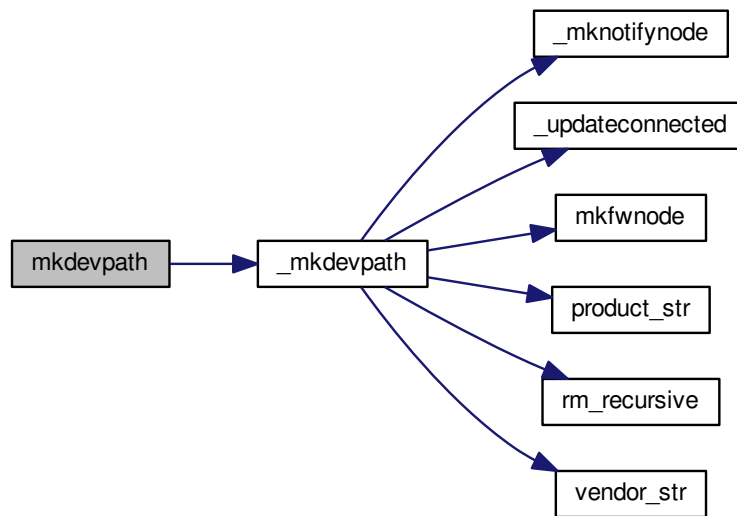
/dev/input/ckb1 0F022014ABABABABABABABABABA999 Corsair K95 RGB Gaming Keyboard

/dev/input/ckb2 0D02303DBACBACBACBACBACBACBACBAC998 Corsair M65 RGB Gaming Mouse

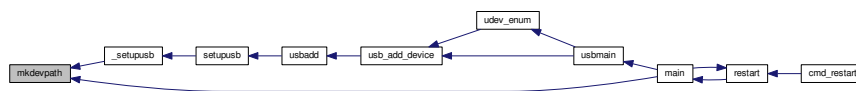
Set the file ownership to root. If the glob var gid is explicitly set to something different from -1 (the initial value), set file permission to 640, else to 644. This is used if you start the daemon with -gid=<GID> Parameter.



Here is the call graph for this function:



Here is the caller graph for this function:



### 9.12.3.6 int mkfwnode ( usbdevice \* kb )

Definition at line 299 of file devnode.c.

References `ckb_warn`, `devpath`, `usbdevice::fwversion`, `gid`, `INDEX_OF`, `keyboard`, `usbdevice::pollrate`, `usbdevice::product`, `S_GID_READ`, and `usbdevice::vendor`.

Referenced by `_mkdevpath()`, and `fwupdate()`.

```

299     {
300         int index = INDEX_OF(kb, keyboard);
301         char fwpath[strlen(devpath) + 12];
302         snprintf(fwpath, sizeof(fwpath), "%s%d/fwversion", devpath, index);
303         FILE* fwfile = fopen(fwpath, "w");
304         if(fwfile){
305             fprintf(fwfile, "%04x:0x%04x:0x%04x", kb->fwversion, kb->vendor, kb->
product);
306             fputc('\n', fwfile);
307             fclose(fwfile);
308             chmod(fwpath, S_GID_READ);
309             if(gid >= 0)
310                 chown(fwpath, 0, gid);
311         } else {
312             ckb_warn("Unable to create %s: %s\n", fwpath, strerror(errno));
313             remove(fwpath);
314             return -1;
315         }
316         char ppath[strlen(devpath) + 11];
317         snprintf(ppath, sizeof(ppath), "%s%d/pollrate", devpath, index);
  
```



```

318 FILE* pfile = fopen(ppath, "w");
319 if(pfile){
320     fprintf(pfile, "%d ms", kb->pollrate);
321     fputc('\n', pfile);
322     fclose(pfile);
323     chmod(ppath, S_GID_READ);
324     if(gid >= 0)
325         chown(ppath, 0, gid);
326 } else {
327     ckb_warn("Unable to create %s: %s\n", fspath, strerror(errno));
328     remove(ppath);
329     return -2;
330 }
331 return 0;
332 }

```

Here is the caller graph for this function:



### 9.12.3.7 int mknotifynode ( usbdevice \* kb, int notify )

Definition at line 108 of file devnode.c.

References `_mknotifynode()`, `euid_guard_start`, and `euid_guard_stop`.

Referenced by `readcmd()`.

```

108 {
109     euid_guard_start;
110     int res = _mknotifynode(kb, notify);
111     euid_guard_stop;
112     return res;
113 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.12.3.8 unsigned readlines ( int fd, readlines\_ctx ctx, const char \*\* input )

Definition at line 353 of file devnode.c.

References `_readlines_ctx::buffer`, `_readlines_ctx::buffersize`, `ckb_warn`, `_readlines_ctx::leftover`, `_readlines_ctx::leftoverlen`, and `MAX_BUFFER`.

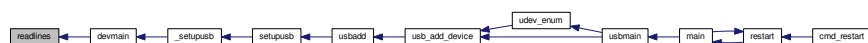
Referenced by `devmain()`.

```

353                                     {
354     // Move any data left over from a previous read to the start of the buffer
355     char* buffer = ctx->buffer;
356     int buffersize = ctx->buffersize;
357     int leftover = ctx->leftover, leftoverlen = ctx->leftoverlen;
358     memcpy(buffer, buffer + leftover, leftoverlen);
359     // Read data from the file
360     ssize_t length = read(fd, buffer + leftoverlen, buffersize - leftoverlen);
361     length = (length < 0 ? 0 : length) + leftoverlen;
362     leftover = ctx->leftover = leftoverlen = ctx->leftoverlen = 0;
363     if(length <= 0){
364         *input = 0;
365         return 0;
366     }
367     // Continue buffering until all available input is read or there's no room left
368     while(length == buffersize){
369         if(buffersize == MAX_BUFFER)
370             break;
371         int oldsize = buffersize;
372         buffersize += 4096;
373         ctx->buffersize = buffersize;
374         buffer = ctx->buffer = realloc(buffer, buffersize + 1);
375         ssize_t length2 = read(fd, buffer + oldsize, buffersize - oldsize);
376         if(length2 <= 0)
377             break;
378         length += length2;
379     }
380     buffer[length] = 0;
381     // Input should be issued one line at a time and should end with a newline.
382     char* lastline = memchr(buffer, '\n', length);
383     if(lastline == buffer + length - 1){
384         // If the buffer ends in a newline, process the whole string
385         *input = buffer;
386         return length;
387     } else if(lastline){
388         // Otherwise, chop off the last line but process everything else
389         *lastline = 0;
390         leftover = ctx->leftover = lastline + 1 - buffer;
391         leftoverlen = ctx->leftoverlen = length - leftover;
392         *input = buffer;
393         return leftover - 1;
394     } else {
395         // If a newline wasn't found at all, process the whole buffer next time
396         *input = 0;
397         if(length == MAX_BUFFER){
398             // Unless the buffer is completely full, in which case discard it
399             ckb_warn("Too much input (1MB). Dropping.\n");
400             return 0;
401         }
402         leftoverlen = ctx->leftoverlen = length;
403         return 0;
404     }
405 }

```

Here is the caller graph for this function:



### 9.12.3.9 void readlines\_ctx\_free ( readlines\_ctx ctx )

Definition at line 348 of file `devnode.c`.

References `_readlines_ctx::buffer`.

Referenced by `devmain()`.

348

{

```
349     free(ctx->buffer);
350     free(ctx);
351 }
```

Here is the caller graph for this function:



**9.12.3.10** void readlines\_ctx\_init ( readlines\_ctx \* ctx )

Definition at line 341 of file devnode.c.

Referenced by devmain().

```

341                                     {
342                                     // Allocate buffers to store data
343                                     *ctx = calloc(1, sizeof(struct _readlines_ctx));
344                                     int buffersize = (*ctx)->buffersize = 4095;
345                                     (*ctx)->buffer = malloc(buffersize + 1);
346                                     }

```

Here is the caller graph for this function:



### 9.12.3.11 int rm\_recursive ( const char \* *path* )

Definition at line 19 of file devnode.c.

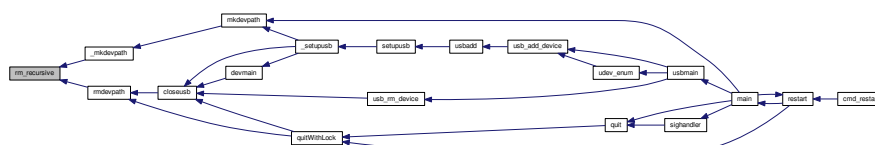
Referenced by `_mkdevpath()`, and `rmdevpath()`.

```

19                                     {
20     DIR* dir = opendir(path);
21     if(!dir)
22         return remove(path);
23     struct dirent* file;
24     while((file = readdir(dir)))
25     {
26         if(!strcmp(file->d_name, ".") || !strcmp(file->d_name, ".."))
27             continue;
28         char path2[FILENAME_MAX];
29         sprintf(path2, FILENAME_MAX, "%s/%s", path, file->d_name);
30         int stat = rm_recursive(path2);
31         if(stat != 0)
32             return stat;
33     }
34     closedir(dir);
35     return remove(path);
36 }

```

Here is the caller graph for this function:



### 9.12.3.12 int rmdevpath ( usbdevice \* kb )

Definition at line 275 of file devnode.c.

References `_rmnotifynode()`, `ckb_info`, `ckb_warn`, `devpath`, `euid_guard_start`, `euid_guard_stop`, `INDEX_OF`, `usbdevice::infifo`, `keyboard`, `OUTFIFO_MAX`, and `rm_recursive()`.

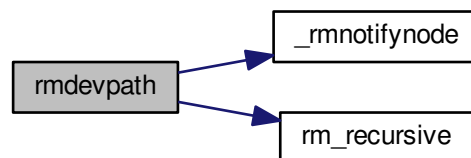
Referenced by `closeusb()`, and `quitWithLock()`.

```

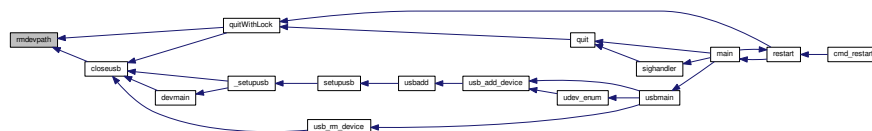
275                                     {
276     euid_guard_start;
277     int index = INDEX_OF(kb, keyboard);
278     if(kb->infifo != 0) {
279 #ifdef OS_LINUX
280         write(kb->infifo - 1, "\n", 1); // hack to prevent the FIFO thread from perma-blocking
281 #endif
282         close(kb->infifo - 1);
283         kb->infifo = 0;
284     }
285     for(int i = 0; i < OUTFIFO_MAX; i++)
286         _rmnotifynode(kb, i);
287     char path[strlen(devpath) + 2];
288     snprintf(path, sizeof(path), "%s%d", devpath, index);
289     if(rm_recursive(path) != 0 && errno != ENOENT) {
290         ckb_warn("Unable to delete %s: %s\n", path, strerror(errno));
291         euid_guard_stop;
292         return -1;
293     }
294     ckb_info("Removed device path %s\n", path);
295     euid_guard_stop;
296     return 0;
297 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.12.3.13 int rmnotifynode ( usbdevice \* kb, int notify )

Definition at line 129 of file devnode.c.

References `_rmnotifynode()`, `euid_guard_start`, and `euid_guard_stop`.

Referenced by `readcmd()`.

```

129                                     {
130     euid_guard_start;
131     int res = _rmnotifynode(kb, notify);
132     euid_guard_stop;
133     return res;
134 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.12.3.14 void updateconnected ( )

Definition at line 81 of file devnode.c.

References `_updateconnected()`, `euid_guard_start`, and `euid_guard_stop`.

Referenced by `_setupusb()`, and `closeusb()`.

```

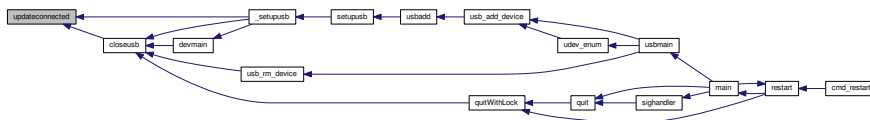
81     {
82     euid_guard_start;
83     _updateconnected();
84     euid_guard_stop;
85 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



## 9.12.4 Variable Documentation

### 9.12.4.1 `const char* const devpath = "/dev/input/ckb"`

Definition at line 11 of file devnode.c.

Referenced by `_mkdevpath()`, `_mknotifynode()`, `_rmnotifynode()`, `_setupusb()`, `_updateconnected()`, `closeusb()`, `main()`, `mkfwnode()`, `os_inputmain()`, `os_setupusb()`, and `rmdevpath()`.

### 9.12.4.2 `long gid = -1`

Definition at line 16 of file devnode.c.

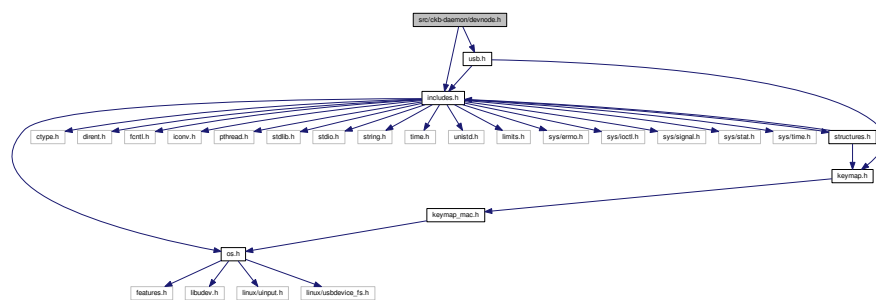
Referenced by `_mkdevpath()`, `_mknotifynode()`, `_updateconnected()`, `main()`, and `mkfwnode()`.

## 9.13 `src/ckb-daemon/devnode.h` File Reference

```
#include "includes.h"
```

```
#include "usb.h"
```

Include dependency graph for `devnode.h`:



This graph shows which files directly or indirectly include this file:



## Macros

- `#define S_READDIR (S_IRWXU | S_IRGRP | S_IROTH | S_IXGRP | S_IXOTH)`
- `#define S_READ (S_IRUSR | S_IRGRP | S_IROTH | S_IWUSR)`
- `#define S_READWRITE (S_IRUSR | S_IRGRP | S_IROTH | S_IWUSR | S_IWGRP | S_IWOTH)`
- `#define S_CUSTOM (S_IRUSR | S_IWUSR | S_IRGRP | S_IWGRP)`
- `#define S_CUSTOM_R (S_IRUSR | S_IWUSR | S_IRGRP)`

## Typedefs

- `typedef struct _readlines_ctx * readlines_ctx`

*Custom readline is needed for FIFOs. `fopen()/getline()` will die if the data is sent in too fast.*

## Functions

- void `updateconnected` ()  
*Update the list of connected devices.*
- int `mkdevpath` (usbdevice \*kb)  
*Create a dev path for the keyboard at index. Returns 0 on success.*
- int `rmdevpath` (usbdevice \*kb)  
*Remove the dev path for the keyboard at index. Returns 0 on success.*
- int `mknotifynode` (usbdevice \*kb, int notify)  
*Creates a notification node for the specified keyboard.*
- int `rmnotifynode` (usbdevice \*kb, int notify)  
*Removes a notification node for the specified keyboard.*
- int `mkfwnode` (usbdevice \*kb)  
*Writes a keyboard's firmware version and poll rate to its device node.*
- void `readlines_ctx_init` (readlines\_ctx \*ctx)
- void `readlines_ctx_free` (readlines\_ctx ctx)
- unsigned `readlines` (int fd, readlines\_ctx ctx, const char \*\*input)

## Variables

- const char \*const `devpath`  
*Device path base ("/dev/input/ckb" or "/var/run/ckb")*
- long `gid`  
*Group ID for the control nodes. -1 to give read/write access to everybody.*

### 9.13.1 Macro Definition Documentation

#### 9.13.1.1 #define S\_CUSTOM (S\_IRUSR | S\_IWUSR | S\_IRGRP | S\_IWGRP)

Definition at line 17 of file devnode.h.

Referenced by `_mkdevpath()`.

#### 9.13.1.2 #define S\_CUSTOM\_R (S\_IRUSR | S\_IWUSR | S\_IRGRP)

Definition at line 18 of file devnode.h.

#### 9.13.1.3 #define S\_READ (S\_IRUSR | S\_IRGRP | S\_IROTH | S\_IWUSR)

Definition at line 15 of file devnode.h.

Referenced by `_mkdevpath()`.

#### 9.13.1.4 #define S\_READDIR (S\_IRWXU | S\_IRGRP | S\_IROTH | S\_IXGRP | S\_IXOTH)

Definition at line 14 of file devnode.h.

Referenced by `_mkdevpath()`.

#### 9.13.1.5 #define S\_READWRITE (S\_IRUSR | S\_IRGRP | S\_IROTH | S\_IWUSR | S\_IWGRP | S\_IWOTH)

Definition at line 16 of file devnode.h.

Referenced by `_mkdevpath()`.

### 9.13.2 Typedef Documentation

#### 9.13.2.1 typedef struct \_readlines\_ctx\* readlines\_ctx

Definition at line 39 of file devnode.h.

### 9.13.3 Function Documentation

#### 9.13.3.1 int mkdevpath ( usbdevice \* kb )

Definition at line 268 of file devnode.c.

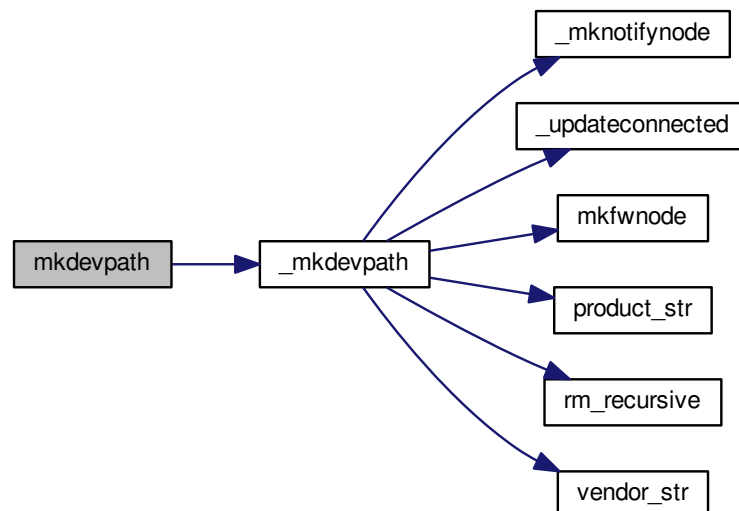
References `_mkdevpath()`, `euid_guard_start`, and `euid_guard_stop`.

Referenced by `_setupusb()`, and `main()`.

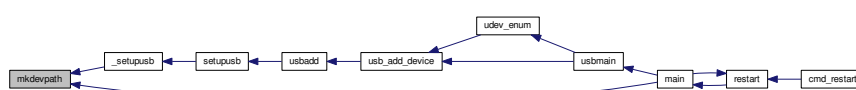
```

268                                     {
269     euid_guard_start;
270     int res = _mkdevpath(kb);
271     euid_guard_stop;
272     return res;
273 }
```

Here is the call graph for this function:



Here is the caller graph for this function:





### 9.13.3.2 int mkfwnode ( usbdevice \* kb )

Definition at line 299 of file devnode.c.

References ckb\_warn, devpath, usbdevice::fwversion, gid, INDEX\_OF, keyboard, usbdevice::pollrate, usbdevice::product, S\_GID\_READ, and usbdevice::vendor.

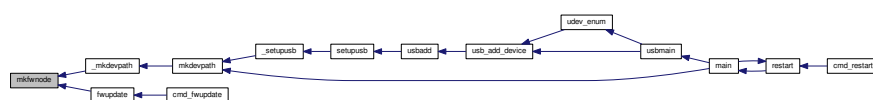
Referenced by `_mkdevpath()`, and `fwupdate()`.

```

299     {
300         int index = INDEX_OF(kb, keyboard);
301         char fwpath[strlen(devpath) + 12];
302         snprintf(fwpath, sizeof(fwpath), "%s%d/fwversion", devpath, index);
303         FILE* fwfile = fopen(fwpath, "w");
304         if(fwfile){
305             fprintf(fwfile, "%04x:0x%04x:0x%04x", kb->fwversion, kb->vendor, kb->
product);
306             fputc('\n', fwfile);
307             fclose(fwfile);
308             chmod(fwpath, S_GID_READ);
309             if(gid >= 0)
310                 chown(fwpath, 0, gid);
311         } else {
312             ckb_warn("Unable to create %s: %s\n", fwpath, strerror(errno));
313             remove(fwpath);
314             return -1;
315         }
316         char ppath[strlen(devpath) + 11];
317         snprintf(ppath, sizeof(ppath), "%s%d/pollrate", devpath, index);
318         FILE* pfile = fopen(ppath, "w");
319         if(pfile){
320             fprintf(pfile, "%d ms", kb->pollrate);
321             fputc('\n', pfile);
322             fclose(pfile);
323             chmod(ppath, S_GID_READ);
324             if(gid >= 0)
325                 chown(ppath, 0, gid);
326         } else {
327             ckb_warn("Unable to create %s: %s\n", fwpath, strerror(errno));
328             remove(ppath);
329             return -2;
330         }
331         return 0;
332     }

```

Here is the caller graph for this function:



### 9.13.3.3 int mknotifynode ( usbdevice \* kb, int notify )

Definition at line 108 of file devnode.c.

References `mknotifynode()`, `euid guard start`, and `euid guard stop`.

Referenced by readcmd().

```
108         {
109             euid_guard_start;
110             int res = _mknotifyfn(kb, notify);
111             euid_guard_stop;
112             return res;
113         }
```

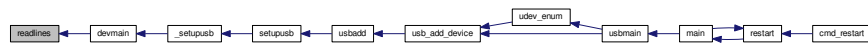


```

396     *input = 0;
397     if(length == MAX_BUFFER){
398         // Unless the buffer is completely full, in which case discard it
399         ckb_warn("Too much input (1MB). Dropping.\n");
400         return 0;
401     }
402     leftoverlen = ctx->leftoverlen = length;
403     return 0;
404 }
405 }

```

Here is the caller graph for this function:



#### 9.13.3.5 void readlines\_ctx\_free ( readlines\_ctx ctx )

Definition at line 348 of file devnode.c.

References `_readlines_ctx::buffer`.

Referenced by `devmain()`.

```

348                                     {
349     free(ctx->buffer);
350     free(ctx);
351 }

```

Here is the caller graph for this function:



#### 9.13.3.6 void readlines\_ctx\_init ( readlines\_ctx \* ctx )

Definition at line 341 of file devnode.c.

Referenced by `devmain()`.

```

341                                     {
342     // Allocate buffers to store data
343     *ctx = calloc(1, sizeof(struct _readlines_ctx));
344     int buffersize = (*ctx)->buffersize = 4095;
345     (*ctx)->buffer = malloc(buffersize + 1);
346 }

```

Here is the caller graph for this function:



### 9.13.3.7 int rmdevpath ( usbdevice \* kb )

Definition at line 275 of file devnode.c.

References `_rmnotifynode()`, `ckb_info`, `ckb_warn`, `devpath`, `euid_guard_start`, `euid_guard_stop`, `INDEX_OF`, `usbdevice::infifo`, `keyboard`, `OUTFIFO_MAX`, and `rm_recursive()`.

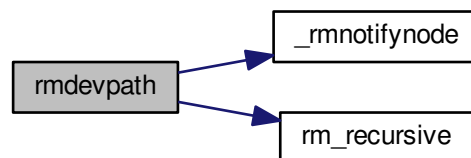
Referenced by `closeusb()`, and `quitWithLock()`.

```

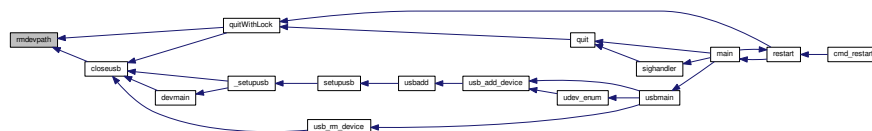
275     {
276         euid_guard_start;
277         int index = INDEX_OF(kb, keyboard);
278         if(kb->infifo != 0) {
279             #ifdef OS_LINUX
280                 write(kb->infifo - 1, "\n", 1); // hack to prevent the FIFO thread from perma-blocking
281             #endif
282             close(kb->infifo - 1);
283             kb->infifo = 0;
284         }
285         for(int i = 0; i < OUTFIFO_MAX; i++)
286             _rmnotifynode(kb, i);
287         char path[strlen(devpath) + 2];
288         snprintf(path, sizeof(path), "%s%d", devpath, index);
289         if(rm_recursive(path) != 0 && errno != ENOENT) {
290             ckb_warn("Unable to delete %s: %s\n", path, strerror(errno));
291             euid_guard_stop;
292             return -1;
293         }
294         ckb_info("Removed device path %s\n", path);
295         euid_guard_stop;
296         return 0;
297     }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.13.3.8 int rmnotifynode ( usbdevice \* kb, int notify )

Definition at line 129 of file devnode.c.

References `_rmnotifynode()`, `euid_guard_start`, and `euid_guard_stop`.

Referenced by `readcmd()`.

```

129                                     {
130     euid_guard_start;
131     int res = _rmnotifynode(kb, notify);
132     euid_guard_stop;
133     return res;
134 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.13.3.9 void updateconnected ( )

Definition at line 81 of file `devnode.c`.

References `_updateconnected()`, `euid_guard_start`, and `euid_guard_stop`.

Referenced by `_setupusb()`, and `closeusb()`.

```

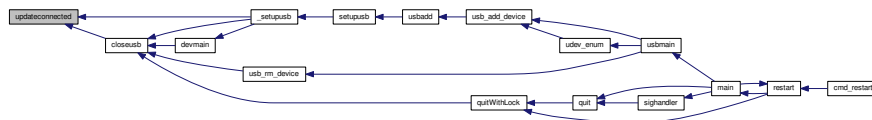
81     {
82     euid_guard_start;
83     _updateconnected();
84     euid_guard_stop;
85 }

```

Here is the call graph for this function:



Here is the caller graph for this function:





```

11         y = x;
12     else if(!strcmp(values, "off", 3))
13         // If the right side says "off", disable the level(s)
14         disable = 1;
15     else
16         // Otherwise, quit
17         return;
18 }
19 if((x == 0 || y == 0) && !disable)
20     return;
21 // Scan the left side for stage numbers (comma-separated)
22 int left = strlen(stages);
23 int position = 0, field = 0;
24 char stagename[3];
25 while(position < left && sscanf(stages + position, "%2[^,]%n", stagename, &field) == 1){
26     uchar stagenum;
27     if(sscanf(stagename, "%hhu", &stagenum) && stagenum < DPI_COUNT){
28         // Set DPI for this stage
29         if(disable){
30             mode->dpi.enabled &= ~(1 << stagenum);
31             mode->dpi.x[stagenum] = 0;
32             mode->dpi.y[stagenum] = 0;
33         } else {
34             mode->dpi.enabled |= 1 << stagenum;
35             mode->dpi.x[stagenum] = x;
36             mode->dpi.y[stagenum] = y;
37         }
38     }
39     if(stages[position += field] == ',')
40         position++;
41 }
42 }

```

#### 9.14.1.2 void cmd\_dpisel ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* stage )

Definition at line 44 of file dpi.c.

References `dpiset::current`, `usbmode::dpi`, and `DPI_COUNT`.

```

44                                     {
45     uchar stagenum;
46     if(sscanf(stage, "%hhu", &stagenum) != 1)
47         return;
48     if(stagenum > DPI_COUNT)
49         return;
50     mode->dpi.current = stagenum;
51 }

```

#### 9.14.1.3 void cmd\_lift ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* height )

Definition at line 53 of file dpi.c.

References `usbmode::dpi`, `dpiset::lift`, `LIFT_MAX`, and `LIFT_MIN`.

```

53                                     {
54     uchar heightnum;
55     if(sscanf(height, "%hhu", &heightnum) != 1)
56         return;
57     if(heightnum > LIFT_MAX || heightnum < LIFT_MIN)
58         return;
59     mode->dpi.lift = heightnum;
60 }

```

#### 9.14.1.4 void cmd\_snap ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* enable )

Definition at line 62 of file dpi.c.

References `usbmode::dpi`, and `dpiset::snap`.

```

62                                     {
63     if(!strcmp(enable, "on"))

```

```

64     mode->dpi.snap = 1;
65     if (!strcmp(enable, "off"))
66         mode->dpi.snap = 0;
67 }

```

#### 9.14.1.5 int loaddpi ( usbdevice \* kb, dpiset \* dpi, lighting \* light )

Definition at line 152 of file dpi.c.

References `lighting::b`, `ckb_err`, `dpiset::current`, `DPI_COUNT`, `dpiset::enabled`, `lighting::g`, `LED_MOUSE`, `dpiset::lift`, `LIFT_MAX`, `LIFT_MIN`, `MSG_SIZE`, `N_MOUSE_ZONES`, `lighting::r`, `dpiset::snap`, `usbrecv`, `dpiset::x`, and `dpiset::y`.

Referenced by `cmd_hwload_mouse()`.

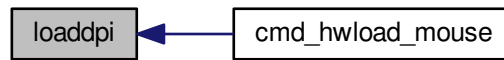
```

152                                     {
153     // Ask for settings
154     uchar data_pkt[4][MSG_SIZE] = {
155         { 0x0e, 0x13, 0x05, 1, },
156         { 0x0e, 0x13, 0x02, 1, },
157         { 0x0e, 0x13, 0x03, 1, },
158         { 0x0e, 0x13, 0x04, 1, }
159     };
160     uchar in_pkt[4][MSG_SIZE];
161     for(int i = 0; i < 4; i++){
162         if(!usbrecv(kb, data_pkt[i], in_pkt[i]))
163             return -2;
164         if(memcmp(in_pkt[i], data_pkt[i], 4)){
165             ckb_err("Bad input header\n");
166             return -3;
167         }
168     }
169     // Copy data from device
170     dpi->enabled = in_pkt[0][4];
171     dpi->enabled &= (1 << DPI_COUNT) - 1;
172     dpi->current = in_pkt[1][4];
173     if(dpi->current >= DPI_COUNT)
174         dpi->current = 0;
175     dpi->lift = in_pkt[2][4];
176     if(dpi->lift < LIFT_MIN || dpi->lift > LIFT_MAX)
177         dpi->lift = LIFT_MIN;
178     dpi->snap = !!in_pkt[3][4];
179
180     // Get X/Y DPIs
181     for(int i = 0; i < DPI_COUNT; i++){
182         uchar data_pkt[MSG_SIZE] = { 0x0e, 0x13, 0xd0, 1 };
183         uchar in_pkt[MSG_SIZE];
184         data_pkt[2] |= i;
185         if(!usbrecv(kb, data_pkt, in_pkt))
186             return -2;
187         if(memcmp(in_pkt, data_pkt, 4)){
188             ckb_err("Bad input header\n");
189             return -3;
190         }
191         // Copy to profile
192         dpi->x[i] = *(ushort*)(in_pkt + 5);
193         dpi->y[i] = *(ushort*)(in_pkt + 7);
194         light->r[LED_MOUSE + N_MOUSE_ZONES + i] = in_pkt[9];
195         light->g[LED_MOUSE + N_MOUSE_ZONES + i] = in_pkt[10];
196         light->b[LED_MOUSE + N_MOUSE_ZONES + i] = in_pkt[11];
197     }
198     // Finished. Set SW DPI light to the current hardware level
199     light->r[LED_MOUSE + 2] = light->r[LED_MOUSE +
200     N_MOUSE_ZONES + dpi->current];
201     light->g[LED_MOUSE + 2] = light->g[LED_MOUSE +
202     N_MOUSE_ZONES + dpi->current];
203     light->b[LED_MOUSE + 2] = light->b[LED_MOUSE +
204     N_MOUSE_ZONES + dpi->current];
205     return 0;
206 }

```



Here is the caller graph for this function:



#### 9.14.1.6 `char* printdpi ( const dpiset * dpi, const usbdevice * kb )`

Definition at line 69 of file dpi.c.

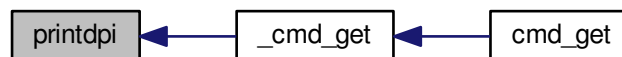
References `_readlines_ctx::buffer`, `DPI_COUNT`, `dpiset::enabled`, `dpiset::x`, and `dpiset::y`.

Referenced by `_cmd_get()`.

```

69                                     {
70     // Print all DPI settings
71     const int BUFFER_LEN = 100;
72     char* buffer = malloc(BUFFER_LEN);
73     int length = 0;
74     for(int i = 0; i < DPI_COUNT; i++){
75         // Print the stage number
76         int newlen = 0;
77         snprintf(buffer + length, BUFFER_LEN - length, length == 0 ? "%d\n" : " %d\n", i, &newlen);
78         length += newlen;
79         // Print the DPI settings
80         if(!(dpi->enabled & (1 << i)))
81             snprintf(buffer + length, BUFFER_LEN - length, ":off\n", &newlen);
82         else
83             snprintf(buffer + length, BUFFER_LEN - length, ":%u,%u\n", dpi->x[i], dpi->
84 y[i], &newlen);
85         length += newlen;
86     }
87     return buffer;
88 }
  
```

Here is the caller graph for this function:



#### 9.14.1.7 `int savedpi ( usbdevice * kb, dpiset * dpi, lighting * light )`

Definition at line 124 of file dpi.c.

References `lighting::b`, `dpiset::current`, `DPI_COUNT`, `dpiset::enabled`, `lighting::g`, `LED_MOUSE`, `dpiset::lift`, `MSG_SIZE`, `N_MOUSE_ZONES`, `lighting::r`, `dpiset::snap`, `usbsend`, `dpiset::x`, and `dpiset::y`.

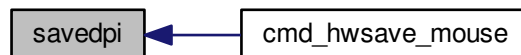
Referenced by `cmd_hwsave_mouse()`.

```

124                                     {
125     // Send X/Y DPIs
126     for(int i = 0; i < DPI_COUNT; i++){
127         uchar data_pkt[MSG_SIZE] = { 0x07, 0x13, 0xd0, 1 };
128         data_pkt[2] |= i;
129         *(ushort*)(data_pkt + 5) = dpi->x[i];
130         *(ushort*)(data_pkt + 7) = dpi->y[i];
131         // Save the RGB value for this setting too
132         data_pkt[9] = light->r[LED_MOUSE + N_MOUSE_ZONES + i];
133         data_pkt[10] = light->g[LED_MOUSE + N_MOUSE_ZONES + i];
134         data_pkt[11] = light->b[LED_MOUSE + N_MOUSE_ZONES + i];
135         if(!usbSend(kb, data_pkt, 1))
136             return -1;
137     }
138
139     // Send settings
140     uchar data_pkt[4][MSG_SIZE] = {
141         { 0x07, 0x13, 0x05, 1, dpi->enabled },
142         { 0x07, 0x13, 0x02, 1, dpi->current },
143         { 0x07, 0x13, 0x03, 1, dpi->lift },
144         { 0x07, 0x13, 0x04, 1, dpi->snap, 0x05 }
145     };
146     if(!usbSend(kb, data_pkt[0], 4))
147         return -2;
148     // Finished
149     return 0;
150 }

```

Here is the caller graph for this function:



#### 9.14.1.8 int updatedpi ( usbdevice \* kb, int force )

Definition at line 89 of file dpi.c.

References `usbdevice::active`, `dpiset::current`, `usbprofile::currentmode`, `usbmode::dpi`, `DPI_COUNT`, `dpiset::enabled`, `dpiset::forceupdate`, `usbprofile::lastdpi`, `dpiset::lift`, `MSG_SIZE`, `usbdevice::profile`, `dpiset::snap`, `usbSend`, `dpiset::x`, and `dpiset::y`.

```

89                                     {
90     if(!kb->active)
91         return 0;
92     dpiset* lastdpi = &kb->profile->lastdpi;
93     dpiset* newdpi = &kb->profile->currentmode->dpi;
94     // Don't do anything if the settings haven't changed
95     if(!force && !lastdpi->forceupdate && !newdpi->forceupdate
96         && !memcmp(lastdpi, newdpi, sizeof(dpiset)))
97         return 0;
98     lastdpi->forceupdate = newdpi->forceupdate = 0;
99
100     // Send X/Y DPIs
101     for(int i = 0; i < DPI_COUNT; i++){
102         uchar data_pkt[MSG_SIZE] = { 0x07, 0x13, 0xd0, 0 };
103         data_pkt[2] |= i;
104         *(ushort*)(data_pkt + 5) = newdpi->x[i];
105         *(ushort*)(data_pkt + 7) = newdpi->y[i];
106         if(!usbSend(kb, data_pkt, 1))
107             return -1;
108     }
109
110     // Send settings
111     uchar data_pkt[4][MSG_SIZE] = {
112         { 0x07, 0x13, 0x05, 0, newdpi->enabled },
113         { 0x07, 0x13, 0x02, 0, newdpi->current },
114         { 0x07, 0x13, 0x03, 0, newdpi->lift },

```

```

115     { 0x07, 0x13, 0x04, 0, newdpi->snap, 0x05 }
116 };
117 if(!usbSend(kb, data_pkt[0], 4))
118     return -2;
119 // Finished
120 memcpy(lastdpi, newdpi, sizeof(dpiset));
121 return 0;
122 }

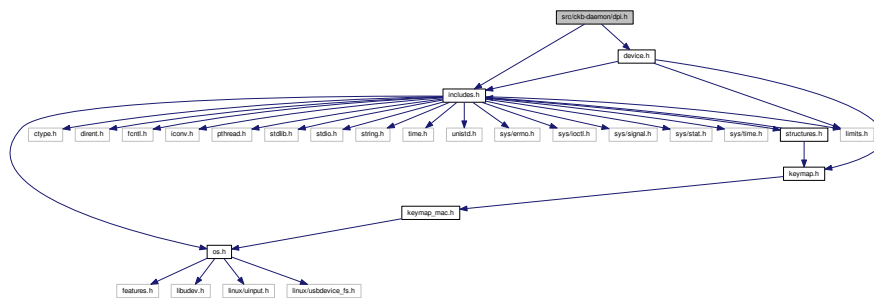
```

## 9.15 src/ckb-daemon/dpi.h File Reference

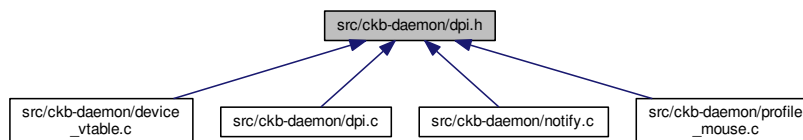
```
#include "includes.h"
```

```
#include "device.h"
```

Include dependency graph for dpi.h:



This graph shows which files directly or indirectly include this file:



## Functions

- int [updatedpi](#) (usbdevice \*kb, int force)
- int [savedpi](#) (usbdevice \*kb, dpiset \*dpi, lighting \*light)
- int [loaddpi](#) (usbdevice \*kb, dpiset \*dpi, lighting \*light)
- char \* [printdpi](#) (const dpiset \*dpi, const usbdevice \*kb)
- void [cmd\\_dpi](#) (usbdevice \*kb, usbmode \*mode, int dummy, const char \*stages, const char \*values)
- void [cmd\\_dpiset](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*stage)
- void [cmd\\_lift](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*height)
- void [cmd\\_snap](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*enable)

### 9.15.1 Function Documentation

9.15.1.1 void [cmd\\_dpi](#) ( usbdevice \* kb, usbmode \* mode, int dummy, const char \* stages, const char \* values )

Definition at line 4 of file dpi.c.

References `usbmode::dpi`, `DPI_COUNT`, `dpiset::enabled`, `dpiset::x`, and `dpiset::y`.

```

4                                     {
5     int disable = 0;
6     ushort x, y;
7     // Try to scan X,Y values
8     if(sscanf(values, "%hu,%hu", &x, &y) != 2){
9         // If that doesn't work, scan single number
10        if(sscanf(values, "%hu", &x) == 1)
11            y = x;
12        else if(!strcmp(values, "off", 3))
13            // If the right side says "off", disable the level(s)
14            disable = 1;
15        else
16            // Otherwise, quit
17            return;
18    }
19    if((x == 0 || y == 0) && !disable)
20        return;
21    // Scan the left side for stage numbers (comma-separated)
22    int left = strlen(stages);
23    int position = 0, field = 0;
24    char stagename[3];
25    while(position < left && sscanf(stages + position, "%2[^,]\n", stagename, &field) == 1){
26        uchar stagenum;
27        if(sscanf(stagename, "%hhu", &stagenum) && stagenum < DPI_COUNT){
28            // Set DPI for this stage
29            if(disable){
30                mode->dpi.enabled &= ~(1 << stagenum);
31                mode->dpi.x[stagenum] = 0;
32                mode->dpi.y[stagenum] = 0;
33            } else {
34                mode->dpi.enabled |= 1 << stagenum;
35                mode->dpi.x[stagenum] = x;
36                mode->dpi.y[stagenum] = y;
37            }
38        }
39        if(stages[position += field] == ',')
40            position++;
41    }
42 }
```

#### 9.15.1.2 void cmd\_dpisel ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* stage )

Definition at line 44 of file dpi.c.

References `dpiset::current`, `usbmode::dpi`, and `DPI_COUNT`.

```

44                                     {
45     uchar stagenum;
46     if(sscanf(stage, "%hhu", &stagenum) != 1)
47         return;
48     if(stagenum > DPI_COUNT)
49         return;
50     mode->dpi.current = stagenum;
51 }
```

#### 9.15.1.3 void cmd\_lift ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* height )

Definition at line 53 of file dpi.c.

References `usbmode::dpi`, `dpiset::lift`, `LIFT_MAX`, and `LIFT_MIN`.

```

53                                     {
54     uchar heightnum;
55     if(sscanf(height, "%hhu", &heightnum) != 1)
56         return;
57     if(heightnum > LIFT_MAX || heightnum < LIFT_MIN)
58         return;
59     mode->dpi.lift = heightnum;
60 }
```

#### 9.15.1.4 void cmd\_snap ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* enable )

Definition at line 62 of file dpi.c.

References `usbmode::dpi`, and `dpiset::snap`.

```

62                                     {
63     if (!strcmp(enable, "on"))
64         mode->dpi.snap = 1;
65     if (!strcmp(enable, "off"))
66         mode->dpi.snap = 0;
67 }
```

#### 9.15.1.5 int loaddpi ( usbdevice \* kb, dpiset \* dpi, lighting \* light )

Definition at line 152 of file dpi.c.

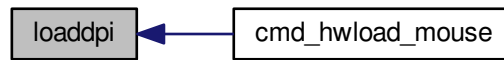
References `lighting::b`, `ckb_err`, `dpiset::current`, `DPI_COUNT`, `dpiset::enabled`, `lighting::g`, `LED_MOUSE`, `dpiset::lift`, `LIFT_MAX`, `LIFT_MIN`, `MSG_SIZE`, `N_MOUSE_ZONES`, `lighting::r`, `dpiset::snap`, `usbrecv`, `dpiset::x`, and `dpiset::y`.

Referenced by `cmd_hload_mouse()`.

```

152                                     {
153     // Ask for settings
154     uchar data_pkt[4][MSG_SIZE] = {
155         { 0x0e, 0x13, 0x05, 1, },
156         { 0x0e, 0x13, 0x02, 1, },
157         { 0x0e, 0x13, 0x03, 1, },
158         { 0x0e, 0x13, 0x04, 1, }
159     };
160     uchar in_pkt[4][MSG_SIZE];
161     for(int i = 0; i < 4; i++){
162         if(!usbrecv(kb, data_pkt[i], in_pkt[i]))
163             return -2;
164         if(memcmp(in_pkt[i], data_pkt[i], 4)){
165             ckb_err("Bad input header\n");
166             return -3;
167         }
168     }
169     // Copy data from device
170     dpi->enabled = in_pkt[0][4];
171     dpi->enabled &= (1 << DPI_COUNT) - 1;
172     dpi->current = in_pkt[1][4];
173     if(dpi->current >= DPI_COUNT)
174         dpi->current = 0;
175     dpi->lift = in_pkt[2][4];
176     if(dpi->lift < LIFT_MIN || dpi->lift > LIFT_MAX)
177         dpi->lift = LIFT_MIN;
178     dpi->snap = !!in_pkt[3][4];
179
180     // Get X/Y DPIs
181     for(int i = 0; i < DPI_COUNT; i++){
182         uchar data_pkt[MSG_SIZE] = { 0x0e, 0x13, 0xd0, 1 };
183         uchar in_pkt[MSG_SIZE];
184         data_pkt[2][i] = i;
185         if(!usbrecv(kb, data_pkt, in_pkt))
186             return -2;
187         if(memcmp(in_pkt, data_pkt, 4)){
188             ckb_err("Bad input header\n");
189             return -3;
190         }
191         // Copy to profile
192         dpi->x[i] = *(ushort*)(in_pkt + 5);
193         dpi->y[i] = *(ushort*)(in_pkt + 7);
194         light->r[LED_MOUSE + N_MOUSE_ZONES + i] = in_pkt[9];
195         light->g[LED_MOUSE + N_MOUSE_ZONES + i] = in_pkt[10];
196         light->b[LED_MOUSE + N_MOUSE_ZONES + i] = in_pkt[11];
197     }
198     // Finished. Set SW DPI light to the current hardware level
199     light->r[LED_MOUSE + 2] = light->r[LED_MOUSE +
200     N_MOUSE_ZONES + dpi->current];
201     light->g[LED_MOUSE + 2] = light->g[LED_MOUSE +
202     N_MOUSE_ZONES + dpi->current];
203     light->b[LED_MOUSE + 2] = light->b[LED_MOUSE +
204     N_MOUSE_ZONES + dpi->current];
205     return 0;
206 }
```

Here is the caller graph for this function:



#### 9.15.1.6 `char* printdpi ( const dpiset * dpi, const usbdevice * kb )`

Definition at line 69 of file `dpi.c`.

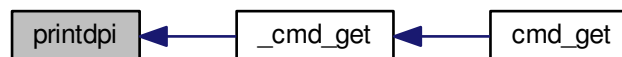
References `_readlines_ctx::buffer`, `DPI_COUNT`, `dpiset::enabled`, `dpiset::x`, and `dpiset::y`.

Referenced by `_cmd_get()`.

```

69                                     {
70     // Print all DPI settings
71     const int BUFFER_LEN = 100;
72     char* buffer = malloc(BUFFER_LEN);
73     int length = 0;
74     for(int i = 0; i < DPI_COUNT; i++){
75         // Print the stage number
76         int newlen = 0;
77         snprintf(buffer + length, BUFFER_LEN - length, length == 0 ? "%d\n" : " %d\n", i, &newlen);
78         length += newlen;
79         // Print the DPI settings
80         if(!(dpi->enabled & (1 << i)))
81             snprintf(buffer + length, BUFFER_LEN - length, ":off\n", &newlen);
82         else
83             snprintf(buffer + length, BUFFER_LEN - length, ":%u,%u\n", dpi->x[i], dpi->
y[i], &newlen);
84         length += newlen;
85     }
86     return buffer;
87 }
  
```

Here is the caller graph for this function:



#### 9.15.1.7 `int savedpi ( usbdevice * kb, dpiset * dpi, lighting * light )`

Definition at line 124 of file `dpi.c`.

References `lighting::b`, `dpiset::current`, `DPI_COUNT`, `dpiset::enabled`, `lighting::g`, `LED_MOUSE`, `dpiset::lift`, `MSG_SIZE`, `N_MOUSE_ZONES`, `lighting::r`, `dpiset::snap`, `usbsend`, `dpiset::x`, and `dpiset::y`.

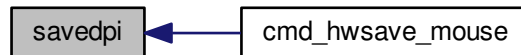
Referenced by `cmd_hwsave_mouse()`.

```

124                                     {
125     // Send X/Y DPIs
126     for(int i = 0; i < DPI_COUNT; i++){
127         uchar data_pkt[MSG_SIZE] = { 0x07, 0x13, 0xd0, 1 };
128         data_pkt[2] |= i;
129         *(ushort*)(data_pkt + 5) = dpi->x[i];
130         *(ushort*)(data_pkt + 7) = dpi->y[i];
131         // Save the RGB value for this setting too
132         data_pkt[9] = light->r[LED_MOUSE + N_MOUSE_ZONES + i];
133         data_pkt[10] = light->g[LED_MOUSE + N_MOUSE_ZONES + i];
134         data_pkt[11] = light->b[LED_MOUSE + N_MOUSE_ZONES + i];
135         if(!usbsend(kb, data_pkt, 1))
136             return -1;
137     }
138
139     // Send settings
140     uchar data_pkt[4][MSG_SIZE] = {
141         { 0x07, 0x13, 0x05, 1, dpi->enabled },
142         { 0x07, 0x13, 0x02, 1, dpi->current },
143         { 0x07, 0x13, 0x03, 1, dpi->lift },
144         { 0x07, 0x13, 0x04, 1, dpi->snap, 0x05 }
145     };
146     if(!usbsend(kb, data_pkt[0], 4))
147         return -2;
148     // Finished
149     return 0;
150 }

```

Here is the caller graph for this function:



#### 9.15.1.8 int updatedpi ( usbdevice \* kb, int force )

Definition at line 89 of file dpi.c.

References `usbdevice::active`, `dpiset::current`, `usbprofile::currentmode`, `usbmode::dpi`, `DPI_COUNT`, `dpiset::enabled`, `dpiset::forceupdate`, `usbprofile::lastdpi`, `dpiset::lift`, `MSG_SIZE`, `usbdevice::profile`, `dpiset::snap`, `usbsend`, `dpiset::x`, and `dpiset::y`.

```

89                                     {
90     if(!kb->active)
91         return 0;
92     dpiset* lastdpi = &kb->profile->lastdpi;
93     dpiset* newdpi = &kb->profile->currentmode->dpi;
94     // Don't do anything if the settings haven't changed
95     if(!force && !lastdpi->forceupdate && !newdpi->forceupdate
96         && memcmp(lastdpi, newdpi, sizeof(dpi)))
97         return 0;
98     lastdpi->forceupdate = newdpi->forceupdate = 0;
99
100     // Send X/Y DPIs
101     for(int i = 0; i < DPI_COUNT; i++){
102         uchar data_pkt[MSG_SIZE] = { 0x07, 0x13, 0xd0, 0 };
103         data_pkt[2] |= i;
104         *(ushort*)(data_pkt + 5) = newdpi->x[i];
105         *(ushort*)(data_pkt + 7) = newdpi->y[i];
106         if(!usbsend(kb, data_pkt, 1))
107             return -1;
108     }
109
110     // Send settings
111     uchar data_pkt[4][MSG_SIZE] = {
112         { 0x07, 0x13, 0x05, 0, newdpi->enabled },
113         { 0x07, 0x13, 0x02, 0, newdpi->current },
114         { 0x07, 0x13, 0x03, 0, newdpi->lift },

```

```

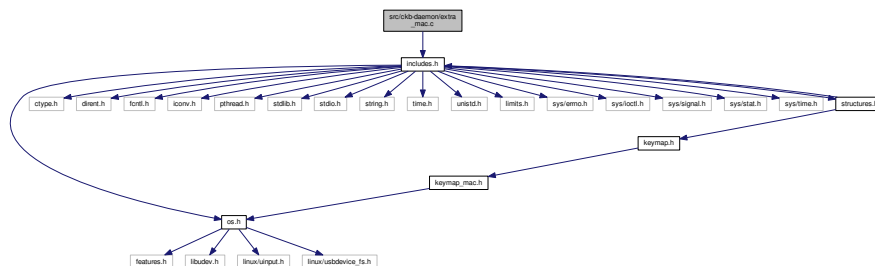
115     { 0x07, 0x13, 0x04, 0, newdpi->snap, 0x05 }
116 };
117 if(!usb_send(kb, data_pkt[0], 4))
118     return -2;
119 // Finished
120 memcpy(lastdpi, newdpi, sizeof(dpiset));
121 return 0;
122 }

```

## 9.16 src/ckb-daemon/extra\_mac.c File Reference

```
#include "includes.h"
```

Include dependency graph for extra\_mac.c:



## 9.17 src/ckb-daemon/firmware.c File Reference

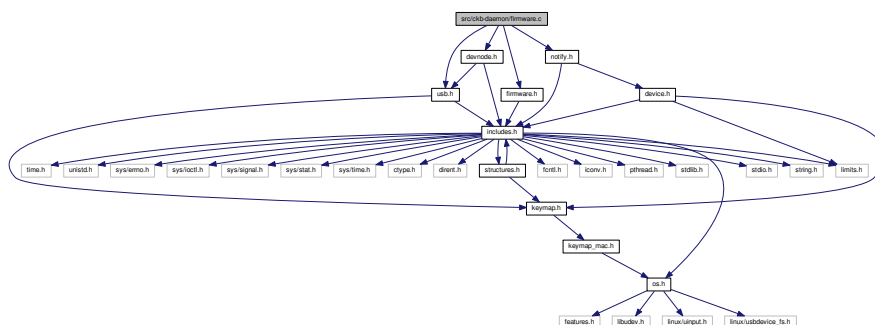
```
#include "devnode.h"
```

```
#include "firmware.h"
```

```
#include "notify.h"
```

```
#include "usb.h"
```

Include dependency graph for firmware.c:



## Macros

- #define FW\_OK 0
- #define FW\_NOFILE -1
- #define FW\_WRONGDEV -2
- #define FW\_USBFAIL -3
- #define FW\_MAXSIZE (255 \* 256)



## Functions

- int [getfwversion](#) ([usbdevice](#) \*kb)
- int [fwupdate](#) ([usbdevice](#) \*kb, const char \*path, int nnumber)
- int [cmd\\_fwupdate](#) ([usbdevice](#) \*kb, [usbmode](#) \*dummy1, int nnumber, int dummy2, const char \*path)

### 9.17.1 Macro Definition Documentation

#### 9.17.1.1 #define FW\_MAXSIZE (255 \* 256)

Definition at line 51 of file firmware.c.

Referenced by [fwupdate\(\)](#).

#### 9.17.1.2 #define FW\_NOFILE -1

Definition at line 7 of file firmware.c.

Referenced by [cmd\\_fwupdate\(\)](#), and [fwupdate\(\)](#).

#### 9.17.1.3 #define FW\_OK 0

Definition at line 6 of file firmware.c.

Referenced by [cmd\\_fwupdate\(\)](#), and [fwupdate\(\)](#).

#### 9.17.1.4 #define FW\_USBFAIL -3

Definition at line 9 of file firmware.c.

Referenced by [cmd\\_fwupdate\(\)](#), and [fwupdate\(\)](#).

#### 9.17.1.5 #define FW\_WRONGDEV -2

Definition at line 8 of file firmware.c.

Referenced by [cmd\\_fwupdate\(\)](#), and [fwupdate\(\)](#).

### 9.17.2 Function Documentation

#### 9.17.2.1 int cmd\_fwupdate ( [usbdevice](#) \* kb, [usbmode](#) \* dummy1, int nnumber, int dummy2, const char \* path )

Definition at line 154 of file firmware.c.

References [FEAT\\_FWUPDATE](#), [FW\\_NOFILE](#), [FW\\_OK](#), [FW\\_USBFAIL](#), [FW\\_WRONGDEV](#), [fwupdate\(\)](#), [HAS\\_FEATURES](#), [nprintf\(\)](#), and [usb\\_tryreset\(\)](#).

```

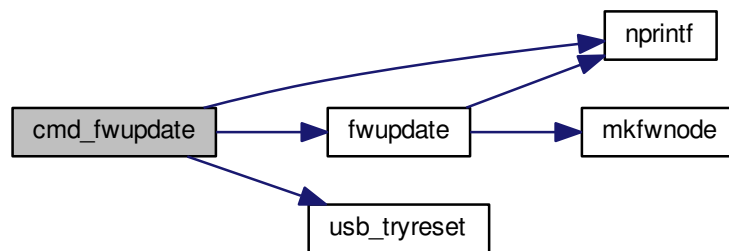
154
155     if(!HAS_FEATURES(kb, FEAT_FWUPDATE))
156         return 0;
157     // Update the firmware
158     int ret = fwupdate(kb, path, nnumber);
159     while(ret == FW_USBFAIL){
160         // Try to reset the device if it fails
161         if(usb_tryreset(kb))
162             break;
163         ret = fwupdate(kb, path, nnumber);
164     }
165     switch(ret){
166     case FW_OK:
167         nprintf(kb, nnumber, 0, "fwupdate %s ok\n", path);
168     }
```

```

168         break;
169     case FW_NOFILE:
170     case FW_WRONGDEV:
171         nprintf(kb, nnumber, 0, "fwupdate %s invalid\n", path);
172         break;
173     case FW_USBFAIL:
174         nprintf(kb, nnumber, 0, "fwupdate %s fail\n", path);
175         return -1;
176     }
177     return 0;
178 }

```

Here is the call graph for this function:



#### 9.17.2.2 int fwupdate ( usbdevice \* kb, const char \* path, int nnumber )

Definition at line 55 of file firmware.c.

References ckb\_err, ckb\_info, FW\_MAXSIZE, FW\_NOFILE, FW\_OK, FW\_USBFAIL, FW\_WRONGDEV, usbdevice::fwversion, mkfwnode(), MSG\_SIZE, nprintf(), usbdevice::product, usbdevice::usbdelay, usbdevice::usbdevice::vendor.

Referenced by cmd\_fwupdate().

```

55     {
56         // Read the firmware from the given path
57         char* fwdata = calloc(1, FW_MAXSIZE + 256);
58         int fd = open(path, O_RDONLY);
59         if(fd == -1){
60             ckb_err("Failed to open firmware file %s: %s\n", path, strerror(errno));
61             return FW_NOFILE;
62         }
63         ssize_t length = read(fd, fwdata, FW_MAXSIZE + 1);
64         if(length <= 0x108 || length > FW_MAXSIZE){
65             ckb_err("Failed to read firmware file %s: %s\n", path, length <= 0 ? strerror(errno) : "
Wrong size");
66             close(fd);
67             return FW_NOFILE;
68         }
69         close(fd);
70
71         short vendor, product, version;
72         // Copy the vendor ID, product ID, and version from the firmware file
73         memcpy(&vendor, fwdata + 0x102, 2);
74         memcpy(&product, fwdata + 0x104, 2);
75         memcpy(&version, fwdata + 0x106, 2);
76         // Check against the actual device
77         if(vendor != kb->vendor || product != kb->product){
78             ckb_err("Firmware file %s doesn't match device (V: %04x P: %04x)\n", path, vendor, product);
79             return FW_WRONGDEV;
80         }
81         ckb_info("Loading firmware version %04x from %s\n", version, path);
82         nprintf(kb, nnumber, 0, "fwupdate %s 0/%d\n", path, (int)length);
83         // Force the device to 10ms delay (we need to deliver packets very slowly to make sure it doesn't get
overwhelmed)

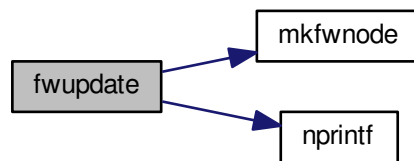
```

```

84     kb->usbdelay = 10;
85     // Send the firmware messages (256 bytes at a time)
86     uchar data_pkt[7][MSG_SIZE] = {
87         { 0x07, 0x0c, 0xf0, 0x01, 0 },
88         { 0x07, 0x0d, 0xf0, 0 },
89         { 0x7f, 0x01, 0x3c, 0 },
90         { 0x7f, 0x02, 0x3c, 0 },
91         { 0x7f, 0x03, 0x3c, 0 },
92         { 0x7f, 0x04, 0x3c, 0 },
93         { 0x7f, 0x05, 0x10, 0 }
94     };
95     int output = 0, last = 0;
96     int index = 0;
97     while(output < length){
98         int npackets = 1;
99         // Packet 1: data position
100        data_pkt[1][6] = index++;
101        while(output < length){
102            npackets++;
103            if(npackets != 6){
104                // Packets 2-5: 60 bytes of data
105                memcpy(data_pkt[npackets] + 4, fwdata + output, 60);
106                last = output;
107                output += 60;
108            } else {
109                // Packet 6: 16 bytes
110                memcpy(data_pkt[npackets] + 4, fwdata + output, 16);
111                last = output;
112                output += 16;
113                break;
114            }
115        }
116        if(index == 1){
117            if(!usbSEND(kb, data_pkt[0], 1)){
118                ckb_err("Firmware update failed\n");
119                return FW_USBFAIL;
120            }
121            // The above packet can take a lot longer to process, so wait for a while
122            sleep(3);
123            if(!usbSEND(kb, data_pkt[2], npackets - 1)){
124                ckb_err("Firmware update failed\n");
125                return FW_USBFAIL;
126            }
127        } else {
128            // If the output ends here, set the length byte appropriately
129            if(output >= length)
130                data_pkt[npackets][2] = length - last;
131            if(!usbSEND(kb, data_pkt[1], npackets)){
132                ckb_err("Firmware update failed\n");
133                return FW_USBFAIL;
134            }
135        }
136        nprintf(kb, nnumber, 0, "fwupdate %s %d/%d\n", path, output, (int)length);
137    }
138    // Send the final pair of messages
139    uchar data_pkt2[2][MSG_SIZE] = {
140        { 0x07, 0x0d, 0xf0, 0x00, 0x00, 0x00, index },
141        { 0x07, 0x02, 0xf0, 0 }
142    };
143    if(!usbSEND(kb, data_pkt2[0], 2)){
144        ckb_err("Firmware update failed\n");
145        return FW_USBFAIL;
146    }
147    // Updated successfully
148    kb->fwversion = version;
149    mkfwnode(kb);
150    ckb_info("Firmware update complete\n");
151    return FW_OK;
152 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.17.2.3 int getfwversion ( usbdevice \* kb )

Definition at line 11 of file firmware.c.

References `ckb_err`, `ckb_warn`, `FEAT_POLLRATE`, `usbdevice::features`, `usbdevice::fwversion`, `MSG_SIZE`, `usbdevice::pollrate`, `usbdevice::product`, `usbrecv`, and `usbdevice::vendor`.

Referenced by `_start_dev()`.

```

11         {
12     // Ask board for firmware info
13     uchar data_pkt[MSG_SIZE] = { 0x0e, 0x01, 0 };
14     uchar in_pkt[MSG_SIZE];
15     if(!usbrecv(kb, data_pkt, in_pkt))
16         return -1;
17     if(in_pkt[0] != 0x0e || in_pkt[1] != 0x01){
18         ckb_err("Bad input header\n");
19         return -1;
20     }
21     short vendor, product, version, bootloader;
22     // Copy the vendor ID, product ID, version, and poll rate from the firmware data
23     memcpy(&version, in_pkt + 8, 2);
24     memcpy(&bootloader, in_pkt + 10, 2);
25     memcpy(&vendor, in_pkt + 12, 2);
26     memcpy(&product, in_pkt + 14, 2);
27     char poll = in_pkt[16];
28     if(poll <= 0){
29         poll = -1;
30         kb->features &= ~FEAT_POLLRATE;
31     }
32     // Print a warning if the message didn't match the expected data
33     if(vendor != kb->vendor)
34         ckb_warn("Got vendor ID %04x (expected %04x)\n", vendor, kb->
vendor);
35     if(product != kb->product)
36         ckb_warn("Got product ID %04x (expected %04x)\n", product, kb->
product);
37     // Set firmware version and poll rate
38     if(version == 0 || bootloader == 0){

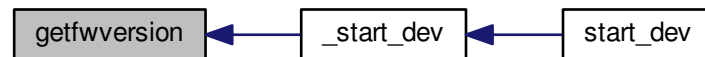
```

```

39     // Needs firmware update
40     kb->fwversion = 0;
41     kb->pollrate = -1;
42 } else {
43     if (version != kb->fwversion && kb->fwversion != 0)
44         ckb_warn("Got firmware version %04x (expected %04x)\n", version, kb->
fwversion);
45     kb->fwversion = version;
46     kb->pollrate = poll;
47 }
48 return 0;
49 }

```

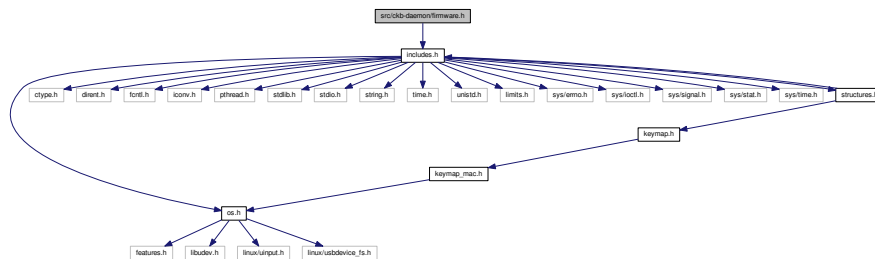
Here is the caller graph for this function:



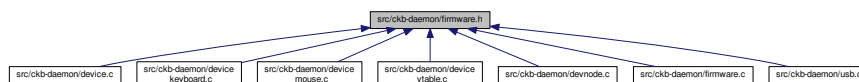
## 9.18 src/ckb-daemon/firmware.h File Reference

```
#include "includes.h"
```

Include dependency graph for firmware.h:



This graph shows which files directly or indirectly include this file:



## Functions

- `int getfwversion (usbdevice *kb)`
- `int cmd_fwupdate (usbdevice *kb, usbmode *dummy1, int nnumber, int dummy2, const char *path)`

### 9.18.1 Function Documentation

### 9.18.1.1 int cmd\_fwupdate ( usbdevice \* kb, usbmode \* dummy1, int nnumber, int dummy2, const char \* path )

Definition at line 154 of file firmware.c.

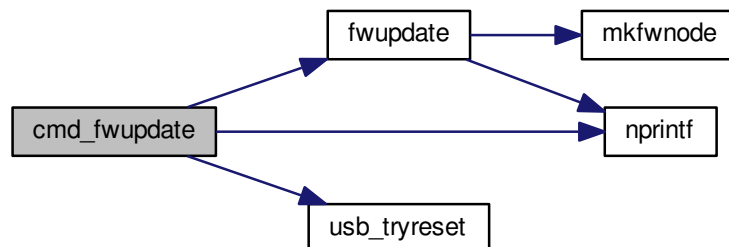
References FEAT\_FWUPDATE, FW\_NOFILE, FW\_OK, FW\_USBFAIL, FW\_WRONGDEV, fwupdate(), HAS\_FEATURES, nprintf(), and usb\_tryreset().

```

154
155     if(!HAS_FEATURES(kb, FEAT_FWUPDATE))
156         return 0;
157     // Update the firmware
158     int ret = fwupdate(kb, path, nnumber);
159     while(ret == FW_USBFAIL){
160         // Try to reset the device if it fails
161         if(usb_tryreset(kb))
162             break;
163         ret = fwupdate(kb, path, nnumber);
164     }
165     switch(ret){
166     case FW_OK:
167         nprintf(kb, nnumber, 0, "fwupdate %s ok\n", path);
168         break;
169     case FW_NOFILE:
170     case FW_WRONGDEV:
171         nprintf(kb, nnumber, 0, "fwupdate %s invalid\n", path);
172         break;
173     case FW_USBFAIL:
174         nprintf(kb, nnumber, 0, "fwupdate %s fail\n", path);
175         return -1;
176     }
177     return 0;
178 }

```

Here is the call graph for this function:



### 9.18.1.2 int getfwversion ( usbdevice \* kb )

Definition at line 11 of file firmware.c.

References ckb\_err, ckb\_warn, FEAT\_POLLRATE, usbdevice::features, usbdevice::fwversion, MSG\_SIZE, usbdevice::pollrate, usbdevice::product, usbrecv, and usbdevice::vendor.

Referenced by `_start_dev()`.

```

11
12     // Ask board for firmware info
13     uchar data_pkt[MSG_SIZE] = { 0x0e, 0x01, 0 };
14     uchar in_pkt[MSG_SIZE];
15     if(!usbrecv(kb, data_pkt, in_pkt))
16         return -1;
17     if(in_pkt[0] != 0x0e || in_pkt[1] != 0x01){
18         ckb_err("Bad input header\n");
19         return -1;

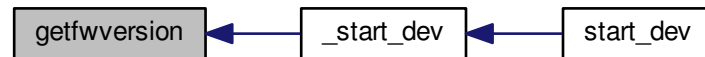
```

```

20     }
21     short vendor, product, version, bootloader;
22     // Copy the vendor ID, product ID, version, and poll rate from the firmware data
23     memcpy(&version, in_pkt + 8, 2);
24     memcpy(&bootloader, in_pkt + 10, 2);
25     memcpy(&vendor, in_pkt + 12, 2);
26     memcpy(&product, in_pkt + 14, 2);
27     char poll = in_pkt[16];
28     if(poll <= 0){
29         poll = -1;
30         kb->features &= ~FEAT_POLLRATE;
31     }
32     // Print a warning if the message didn't match the expected data
33     if(vendor != kb->vendor)
34         ckb_warn("Got vendor ID %04x (expected %04x)\n", vendor, kb->
vendor);
35     if(product != kb->product)
36         ckb_warn("Got product ID %04x (expected %04x)\n", product, kb->
product);
37     // Set firmware version and poll rate
38     if(version == 0 || bootloader == 0){
39         // Needs firmware update
40         kb->fwversion = 0;
41         kb->pollrate = -1;
42     } else {
43         if(version != kb->fwversion && kb->fwversion != 0)
44             ckb_warn("Got firmware version %04x (expected %04x)\n", version, kb->
fwversion);
45         kb->fwversion = version;
46         kb->pollrate = poll;
47     }
48     return 0;
49 }

```

Here is the caller graph for this function:



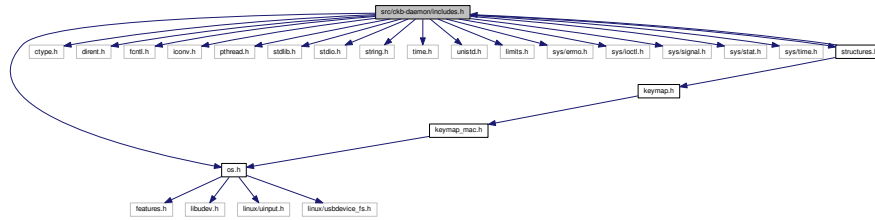
## 9.19 src/ckb-daemon/includes.h File Reference

```

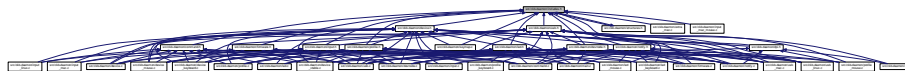
#include "os.h"
#include <ctype.h>
#include <dirent.h>
#include <fcntl.h>
#include <iconv.h>
#include <pthread.h>
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <limits.h>
#include <sys/errno.h>
#include <sys/ioctl.h>
#include <sys/signal.h>
#include <sys/stat.h>
#include <sys/time.h>
#include "structures.h"

```

Include dependency graph for includes.h:



This graph shows which files directly or indirectly include this file:



## Macros

- #define `INDEX_OF(entry, array)` (int)(entry - array)
- #define `ckb_s_out` stdout
- #define `ckb_s_err` stdout
- #define `__FILE_NOPATH__` (strchr(\_\_FILE\_\_, '/') ? strchr(\_\_FILE\_\_, '/') + 1 : \_\_FILE\_\_)
- #define `ckb_fatal_nofile(fmt, args...)` fprintf(`ckb_s_err`, "[F] " fmt, ## args)
- #define `ckb_fatal_fn(fmt, file, line, args...)` fprintf(`ckb_s_err`, "[F] %s (via %s:%d): " fmt, \_\_func\_\_, file, line, ## args)
- #define `ckb_fatal(fmt, args...)` fprintf(`ckb_s_err`, "[F] %s (%s:%d): " fmt, \_\_func\_\_, `__FILE_NOPATH__`, `__LINE__`, ## args)
- #define `ckb_err_nofile(fmt, args...)` fprintf(`ckb_s_err`, "[E] " fmt, ## args)
- #define `ckb_err_fn(fmt, file, line, args...)` fprintf(`ckb_s_err`, "[E] %s (via %s:%d): " fmt, \_\_func\_\_, file, line, ## args)
- #define `ckb_err(fmt, args...)` fprintf(`ckb_s_err`, "[E] %s (%s:%d): " fmt, \_\_func\_\_, `__FILE_NOPATH__`, `__LINE__`, ## args)
- #define `ckb_warn_nofile(fmt, args...)` fprintf(`ckb_s_out`, "[W] " fmt, ## args)
- #define `ckb_warn_fn(fmt, file, line, args...)` fprintf(`ckb_s_out`, "[W] %s (via %s:%d): " fmt, \_\_func\_\_, file, line, ## args)
- #define `ckb_warn(fmt, args...)` fprintf(`ckb_s_out`, "[W] %s (%s:%d): " fmt, \_\_func\_\_, `__FILE_NOPATH__`, `__LINE__`, ## args)
- #define `ckb_info_nofile(fmt, args...)` fprintf(`ckb_s_out`, "[I] " fmt, ## args)
- #define `ckb_info_fn(fmt, file, line, args...)` fprintf(`ckb_s_out`, "[I] " fmt, ## args)
- #define `ckb_info(fmt, args...)` fprintf(`ckb_s_out`, "[I] " fmt, ## args)
- #define `timespec_gt(left, right)` ((left).tv\_sec > (right).tv\_sec || ((left).tv\_sec == (right).tv\_sec && (left).tv\_nsec > (right).tv\_nsec))
- #define `timespec_eq(left, right)` ((left).tv\_sec == (right).tv\_sec && (left).tv\_nsec == (right).tv\_nsec)
- #define `timespec_ge(left, right)` ((left).tv\_sec > (right).tv\_sec || ((left).tv\_sec == (right).tv\_sec && (left).tv\_nsec >= (right).tv\_nsec))
- #define `timespec_lt(left, right)` (!`timespec_ge`(left, right))
- #define `timespec_le(left, right)` (!`timespec_gt`(left, right))

## Typedefs

- typedef unsigned char `uchar`
- typedef unsigned short `ushort`



## Functions

- void [timespec\\_add](#) (struct timespec \*timespec, long nanoseconds)

### 9.19.1 Macro Definition Documentation

9.19.1.1 `#define __FILE_NOPATH__ (strchr(__FILE__, '/') ? strchr(__FILE__, '/') + 1 : __FILE__)`

Definition at line 41 of file includes.h.

9.19.1.2 `#define ckb_err( fmt, args... ) fprintf(ckb_s_err, "[E] %s (%s:%d): " fmt, __func__, __FILE_NOPATH__, __LINE__, ## args)`

Definition at line 50 of file includes.h.

Referenced by `_mkdevpath()`, `fwupdate()`, `getfwversion()`, `loaddpi()`, `loadrgb_kb()`, `loadrgb_mouse()`, `os_inputmain()`, `os_sendindicators()`, `os_setupusb()`, `restart()`, `setupusb()`, `uinputopen()`, `usb_tryreset()`, `usbadd()`, and `usbclaim()`.

9.19.1.3 `#define ckb_err_fn( fmt, file, line, args... ) fprintf(ckb_s_err, "[E] %s (via %s:%d): " fmt, __func__, file, line, ## args)`

Definition at line 49 of file includes.h.

Referenced by `_nk95cmd()`, `_usbrecv()`, `os_usbrecv()`, and `os_usbsend()`.

9.19.1.4 `#define ckb_err_nofile( fmt, args... ) fprintf(ckb_s_err, "[E] " fmt, ## args)`

Definition at line 48 of file includes.h.

9.19.1.5 `#define ckb_fatal( fmt, args... ) fprintf(ckb_s_err, "[F] %s (%s:%d): " fmt, __func__, __FILE_NOPATH__, __LINE__, ## args)`

Definition at line 47 of file includes.h.

Referenced by `usbmain()`.

9.19.1.6 `#define ckb_fatal_fn( fmt, file, line, args... ) fprintf(ckb_s_err, "[F] %s (via %s:%d): " fmt, __func__, file, line, ## args)`

Definition at line 46 of file includes.h.

9.19.1.7 `#define ckb_fatal_nofile( fmt, args... ) fprintf(ckb_s_err, "[F] " fmt, ## args)`

Definition at line 45 of file includes.h.

Referenced by `main()`.

9.19.1.8 `#define ckb_info( fmt, args... ) fprintf(ckb_s_out, "[I] " fmt, ## args)`

Definition at line 56 of file includes.h.

Referenced by `_setupusb()`, `_start_dev()`, `closeusb()`, `cmd_restart()`, `fwupdate()`, `main()`, `os_inputmain()`, `os_setupusb()`, `quitWithLock()`, `rmdevpath()`, `usb_tryreset()`, `usbadd()`, and `usbclaim()`.

9.19.1.9 `#define ckb_info_fn( fmt, file, line, args... ) fprintf(ckb_s_out, "[I] " fmt, ## args)`

Definition at line 55 of file includes.h.

9.19.1.10 `#define ckb_info_nofile( fmt, args... ) fprintf(ckb_s_out, "[I] " fmt, ## args)`

Definition at line 54 of file includes.h.

Referenced by main().

9.19.1.11 `#define ckb_s_err stdout`

Definition at line 37 of file includes.h.

9.19.1.12 `#define ckb_s_out stdout`

Definition at line 36 of file includes.h.

9.19.1.13 `#define ckb_warn( fmt, args... ) fprintf(ckb_s_out, "[W] %s (%s:%d): " fmt, __func__, __FILE__ __LINE__, ## args)`

Definition at line 53 of file includes.h.

Referenced by `_mkdevpath()`, `_mknotifynode()`, `_start_dev()`, `_updateconnected()`, `getfwversion()`, `hid_kb_translate()`, `isync()`, `mkfwnode()`, `os_inputclose()`, `os_keypress()`, `os_mousemove()`, `readlines()`, `rmdevpath()`, `uinputopen()`, and `usbmain()`.

9.19.1.14 `#define ckb_warn_fn( fmt, file, line, args... ) fprintf(ckb_s_out, "[W] %s (via %s:%d): " fmt, __func__, file, line, ## args)`

Definition at line 52 of file includes.h.

Referenced by `os_usbrecv()`, and `os_usbsend()`.

9.19.1.15 `#define ckb_warn_nofile( fmt, args... ) fprintf(ckb_s_out, "[W] " fmt, ## args)`

Definition at line 51 of file includes.h.

Referenced by main().

9.19.1.16 `#define INDEX_OF( entry, array ) (int)(entry - array)`

Definition at line 28 of file includes.h.

Referenced by `_mkdevpath()`, `_mknotifynode()`, `_rmnotifynode()`, `_setupusb()`, `closeusb()`, `mkfwnode()`, `nprintf()`, `os_closeusb()`, `os_inputmain()`, `os_inputopen()`, `os_setupusb()`, `readcmd()`, and `rmdevpath()`.

9.19.1.17 `#define timespec_eq( left, right ) ((left).tv_sec == (right).tv_sec && (left).tv_nsec == (right).tv_nsec)`

Definition at line 61 of file includes.h.

9.19.1.18 `#define timespec_ge( left, right ) ((left).tv_sec > (right).tv_sec || ((left).tv_sec == (right).tv_sec && (left).tv_nsec >= (right).tv_nsec))`

Definition at line 62 of file includes.h.

9.19.1.19 `#define timespec_gt( left, right ) ((left).tv_sec > (right).tv_sec || ((left).tv_sec == (right).tv_sec && (left).tv_nsec > (right).tv_nsec))`

Definition at line 60 of file includes.h.

9.19.1.20 `#define timespec_le( left, right ) (!timespec_gt(left, right))`

Definition at line 64 of file includes.h.

9.19.1.21 `#define timespec_lt( left, right ) (!timespec_ge(left, right))`

Definition at line 63 of file includes.h.

## 9.19.2 Typedef Documentation

9.19.2.1 `typedef unsigned char uchar`

Definition at line 25 of file includes.h.

9.19.2.2 `typedef unsigned short ushort`

Definition at line 26 of file includes.h.

## 9.19.3 Function Documentation

9.19.3.1 `void timespec_add ( struct timespec * timespec, long nanoseconds )`

Definition at line 19 of file main.c.

```

19                                     {
20     nanoseconds += timespec->tv_nsec;
21     timespec->tv_sec += nanoseconds / 1000000000;
22     timespec->tv_nsec = nanoseconds % 1000000000;
23 }
```

## 9.20 src/ckb-daemon/input.c File Reference

```

#include "device.h"
#include "input.h"
#include "notify.h"
```



```

236
237
238
239 // Null strings = "macro clear" -> erase the whole thing
240 for(int i = 0; i < bind->macrocount; i++)
241     free(bind->macros[i].actions);
242 bind->macrocount = 0;
243 return;
244 }
245 if(bind->macrocount >= MACRO_MAX)
246     return;
247 // Create a key macro
248 keymacro macro;
249 memset(&macro, 0, sizeof(macro));
250 // Scan the left side for key names, separated by +
251 int empty = 1;
252 int left = strlen(keys), right = strlen(assignment);
253 int position = 0, field = 0;
254 char keyname[24];
255 while(position < left && sscanf(keys + position, "%10[^\n]", keyname, &field) == 1){
256     int keycode;
257     if((sscanf(keyname, "%d", &keycode) && keycode >= 0 && keycode <
N_KEYS_INPUT)
258 || (sscanf(keyname, "%x", &keycode) && keycode >= 0 && keycode <
N_KEYS_INPUT)){
259         // Set a key numerically
260         SET_KEYBIT(macro.combo, keycode);
261         empty = 0;
262     } else {
263         // Find this key in the keymap
264         for(unsigned i = 0; i < N_KEYS_INPUT; i++){
265             if(keymap[i].name && !strcmp(keyname, keymap[i].name)){
266                 macro.combo[i / 8] |= 1 << (i % 8);
267                 empty = 0;
268                 break;
269             }
270         }
271     }
272     if(keys[position += field] == '+')
273         position++;
274 }
275 if(empty)
276     return;
277 // Count the number of actions (comma separated)
278 int count = 1;
279 for(const char* c = assignment; *c != 0; c++){
280     if(*c == ',')
281         count++;
282 }
283 // Allocate a buffer for them
284 macro.actions = calloc(count, sizeof(macroaction));
285 macro.actioncount = 0;
286 // Scan the actions
287 position = 0;
288 field = 0;
289 // max action = old 11 chars plus 12 chars which is the max 32-bit int 4294967295 size
290 while(position < right && sscanf(assignment + position, "%23[^\n]", keyname, &field) == 1){
291     if(!strcmp(keyname, "clear"))
292         break;
293
294     // Check for local key delay of the form '[+-]<key>=<delay>'
295     long int long_delay; // scanned delay value, used to keep delay in range.
296     unsigned int delay = UINT_MAX; // computed delay value. UINT_MAX means use global delay value.
297     char real_keyname[12]; // temp to hold the left side (key) of the <key>=<delay>
298     int scan_matches = sscanf(keyname, "%11[^\n]=%ld", real_keyname, &long_delay);
299     if (scan_matches == 2) {
300         if (0 <= long_delay && long_delay < UINT_MAX) {
301             delay = (unsigned int)long_delay;
302             strcpy(keyname, real_keyname); // keyname[24], real_keyname[12]
303         }
304     }
305
306     int down = (keyname[0] == '+');
307     if(down || keyname[0] == '-') {
308         int keycode;
309         if((sscanf(keyname + 1, "%d", &keycode) && keycode >= 0 && keycode < N_KEYS_INPUT)
310 || (sscanf(keyname + 1, "%x", &keycode) && keycode >= 0 && keycode <
N_KEYS_INPUT)){
311             // Set a key numerically
312             macro.actions[macro.actioncount].scan =
keymap[keycode].scan;
313             macro.actions[macro.actioncount].down = down;
314             macro.actions[macro.actioncount].delay = delay;
315             macro.actioncount++;
316         } else {
317             // Find this key in the keymap
318             for(unsigned i = 0; i < N_KEYS_INPUT; i++){

```

```

319         if(keymap[i].name && !strcmp(keyname + 1, keymap[i].name)){
320             macro.actions[macro.actioncount].scan =
keymap[i].scan;
321             macro.actions[macro.actioncount].down = down;
322             macro.actions[macro.actioncount].delay = delay;
323             macro.actioncount++;
324             break;
325         }
326     }
327 }
328 }
329 if(assignment[position += field] == ',')
330     position++;
331 }
332
333 // See if there's already a macro with this trigger
334 keymacro* macros = bind->macros;
335 for(int i = 0; i < bind->macrocount; i++){
336     if(!memcmp(macros[i].combo, macro.combo, N_KEYBYTES_INPUT)){
337         free(macros[i].actions);
338         // If the new macro has no actions, erase the existing one
339         if(!macro.actioncount){
340             for(int j = i + 1; j < bind->macrocount; j++)
341                 memcpy(macros + j - 1, macros + j, sizeof(keymacro));
342             bind->macrocount--;
343         } else
344             // If there are actions, replace the existing with the new
345             memcpy(macros + i, &macro, sizeof(keymacro));
346         return;
347     }
348 }
349
350 // Add the macro to the device settings if not empty
351 if(macro.actioncount < 1)
352     return;
353 memcpy(bind->macros + (bind->macrocount++), &macro, sizeof(
keymacro));
354 if(bind->macrocount >= bind->macrocap)
355     bind->macros = realloc(bind->macros, (bind->macrocap += 16) * sizeof(
keymacro));
356 }

```

Here is the caller graph for this function:



#### 9.20.2.2 void cmd\_bind ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* to )

Definition at line 198 of file input.c.

References binding::base, usbmode::bind, imutex, keymap, N\_KEYS\_INPUT, and key::scan.

```

198
199     if(keyindex >= N_KEYS_INPUT)
200         return;
201     // Find the key to bind to
202     int tocode = 0;
203     if(sscanf(to, "%x", &tocode) != 1 && sscanf(to, "%u", &tocode) == 1 && tocode <
N_KEYS_INPUT){
204         pthread_mutex_lock(&imutex(kb));
205         mode->bind.base[keyindex] = tocode;
206         pthread_mutex_unlock(&imutex(kb));
207         return;
208     }
209     // If not numeric, look it up
210     for(int i = 0; i < N_KEYS_INPUT; i++){
211         if(keymap[i].name && !strcmp(to, keymap[i].name)){

```

```

212         pthread_mutex_lock(imutex(kb));
213         mode->bind.base[keyindex] = keymap[i].scan;
214         pthread_mutex_unlock(imutex(kb));
215         return;
216     }
217 }
218 }

```

#### 9.20.2.3 void cmd\_macro ( usbdevice \* kb, usbmode \* mode, const int notifynumber, const char \* keys, const char \* assignment )

Definition at line 358 of file input.c.

References `_cmd_macro()`, and `imutex`.

```

358 {
359     pthread_mutex_lock(imutex(kb));
360     _cmd_macro(mode, keys, assignment);
361     pthread_mutex_unlock(imutex(kb));
362 }

```

Here is the call graph for this function:



#### 9.20.2.4 void cmd\_rebind ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* to )

Definition at line 228 of file input.c.

References `binding::base`, `usbmode::bind`, `imutex`, `keymap`, `N_KEYS_INPUT`, and `key::scan`.

```

228 {
229     if(keyindex >= N_KEYS_INPUT)
230         return;
231     pthread_mutex_lock(imutex(kb));
232     mode->bind.base[keyindex] = keymap[keyindex].scan;
233     pthread_mutex_unlock(imutex(kb));
234 }

```

#### 9.20.2.5 void cmd\_unbind ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* to )

Definition at line 220 of file input.c.

References `binding::base`, `usbmode::bind`, `imutex`, `KEY_UNBOUND`, and `N_KEYS_INPUT`.

```

220 {
221     if(keyindex >= N_KEYS_INPUT)
222         return;
223     pthread_mutex_lock(imutex(kb));
224     mode->bind.base[keyindex] = KEY_UNBOUND;
225     pthread_mutex_unlock(imutex(kb));
226 }

```

### 9.20.2.6 void freebind ( binding \* bind )

Definition at line 191 of file input.c.

References keymacro::actions, binding::macrocount, and binding::macros.

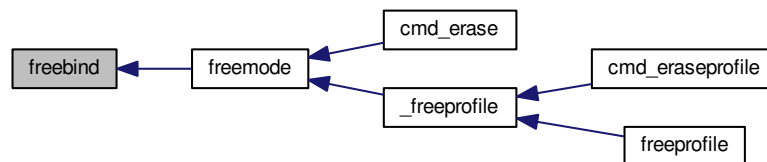
Referenced by freemode().

```

191     {
192     for(int i = 0; i < bind->macrocount; i++)
193         free(bind->macros[i].actions);
194     free(bind->macros);
195     memset(bind, 0, sizeof(*bind));
196 }

```

Here is the caller graph for this function:



### 9.20.2.7 void initbind ( binding \* bind )

Definition at line 183 of file input.c.

References binding::base, keymap, binding::macrocap, binding::macrocount, binding::macros, N\_KEYS\_INPUT, and key::scan.

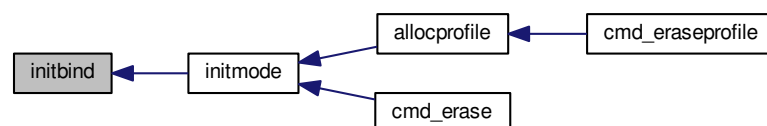
Referenced by initmode().

```

183     {
184     for(int i = 0; i < N_KEYS_INPUT; i++)
185         bind->base[i] = keymap[i].scan;
186     bind->macros = calloc(32, sizeof(keymacro));
187     bind->macrocap = 32;
188     bind->macrocount = 0;
189 }

```

Here is the caller graph for this function:





## 9.20.2.8 void inputupdate ( usbdevice \* kb )

Definition at line 132 of file input.c.

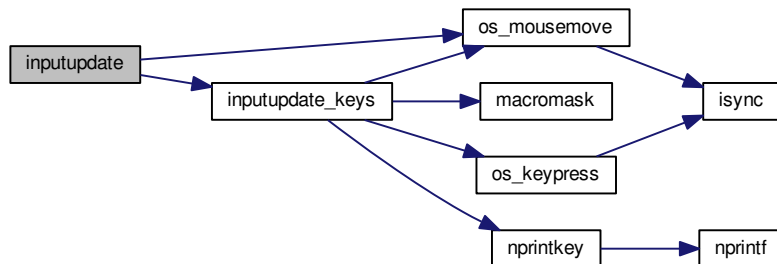
References `usbdevice::input`, `inputupdate_keys()`, `os_mousemove()`, `usbdevice::profile`, `usbinput::rel_x`, `usbinput::rel_y`, `usbdevice::uinput_kb`, and `usbdevice::uinput_mouse`.

Referenced by `os_inputmain()`, `setactive_kb()`, and `setactive_mouse()`.

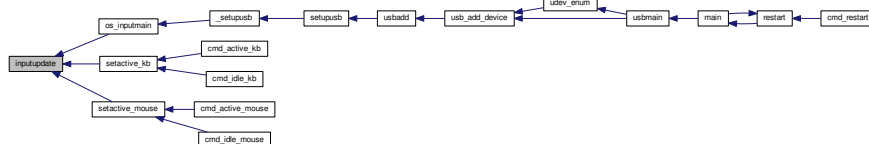
```

132                                     {
133 #ifdef OS_LINUX
134     if ((!kb->uinput_kb || !kb->uinput_mouse)
135 #else
136     if (!kb->event
137 #endif
138         || !kb->profile)
139         return;
140     // Process key/button input
141     inputupdate_keys(kb);
142     // Process mouse movement
143     usbinput* input = &kb->input;
144     if(input->rel_x != 0 || input->rel_y != 0){
145         os_mousemove(kb, input->rel_x, input->rel_y);
146         input->rel_x = input->rel_y = 0;
147     }
148     // Finish up
149     memcpy(input->prevkeys, input->keys, N_KEYBYTES_INPUT);
150 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



## 9.20.2.9 static void inputupdate\_keys ( usbdevice \* kb ) [static]

Definition at line 15 of file input.c.

References `keymacro::actioncount`, `keymacro::actions`, `usbdevice::active`, `binding::base`, `usbmode::bind`, `keymacro::combo`, `usbprofile::currentmode`, `macroaction::delay`, `usbdevice::delay`, `macroaction::down`, `usbdevice::input`, `IS_MOD`, `IS_WHEEL`, `keymap`, `usbinput::keys`, `binding::macrocount`, `macromask()`, `binding::macros`, `mmutex`, `N_KEYBYTES_INPUT`, `N_KEYS_INPUT`, `usbmode::notify`, `nprintkey()`, `os_keypress()`, `os_mousemove()`, `OUTFIFO_MAX`,

usbinput::prevkeys, usbdevice::profile, macroaction::rel\_x, macroaction::rel\_y, macroaction::scan, key::scan, SCAN\_SILENT, and keymacro::triggered.

Referenced by inputupdate().

```

15         {
16     usbmode* mode = kb->profile->currentmode;
17     binding* bind = &mode->bind;
18     usbinput* input = &kb->input;
19     // Don't do anything if the state hasn't changed
20     if(!memcmp(input->prevkeys, input->keys, N_KEYBYTES_INPUT))
21         return;
22     // Look for macros matching the current state
23     int macrotrigger = 0;
24     if(kb->active){
25         for(int i = 0; i < bind->macrocount; i++){
26             keymacro* macro = &bind->macros[i];
27             if(macromask(input->keys, macro->combo)){
28                 if(!macro->triggered){
29                     macrotrigger = 1;
30                     macro->triggered = 1;
31                     // Send events for each keypress in the macro
32                     pthread_mutex_lock(&mmutex(kb)); // Synchronization between macro output and color
33                     information
34                     for(int a = 0; a < macro->actioncount; a++){
35                         macroaction* action = macro->actions + a;
36                         if(action->rel_x != 0 || action->rel_y != 0)
37                             os_mousemove(kb, action->rel_x, action->
38                             rel_y);
39                         else {
40                             os_keypress(kb, action->scan, action->
41                             down);
42                             if (action->delay != UINT_MAX) { // local delay set
43                                 usleep(action->delay);
44                             } else if (kb->delay != UINT_MAX) { // use default global delay
45                                 usleep(kb->delay);
46                             } else if (a < (macro->actioncount - 1)) { // use delays depending
47                                 on macro length
48                                     if (a > 200) {
49                                         usleep(100);
50                                     } else if (a > 20) {
51                                         usleep(30);
52                                     }
53                                 }
54                             }
55                             pthread_mutex_unlock(&mmutex(kb));
56                         } else {
57                             macro->triggered = 0;
58                             macrotrigger = 0;
59                         }
60                     }
61                     // Make a list of keycodes to send. Rearrange them so that modifier keydowns always come first
62                     // and modifier keyups always come last. This ensures that shortcut keys will register properly
63                     // even if both keydown events happen at once.
64                     // N_KEYS + 4 is used because the volume wheel generates keydowns and keyups at the same time
65                     // (it's currently impossible to press all four at once, but safety first)
66                     int events[N_KEYS_INPUT + 4];
67                     int modcount = 0, keycount = 0, rmodcount = 0;
68                     for(int byte = 0; byte < N_KEYBYTES_INPUT; byte++){
69                         char oldb = input->prevkeys[byte], newb = input->keys[byte];
70                         if(oldb == newb)
71                             continue;
72                         for(int bit = 0; bit < 8; bit++){
73                             int keyindex = byte * 8 + bit;
74                             if(keyindex >= N_KEYS_INPUT)
75                                 break;
76                             const key* map = keymap + keyindex;
77                             int scancode = (kb->active) ? bind->base[keyindex] : map->
78                             scan;
79                             char mask = 1 << bit;
80                             char old = oldb & mask, new = newb & mask;
81                             // If the key state changed, send it to the input device
82                             if(old != new){
83                                 // Don't echo a key press if a macro was triggered or if there's no scancode associated
84                                 if(!macrotrigger && !(scancode & SCAN_SILENT)){
85                                     if(IS_MOD(scancode)){
86                                         if(new){
87                                             // Modifier down: Add to the end of modifier keys
88                                             for(int i = keycount + rmodcount; i > 0; i--){
89                                                 events[modcount + i] = events[modcount + i - 1];
90                                             }
91                                             // Add 1 to the scancode because A is zero on OSX
92                                             // Positive code = keydown, negative code = keyup
93                                             events[modcount++] = scancode + 1;

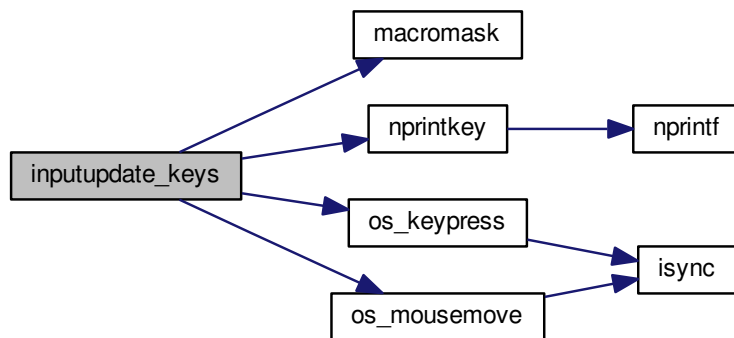
```

```

100         } else {
101             // Modifier up: Add to the end of everything
102             events[modcount + keycount + rmodcount++] = -(scancode + 1);
103         }
104     } else {
105         // Regular keypress: add to the end of regular keys
106         for(int i = rmodcount; i > 0; i--)
107             events[modcount + keycount + i] = events[modcount + keycount + i - 1];
108         events[modcount + keycount++] = new ? (scancode + 1) : -(scancode + 1);
109         // The volume wheel and the mouse wheel don't generate keyups, so create them
110         automatically
111         #define IS_WHEEL(scan, kb) (((scan) == KEY_VOLUMEUP || (scan) == KEY_VOLUMEDOWN || (scan) == BTN_WHEELUP
112         || (scan) == BTN_WHEELDOWN) && !IS_K65(kb))
113         if(new && IS_WHEEL(map->scan, kb)){
114             for(int i = rmodcount; i > 0; i--)
115                 events[modcount + keycount + i] = events[modcount + keycount + i - 1];
116             events[modcount + keycount++] = -(scancode + 1);
117             input->keys[byte] &= ~mask;
118         }
119     }
120 }
121 // Print notifications if desired
122 if(kb->active){
123     for(int notify = 0; notify < OUTFIFO_MAX; notify++){
124         if(mode->notify[notify][byte] & mask){
125             nprintkey(kb, notify, keyindex, new);
126             // Wheels doesn't generate keyups
127             if(new && IS_WHEEL(map->scan, kb))
128                 nprintkey(kb, notify, keyindex, 0);
129         }
130     }
131 }
132 }
133 // Process all queued keypresses
134 int totalkeys = modcount + keycount + rmodcount;
135 for(int i = 0; i < totalkeys; i++){
136     int scancode = events[i];
137     os_keypress(kb, (scancode < 0 ? -scancode : scancode) - 1, scancode > 0);
138 }
139 }
140 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.20.2.10 int macromask ( const uchar \* key1, const uchar \* key2 )

Definition at line 5 of file input.c.

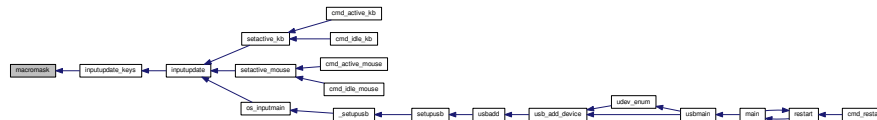
References N\_KEYBYTES\_INPUT.

Referenced by inputupdate\_keys().

```

5      {
6      // Scan a macro against key input. Return 0 if any of them don't match
7      for(int i = 0; i < N_KEYBYTES_INPUT; i++){
8          // if((key1[i] & key2[i]) != key2[i])
9          if(key1[i] != key2[i]) // Changed to detect G-keys + modifiers
10             return 0;
11      }
12      return 1;
13  }
```

Here is the caller graph for this function:



### 9.20.2.11 void updateindicators\_kb ( usbdevice \* kb, int force )

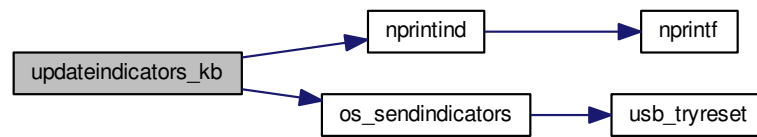
Definition at line 152 of file input.c.

References usbdevice::active, usbprofile::currentmode, DELAY\_SHORT, usbdevice::hw\_ileads, usbdevice::hw\_ileads\_old, I\_CAPS, I\_NUM, I\_SCROLL, usbdevice::ileads, usbmode::inotify, usbmode::ioff, usbmode::ion, nprintind(), os\_sendindicators(), OUTFIFO\_MAX, and usbdevice::profile.

```

152      {
153      // Read current hardware indicator state (set externally)
154      uchar old = kb->ileads, hw_old = kb->hw_ileads_old;
155      uchar new = kb->hw_ileads, hw_new = new;
156      // Update them if needed
157      if(kb->active){
158          usbmode* mode = kb->profile->currentmode;
159          new = (new & ~mode->ioff) | mode->ion;
160      }
161      kb->ileads = new;
162      kb->hw_ileads_old = hw_new;
163      if(old != new || force){
164          DELAY_SHORT(kb);
165          os_sendindicators(kb);
166      }
167      // Print notifications if desired
168      if(!kb->active)
169          return;
170      usbmode* mode = kb->profile->currentmode;
171      uchar indicators[] = { I_NUM, I_CAPS, I_SCROLL };
172      for(unsigned i = 0; i < sizeof(indicators) / sizeof(uchar); i++){
173          uchar mask = indicators[i];
174          if((hw_old & mask) == (hw_new & mask))
175              continue;
176          for(int notify = 0; notify < OUTFIFO_MAX; notify++){
177              if(mode->inotify[notify] & mask)
178                  nprintind(kb, notify, mask, hw_new & mask);
179          }
180      }
181  }
```

Here is the call graph for this function:

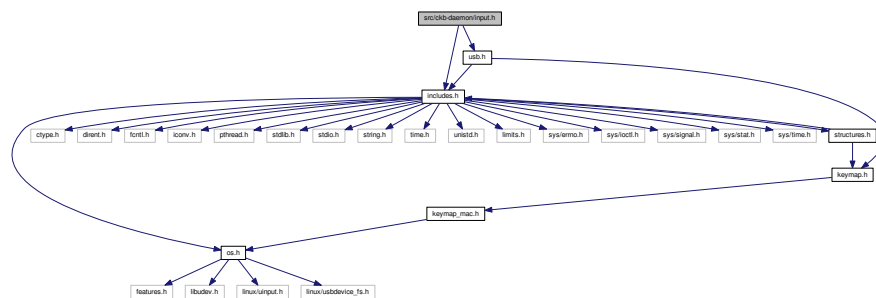


## 9.21 src/ckb-daemon/input.h File Reference

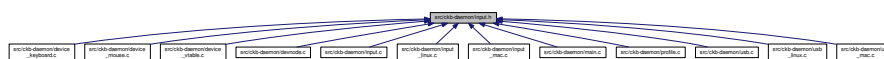
```
#include "includes.h"
```

```
#include "usb.h"
```

Include dependency graph for input.h:



This graph shows which files directly or indirectly include this file:



## Macros

- #define **IS\_MOD**(s) ((s) == KEY\_CAPSLOCK || (s) == KEY\_NUMLOCK || (s) == KEY\_SCROLLLOCK || (s) == KEY\_LEFTSHIFT || (s) == KEY\_RIGHTSHIFT || (s) == KEY\_LEFTCTRL || (s) == KEY\_RIGHTCTRL || (s) == KEY\_LEFTMETA || (s) == KEY\_RIGHTMETA || (s) == KEY\_LEFTALT || (s) == KEY\_RIGHTALT || (s) == KEY\_FN)

## Functions

- int **os\_inputopen** (usbdevice \*kb)  
    os\_inputopen
- void **os\_inputclose** (usbdevice \*kb)
- void **inputupdate** (usbdevice \*kb)
- void **updateindicators\_kb** (usbdevice \*kb, int force)
- void **initbind** (binding \*bind)

- void `freebind` (`binding` \*bind)
- void `cmd_bind` (`usbdevice` \*kb, `usbmode` \*mode, int dummy, int keyindex, const char \*to)
- void `cmd_unbind` (`usbdevice` \*kb, `usbmode` \*mode, int dummy, int keyindex, const char \*ignored)
- void `cmd_rebind` (`usbdevice` \*kb, `usbmode` \*mode, int dummy, int keyindex, const char \*ignored)
- void `cmd_macro` (`usbdevice` \*kb, `usbmode` \*mode, const int notifynumber, const char \*keys, const char \*assignment)
- void `os_keypress` (`usbdevice` \*kb, int scancode, int down)
- void `os_mousemove` (`usbdevice` \*kb, int x, int y)
- int `os_setupindicators` (`usbdevice` \*kb)

### 9.21.1 Macro Definition Documentation

9.21.1.1 `#define IS_MOD( s ) ((s) == KEY_CAPSLOCK || (s) == KEY_NUMLOCK || (s) == KEY_SCROLLLOCK || (s) == KEY_LEFTSHIFT || (s) == KEY_RIGHTSHIFT || (s) == KEY_LEFTCTRL || (s) == KEY_RIGHTCTRL || (s) == KEY_LEFTMETA || (s) == KEY_RIGHTMETA || (s) == KEY_LEFTALT || (s) == KEY_RIGHTALT || (s) == KEY_FN)`

Definition at line 34 of file `input.h`.

Referenced by `inputupdate_keys()`.

### 9.21.2 Function Documentation

9.21.2.1 void `cmd_bind` ( `usbdevice` \* kb, `usbmode` \* mode, int dummy, int keyindex, const char \* to )

Definition at line 198 of file `input.c`.

References `binding::base`, `usbmode::bind`, `imutex`, `keymap`, `N_KEYS_INPUT`, and `key::scan`.

```

198
199     if(keyindex >= N_KEYS_INPUT) {
200         return;
201         // Find the key to bind to
202         int tocode = 0;
203         if(sscanf(to, "%x%u", &tocode) != 1 && sscanf(to, "%u", &tocode) == 1 && tocode <
N_KEYS_INPUT) {
204             pthread_mutex_lock(&imutex(kb));
205             mode->bind.base[keyindex] = tocode;
206             pthread_mutex_unlock(&imutex(kb));
207             return;
208         }
209         // If not numeric, look it up
210         for(int i = 0; i < N_KEYS_INPUT; i++){
211             if(keymap[i].name && !strcmp(to, keymap[i].name)){
212                 pthread_mutex_lock(&imutex(kb));
213                 mode->bind.base[keyindex] = keymap[i].scan;
214                 pthread_mutex_unlock(&imutex(kb));
215                 return;
216             }
217         }
218     }

```

9.21.2.2 void `cmd_macro` ( `usbdevice` \* kb, `usbmode` \* mode, const int notifynumber, const char \* keys, const char \* assignment )

Definition at line 358 of file `input.c`.

References `_cmd_macro()`, and `imutex`.

```

358
359     {
360         pthread_mutex_lock(&imutex(kb));
361         _cmd_macro(mode, keys, assignment);
362         pthread_mutex_unlock(&imutex(kb));

```

Here is the call graph for this function:



#### 9.21.2.3 void cmd\_rebind ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* ignored )

Definition at line 228 of file input.c.

References binding::base, usbmode::bind, imutex, keymap, N\_KEYS\_INPUT, and key::scan.

```

228                                     {
229     if(keyindex >= N_KEYS_INPUT)
230         return;
231     pthread_mutex_lock(imutex(kb));
232     mode->bind.base[keyindex] = keymap[keyindex].scan;
233     pthread_mutex_unlock(imutex(kb));
234 }
```

#### 9.21.2.4 void cmd\_unbind ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* ignored )

Definition at line 220 of file input.c.

References binding::base, usbmode::bind, imutex, KEY\_UNBOUND, and N\_KEYS\_INPUT.

```

220                                     {
221     if(keyindex >= N_KEYS_INPUT)
222         return;
223     pthread_mutex_lock(imutex(kb));
224     mode->bind.base[keyindex] = KEY_UNBOUND;
225     pthread_mutex_unlock(imutex(kb));
226 }
```

#### 9.21.2.5 void freebind ( binding \* bind )

Definition at line 191 of file input.c.

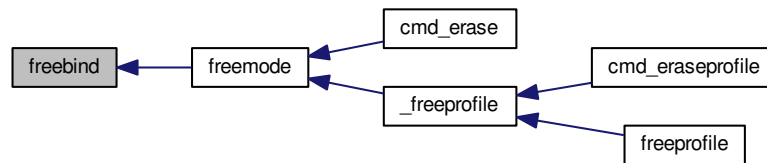
References keymacro::actions, binding::macrocount, and binding::macros.

Referenced by freemode().

```

191                                     {
192     for(int i = 0; i < bind->macrocount; i++)
193         free(bind->macros[i].actions);
194     free(bind->macros);
195     memset(bind, 0, sizeof(*bind));
196 }
```

Here is the caller graph for this function:



#### 9.21.2.6 void initbind ( binding \* bind )

Definition at line 183 of file input.c.

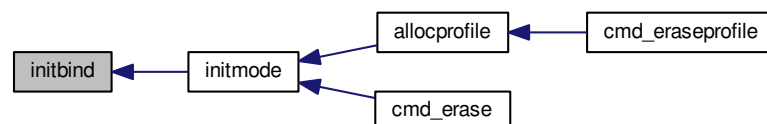
References binding::base, keymap, binding::macrocap, binding::macrocount, binding::macros, N\_KEYS\_INPUT, and key::scan.

Referenced by initmode().

```

183     {
184         for(int i = 0; i < N_KEYS_INPUT; i++)
185             bind->base[i] = keymap[i].scan;
186         bind->macros = calloc(32, sizeof(keymacro));
187         bind->macrocap = 32;
188         bind->macrocount = 0;
189     }
  
```

Here is the caller graph for this function:



#### 9.21.2.7 void inputupdate ( usbdevice \* kb )

Definition at line 132 of file input.c.

References usbdevice::input, inputupdate\_keys(), os\_mousemove(), usbdevice::profile, usbinput::rel\_x, usbinput::rel\_y, usbdevice::uinput\_kb, and usbdevice::uinput\_mouse.

Referenced by os\_inputmain(), setactive\_kb(), and setactive\_mouse().

```

132     {
133     #ifdef OS_LINUX
134         if ((!kb->uinput_kb || !kb->uinput_mouse)
135         #else
136             if(!kb->event
137         #endif
138             || !kb->profile)
139             return;
  
```

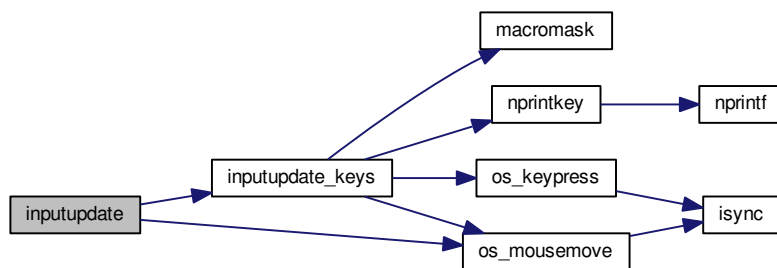


```

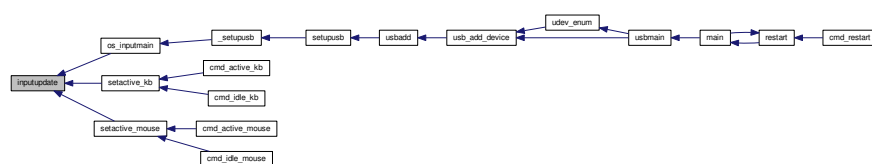
140 // Process key/button input
141 input_update_keys(kb);
142 // Process mouse movement
143 usbinput* input = &kb->input;
144 if(input->rel_x != 0 || input->rel_y != 0){
145     os_mousemove(kb, input->rel_x, input->rel_y);
146     input->rel_x = input->rel_y = 0;
147 }
148 // Finish up
149 memcpy(input->prevkeys, input->keys, N_KEYBYTES_INPUT);
150 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.21.2.8 void os\_inputclose ( usbdevice \* kb )

Definition at line 76 of file input\_linux.c.

References ckb\_warn, usbdevice::uinput kb, and usbdevice::uinput mouse.

Referenced by closeusb().

```

76         {
77         if(kb->uinput_kb <= 0 || kb->uinput_mouse <= 0)
78             return;
79         // Set all keys released
80         struct input_event event;
81         memset(&event, 0, sizeof(event));
82         event.type = EV_KEY;
83         for(int key = 0; key < KEY_CNT; key++){
84             event.code = key;
85             if(write(kb->uinput_kb - 1, &event, sizeof(event)) <= 0)
86                 ckb_warn("uinput write failed: %s\n", strerror(errno));
87             if(write(kb->uinput_mouse - 1, &event, sizeof(event)) <= 0)
88                 ckb_warn("uinput write failed: %s\n", strerror(errno));
89         }
90         event.type = EV_SYN;
91         event.code = SYN_REPORT;
92         if(write(kb->uinput_kb - 1, &event, sizeof(event)) <= 0)
93             ckb_warn("uinput write failed: %s\n", strerror(errno));

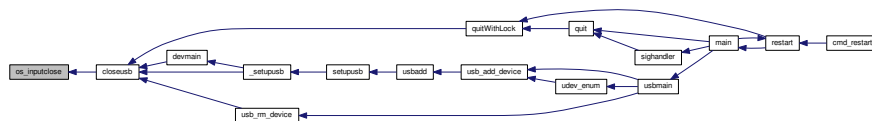
```

```

94     if(write(kb->uinput_mouse - 1, &event, sizeof(event)) <= 0)
95         ckb_warn("uinput write failed: %s\n", strerror(errno));
96     // Close the keyboard
97     ioctl(kb->uinput_kb - 1, UI_DEV_DESTROY);
98     close(kb->uinput_kb - 1);
99     kb->uinput_kb = 0;
100    // Close the mouse
101    ioctl(kb->uinput_mouse - 1, UI_DEV_DESTROY);
102    close(kb->uinput_mouse - 1);
103    kb->uinput_mouse = 0;
104 }

```

Here is the caller graph for this function:



#### 9.21.2.9 int os\_inputopen ( usbdevice \* kb )

##### Parameters

<i>kb</i>	
-----------	--

##### Returns

Some tips on using `uinput_user_dev` in

Definition at line 55 of file `input_linux.c`.

References `usbdevice::fwversion`, `INDEX_OF`, `keyboard`, `usbdevice::name`, `usbdevice::product`, `usbdevice::uinput_kb`, `usbdevice::uinput_mouse`, `uinputopen()`, and `usbdevice::vendor`.

Referenced by `_setupusb()`.

```

55     {
56     // Create the new input device
57     int index = INDEX_OF(kb, keyboard);
58     struct uinput_user_dev indev;
59     memset(&indev, 0, sizeof(indev));
60     snprintf(indev.name, UINPUT_MAX_NAME_SIZE, "ckb%d: %s", index, kb->name);
61     indev.id.bustype = BUS_USB;
62     indev.id.vendor = kb->vendor;
63     indev.id.product = kb->product;
64     indev.id.version = kb->fwversion;
65     // Open keyboard
66     int fd = uinputopen(&indev, 0);
67     kb->uinput_kb = fd;
68     if(fd <= 0)
69         return 0;
70     // Open mouse
71     fd = uinputopen(&indev, 1);
72     kb->uinput_mouse = fd;
73     return fd <= 0;
74 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.21.2.10 void os\_keypress ( usbdevice \* kb, int scancode, int down )

Definition at line 118 of file input\_linux.c.

References `BTN_WHEELDOWN`, `BTN_WHEELUP`, `ckb_warn`, `isync()`, `SCAN_MOUSE`, `usbdevice::uinput_kb`, and `usbdevice::uinput_mouse`.

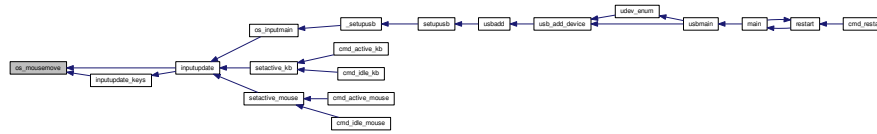
Referenced by `inputupdate_keys()`.

```

118                                     {
119     struct input_event event;
120     memset(&event, 0, sizeof(event));
121     int is_mouse = 0;
122     if(scancode == BTN_WHEELUP || scancode == BTN_WHEELDOWN){
123         // The mouse wheel is a relative axis
124         if(!down)
125             return;
126         event.type = EV_REL;
127         event.code = REL_WHEEL;
128         event.value = (scancode == BTN_WHEELUP ? 1 : -1);
129         is_mouse = 1;
130     } else {
131         // Mouse buttons and key events are both EV_KEY. The scancodes are already correct, just remove the
132         ckb bit
133         event.type = EV_KEY;
134         event.code = scancode & ~SCAN_MOUSE;
135         event.value = down;
136         is_mouse = !(scancode & SCAN_MOUSE);
137     }
138     if(write((is_mouse ? kb->uinput_mouse : kb->uinput_kb) - 1, &event, sizeof(event))
139     <= 0)
140         ckb_warn("uinput write failed: %s\n", strerror(errno));
141     else
142         isync(kb);
143 }
  
```



Here is the caller graph for this function:



#### 9.21.2.12 int os\_setupindicators ( usbdevice \* kb )

Definition at line 189 of file input\_linux.c.

References `_ledthread()`, `usbdevice::hw_ileds`, `usbdevice::hw_ileds_old`, and `usbdevice::ileds`.

Referenced by `_setupusb()`.

```

189                                     {
190     // Initialize LEDs to all off
191     kb->hw_ileds = kb->hw_ileds_old = kb->ileds = 0;
192     // Create and detach thread to read LED events
193     pthread_t thread;
194     int err = pthread_create(&thread, 0, _ledthread, kb);
195     if(err != 0)
196         return err;
197     pthread_detach(thread);
198     return 0;
199 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.21.2.13 void updateindicators\_kb ( usbdevice \* kb, int force )

Definition at line 152 of file input.c.

References `usbdevice::active`, `usbprofile::currentmode`, `DELAY_SHORT`, `usbdevice::hw_ileds`, `usbdevice::hw_ileds_old`, `I_CAPS`, `I_NUM`, `I_SCROLL`, `usbdevice::ileds`, `usbmode::inotify`, `usbmode::ioff`, `usbmode::ion`, `nprintind()`, `os_sendindicators()`, `OUTFIFO_MAX`, and `usbdevice::profile`.

```

152                                     {
153     // Read current hardware indicator state (set externally)

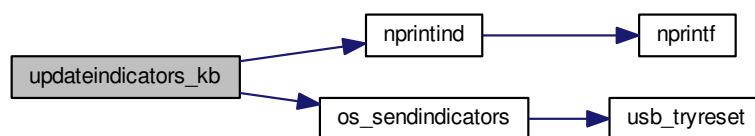
```

```

154     uchar old = kb->iLEDs, hw_old = kb->hw_iLEDs_old;
155     uchar new = kb->hw_iLEDs, hw_new = new;
156     // Update them if needed
157     if(kb->active){
158         usbmode* mode = kb->profile->currentmode;
159         new = (new & ~mode->iOFF) | mode->iON;
160     }
161     kb->iLEDs = new;
162     kb->hw_iLEDs_old = hw_new;
163     if(old != new || force){
164         DELAY_SHORT(kb);
165         os_sendindicators(kb);
166     }
167     // Print notifications if desired
168     if(!kb->active)
169         return;
170     usbmode* mode = kb->profile->currentmode;
171     uchar indicators[] = { I_NUM, I_CAPS, I_SCROLL };
172     for(unsigned i = 0; i < sizeof(indicators) / sizeof(uchar); i++){
173         uchar mask = indicators[i];
174         if((hw_old & mask) == (hw_new & mask))
175             continue;
176         for(int notify = 0; notify < OUTFIFO_MAX; notify++){
177             if(mode->inotify[notify] & mask)
178                 nprintind(kb, notify, mask, hw_new & mask);
179         }
180     }
181 }

```

Here is the call graph for this function:



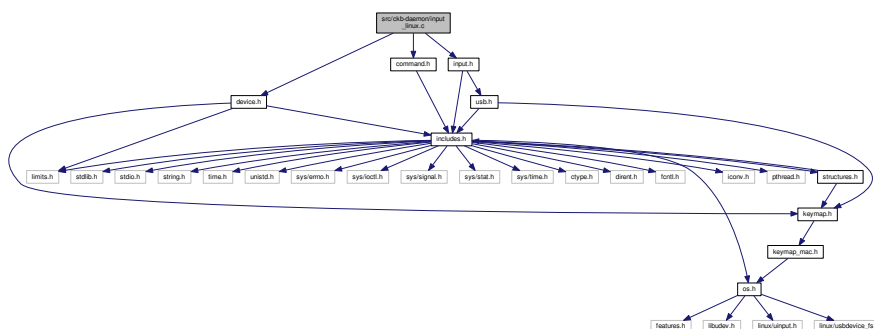
## 9.22 src/ckb-daemon/input\_linux.c File Reference

```

#include "command.h"
#include "device.h"
#include "input.h"

```

Include dependency graph for input\_linux.c:



## Functions

- int [uinputopen](#) (struct uinput\_user\_dev \*indev, int mouse)
- int [os\\_uinputopen](#) (usbdevice \*kb)
  - os\_uinputopen*
- void [os\\_inputclose](#) (usbdevice \*kb)
- static void [isync](#) (usbdevice \*kb)
- void [os\\_keypress](#) (usbdevice \*kb, int scancode, int down)
- void [os\\_mousemove](#) (usbdevice \*kb, int x, int y)
- void \* [\\_ledthread](#) (void \*ctx)
- int [os\\_setupindicators](#) (usbdevice \*kb)

### 9.22.1 Function Documentation

#### 9.22.1.1 void\* \_ledthread ( void \* ctx )

Definition at line 165 of file input\_linux.c.

References [dmutex](#), [usbdevice::hw\\_ileds](#), [usbdevice::uinput\\_kb](#), and [usbdevice::vtable](#).

Referenced by [os\\_setupindicators\(\)](#).

```

165                                     {
166     usbdevice* kb = ctx;
167     uchar ileds = 0;
168     // Read LED events from the uinput device
169     struct input_event event;
170     while (read(kb->uinput_kb - 1, &event, sizeof(event)) > 0) {
171         if (event.type == EV_LED && event.code < 8) {
172             char which = 1 << event.code;
173             if(event.value)
174                 ileds |= which;
175             else
176                 ileds &= ~which;
177         }
178         // Update them if needed
179         pthread_mutex_lock(&dmutex(kb));
180         if(kb->hw_ileds != ileds){
181             kb->hw_ileds = ileds;
182             kb->vtable->updateindicators(kb, 0);
183         }
184         pthread_mutex_unlock(&dmutex(kb));
185     }
186     return 0;
187 }
```

Here is the caller graph for this function:



#### 9.22.1.2 static void isync ( usbdevice \* kb ) [static]

Definition at line 107 of file input\_linux.c.

References [ckb\\_warn](#), [usbdevice::uinput\\_kb](#), and [usbdevice::uinput\\_mouse](#).

Referenced by [os\\_keypress\(\)](#), and [os\\_mousemove\(\)](#).

```

107                                     {
108     struct input_event event;
109     memset(&event, 0, sizeof(event));
110     event.type = EV_SYN;
  
```





## Parameters

<i>kb</i>	
-----------	--

## Returns

Some tips on using `uinput_user_dev` in

Definition at line 55 of file `input_linux.c`.

References `usbdevice::fwversion`, `INDEX_OF`, `keyboard`, `usbdevice::name`, `usbdevice::product`, `usbdevice::uinput_kb`, `usbdevice::uinput_mouse`, `uinputopen()`, and `usbdevice::vendor`.

Referenced by `_setupusb()`.

```

55     {
56         // Create the new input device
57         int index = INDEX_OF(kb, keyboard);
58         struct uinput_user_dev indev;
59         memset(&indev, 0, sizeof(indev));
60         snprintf(indev.name, UINPUT_MAX_NAME_SIZE, "ckb%d: %s", index, kb->name);
61         indev.id.bustype = BUS_USB;
62         indev.id.vendor = kb->vendor;
63         indev.id.product = kb->product;
64         indev.id.version = kb->fwversion;
65         // Open keyboard
66         int fd = uinputopen(&indev, 0);
67         kb->uinput_kb = fd;
68         if (fd <= 0)
69             return 0;
70         // Open mouse
71         fd = uinputopen(&indev, 1);
72         kb->uinput_mouse = fd;
73         return fd <= 0;
74     }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.22.1.5 void os\_keypress ( usbdevice \* kb, int scancode, int down )

Definition at line 118 of file `input_linux.c`.

References `BTN_WHEELDOWN`, `BTN_WHEELUP`, `ckb_warn`, `isync()`, `SCAN_MOUSE`, `usbdevice::uinput_kb`, and `usbdevice::uinput_mouse`.

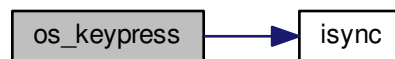
Referenced by `inputupdate_keys()`.

```

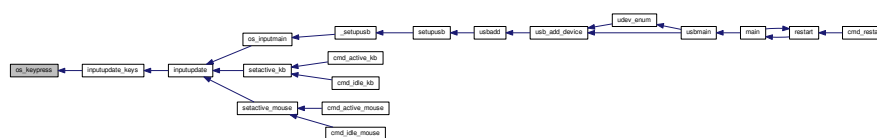
118                                     {
119     struct input_event event;
120     memset(&event, 0, sizeof(event));
121     int is_mouse = 0;
122     if(scancode == BTN_WHEELUP || scancode == BTN_WHEELDOWN){
123         // The mouse wheel is a relative axis
124         if(!down)
125             return;
126         event.type = EV_REL;
127         event.code = REL_WHEEL;
128         event.value = (scancode == BTN_WHEELUP ? 1 : -1);
129         is_mouse = 1;
130     } else {
131         // Mouse buttons and key events are both EV_KEY. The scancodes are already correct, just remove the
132         ckb bit
133         event.type = EV_KEY;
134         event.code = scancode & ~SCAN_MOUSE;
135         event.value = down;
136         is_mouse = !(scancode & SCAN_MOUSE);
137     }
138     if(write((is_mouse ? kb->uinput_mouse : kb->uinput_kb) - 1, &event, sizeof(event))
139     <= 0)
140         ckb_warn("uinput write failed: %s\n", strerror(errno));
141     else
142         isync(kb);
143 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.22.1.6 void os\_mousemove ( usbdevice \* kb, int x, int y )

Definition at line 143 of file input\_linux.c.

References ckb\_warn, isync(), and usbdevice::uinput\_mouse.

Referenced by inputupdate(), and inputupdate\_keys().

```

143                                     {
144     struct input_event event;
145     memset(&event, 0, sizeof(event));
146     event.type = EV_REL;
147     if(x != 0){
148         event.code = REL_X;
149         event.value = x;
150         if(write(kb->uinput_mouse - 1, &event, sizeof(event)) <= 0)
151             ckb_warn("uinput write failed: %s\n", strerror(errno));
152         else
153             isync(kb);
154     }

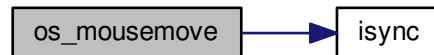
```

```

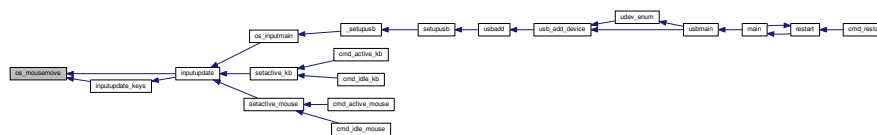
155     if(y != 0){
156         event.code = REL_Y;
157         event.value = y;
158         if(write(kb->uinput_mouse - 1, &event, sizeof(event)) <= 0)
159             ckb_warn("uinput write failed: %s\n", strerror(errno));
160     }
161     isync(kb);
162 }
163 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.22.1.7 int os\_setupindicators ( usbdevice \* kb )

Definition at line 189 of file input\_linux.c.

References `_ledthread()`, `usbdevice::hw_ileds`, `usbdevice::hw_ileds_old`, and `usbdevice::ileds`.

Referenced by `_setupusb()`.

```

189                                     {
190     // Initialize LEDs to all off
191     kb->hw_ileds = kb->hw_ileds_old = kb->ileds = 0;
192     // Create and detach thread to read LED events
193     pthread_t thread;
194     int err = pthread_create(&thread, 0, __ledthread, kb);
195     if(err != 0)
196         return err;
197     pthread_detach(thread);
198     return 0;
199 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.22.1.8 int uinputopen ( struct uinput\_user\_dev \* indev, int mouse )

Definition at line 9 of file input\_linux.c.

References ckb\_err, and ckb\_warn.

Referenced by os\_uinputopen().

```

9          {
10      int fd = open("/dev/uinput", O_RDWR);
11      if(fd < 0){
12          // If that didn't work, try /dev/input/uinput instead
13          fd = open("/dev/input/uinput", O_RDWR);
14          if(fd < 0){
15              ckb_err("Failed to open uinput: %s\n", strerror(errno));
16              return 0;
17          }
18      }
19      // Enable all keys and mouse buttons
20      ioctl(fd, UI_SET_EVBIT, EV_KEY);
21      for(int i = 0; i < KEY_CNT; i++)
22          ioctl(fd, UI_SET_KEYBIT, i);
23      if(mouse){
24          // Enable mouse axes
25          ioctl(fd, UI_SET_EVBIT, EV_REL);
26          for(int i = 0; i < REL_CNT; i++)
27              ioctl(fd, UI_SET_RELBIT, i);
28      } else {
29          // Enable LEDs
30          ioctl(fd, UI_SET_EVBIT, EV_LED);
31          for(int i = 0; i < LED_CNT; i++)
32              ioctl(fd, UI_SET_LEDBIT, i);
33          // Enable autorepeat
34          ioctl(fd, UI_SET_EVBIT, EV_REP);
35      }
36      // Enable synchronization
37      ioctl(fd, UI_SET_EVBIT, EV_SYN);
38      // Create the device
39      if(write(fd, indev, sizeof(*indev)) <= 0)
40          ckb_warn("uinput write failed: %s\n", strerror(errno));
41      if(ioctl(fd, UI_DEV_CREATE)){
42          ckb_err("Failed to create uinput device: %s\n", strerror(errno));
43          close(fd);
44          return 0;
45      }
46      return fd + 1;
47  }
  
```

Here is the caller graph for this function:

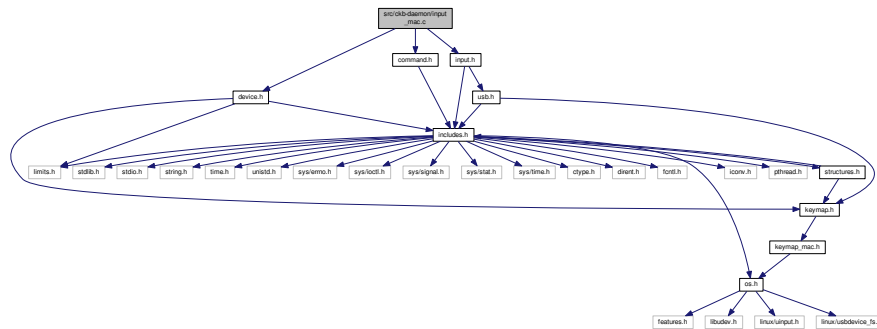


## 9.23 src/ckb-daemon/input\_mac.c File Reference

```

#include "command.h"
#include "device.h"
#include "input.h"
  
```

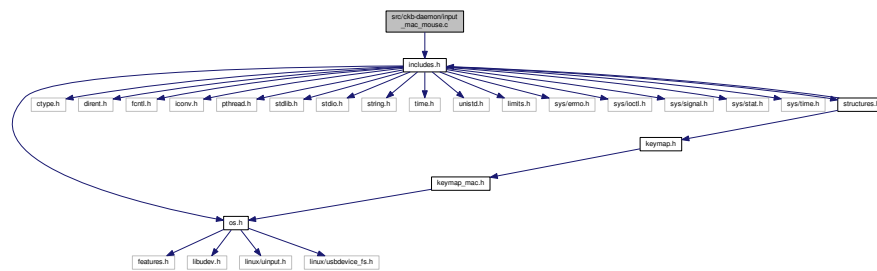
Include dependency graph for input\_mac.c:



## 9.24 src/ckb-daemon/input\_mac\_mouse.c File Reference

```
#include "includes.h"
```

Include dependency graph for input\_mac\_mouse.c:



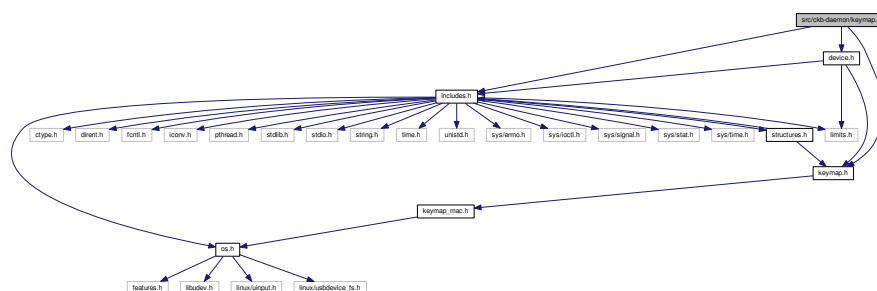
## 9.25 src/ckb-daemon/keymap.c File Reference

```
#include "device.h"
```

```
#include "includes.h"
```

```
#include "keymap.h"
```

Include dependency graph for keymap.c:



## Macros

- `#define` [BUTTON\\_HID\\_COUNT](#) 5

## Functions

- void [hid\\_kb\\_translate](#) (unsigned char \*kbinput, int endpoint, int length, const unsigned char \*urbinput)
- void [hid\\_mouse\\_translate](#) (unsigned char \*kbinput, short \*xaxis, short \*yaxis, int endpoint, int length, const unsigned char \*urbinput)
- void [corsair\\_kbcopy](#) (unsigned char \*kbinput, int endpoint, const unsigned char \*urbinput)
- void [corsair\\_mousecopy](#) (unsigned char \*kbinput, int endpoint, const unsigned char \*urbinput)

## Variables

- const [key](#) [keymap](#) [(((152+3+12)+25)+11)]

### 9.25.1 Macro Definition Documentation

#### 9.25.1.1 `#define` [BUTTON\\_HID\\_COUNT](#) 5

Definition at line 364 of file `keymap.c`.

Referenced by `corsair_mousecopy()`, and `hid_mouse_translate()`.

### 9.25.2 Function Documentation

#### 9.25.2.1 void [corsair\\_kbcopy](#) ( unsigned char \* *kbinput*, int *endpoint*, const unsigned char \* *urbinput* )

Definition at line 394 of file `keymap.c`.

References `N_KEYBYTES_HW`.

Referenced by `os_inputmain()`.

```

394                                     {
395     if(endpoint == 2 || endpoint == -2){
396         if(urbinput[0] != 3)
397             return;
398         urbinput++;
399     }
400     memcpy(kbinput, urbinput, N\_KEYBYTES\_HW);
401 }
```

Here is the caller graph for this function:



#### 9.25.2.2 void [corsair\\_mousecopy](#) ( unsigned char \* *kbinput*, int *endpoint*, const unsigned char \* *urbinput* )

Definition at line 403 of file `keymap.c`.

References `BUTTON_HID_COUNT`, `CLEAR_KEYBIT`, `MOUSE_BUTTON_FIRST`, `N_BUTTONS_HW`, and `SET_KEYBIT`.

Referenced by `os_inputmain()`.

```

403                                     {
404     if(endpoint == 2 || endpoint == -2){
405         if(urbinput[0] != 3)
406             return;
407         urbinput++;
408     }
409     for(int bit = BUTTON_HID_COUNT; bit < N_BUTTONS_HW; bit++){
410         int byte = bit / 8;
411         uchar test = 1 << (bit % 8);
412         if(urbinput[byte] & test)
413             SET_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
414         else
415             CLEAR_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
416     }
417 }

```

Here is the caller graph for this function:



### 9.25.2.3 void hid\_kb\_translate ( unsigned char \* kbinput, int endpoint, int length, const unsigned char \* urbinput )

Definition at line 223 of file keymap.c.

References ckb\_warn, CLEAR\_KEYBIT, and SET\_KEYBIT.

Referenced by os\_inputmain().

```

223                                     {
224     if(length < 1)
225         return;
226     // LUT for HID -> Corsair scan codes (-1 for no scan code, -2 for currently unsupported)
227     // Modified from Linux drivers/hid/usbhid/usbkbd.c, key codes replaced with array indices and K95 keys
    added
228     static const short hid_codes[256] = {
229         -1, -1, -1, -1, -1, 37, 54, 52, 39, 27, 40, 41, 42, 32, 43, 44, 45,
230         56, 55, 33, 34, 25, 28, 38, 29, 31, 53, 26, 51, 30, 50, 13, 14,
231         15, 16, 17, 18, 19, 20, 21, 22, 82, 0, 86, 24, 64, 23, 84, 35,
232         79, 80, 81, 46, 47, 12, 57, 58, 59, 36, 1, 2, 3, 4, 5, 6,
233         7, 8, 9, 10, 11, 72, 73, 74, 75, 76, 77, 78, 87, 88, 89, 95,
234         93, 94, 92, 102, 103, 104, 105, 106, 107, 115, 116, 117, 112, 113, 114, 108,
235         109, 110, 118, 119, 49, 69, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2,
236         -2, -2, -2, -2, -2, -2, -2, -2, 98, -2, -2, -2, -2, -2, -2, 97,
237         130, 131, -1, -1, -1, -2, -1, -2, -2, -2, -2, -2, -2, -1, -1, -1,
238         -2, -2, -2, -2, -2, -2, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1,
239         -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1,
240         -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1,
241         -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, // <- -3 = non-RGB
    program key
242         120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 136, 137, 138, 139, 140, 141,
243         60, 48, 62, 61, 91, 90, 67, 68, 142, 143, 99, 101, -2, 130, 131, 97,
244         -2, 133, 134, 135, -2, 96, -2, 132, -2, -2, 71, 71, 71, 71, -1, -1,
245     };
246     switch(endpoint){
247     case 1:
248     case -1:
249         // EP 1: 6KRO input (RGB and non-RGB)
250         // Clear previous input
251         for(int i = 0; i < 256; i++){
252             if(hid_codes[i] >= 0)
253                 CLEAR_KEYBIT(kbinput, hid_codes[i]);
254         }
255         // Set new input
256         for(int i = 0; i < 8; i++){
257             if((urbinput[0] >> i) & 1)
258                 SET_KEYBIT(kbinput, hid_codes[i + 224]);
259         }
260         for(int i = 2; i < length; i++){
261             if(urbinput[i] > 3){
262                 int scan = hid_codes[urbinput[i]];
263                 if(scan >= 0)
264                     SET_KEYBIT(kbinput, scan);
265                 else
266                     ckb_warn("Got unknown key press %d on EP 1\n", urbinput[i]);

```

```

267     }
268 }
269 break;
270 case -2:
271     // EP 2 RGB: NKRO input
272     if(urbinput[0] == 1){
273         // Type 1: standard key
274         if(length != 21)
275             return;
276         for(int bit = 0; bit < 8; bit++){
277             if((urbinput[1] >> bit) & 1)
278                 SET_KEYBIT(kbinput, hid_codes[bit + 224]);
279             else
280                 CLEAR_KEYBIT(kbinput, hid_codes[bit + 224]);
281         }
282         for(int byte = 0; byte < 19; byte++){
283             char input = urbinput[byte + 2];
284             for(int bit = 0; bit < 8; bit++){
285                 int keybit = byte * 8 + bit;
286                 int scan = hid_codes[keybit];
287                 if((input >> bit) & 1){
288                     if(scan >= 0)
289                         SET_KEYBIT(kbinput, hid_codes[keybit]);
290                     else
291                         ckb_warn("Got unknown key press %d on EP 2\n", keybit);
292                     } else if(scan >= 0)
293                         CLEAR_KEYBIT(kbinput, hid_codes[keybit]);
294             }
295         }
296         break;
297     } else if(urbinput[0] == 2)
298         ; // Type 2: media key (fall through)
299     else
300         break; // No other known types
301 case 2:
302     // EP 2 Non-RGB: media keys
303     CLEAR_KEYBIT(kbinput, 97); // mute
304     CLEAR_KEYBIT(kbinput, 98); // stop
305     CLEAR_KEYBIT(kbinput, 99); // prev
306     CLEAR_KEYBIT(kbinput, 100); // play
307     CLEAR_KEYBIT(kbinput, 101); // next
308     CLEAR_KEYBIT(kbinput, 130); // volup
309     CLEAR_KEYBIT(kbinput, 131); // voldown
310     for(int i = 0; i < length; i++){
311         switch(urbinput[i]){
312             case 181:
313                 SET_KEYBIT(kbinput, 101); // next
314                 break;
315             case 182:
316                 SET_KEYBIT(kbinput, 99); // prev
317                 break;
318             case 183:
319                 SET_KEYBIT(kbinput, 98); // stop
320                 break;
321             case 205:
322                 SET_KEYBIT(kbinput, 100); // play
323                 break;
324             case 226:
325                 SET_KEYBIT(kbinput, 97); // mute
326                 break;
327             case 233:
328                 SET_KEYBIT(kbinput, 130); // volup
329                 break;
330             case 234:
331                 SET_KEYBIT(kbinput, 131); // voldown
332                 break;
333         }
334     }
335     break;
336 case 3:
337     // EP 3 non-RGB: NKRO input
338     if(length != 15)
339         return;
340     for(int bit = 0; bit < 8; bit++){
341         if((urbinput[0] >> bit) & 1)
342             SET_KEYBIT(kbinput, hid_codes[bit + 224]);
343         else
344             CLEAR_KEYBIT(kbinput, hid_codes[bit + 224]);
345     }
346     for(int byte = 0; byte < 14; byte++){
347         char input = urbinput[byte + 1];
348         for(int bit = 0; bit < 8; bit++){
349             int keybit = byte * 8 + bit;
350             int scan = hid_codes[keybit];
351             if((input >> bit) & 1){
352                 if(scan >= 0)
353                     SET_KEYBIT(kbinput, hid_codes[keybit]);

```



```

354         else
355             ckb_warn("Got unknown key press %d on EP 3\n", keybit);
356     } else if (scan >= 0)
357         CLEAR_KEYBIT(kbinput, hid_codes[keybit]);
358     }
359 }
360 break;
361 }
362 }

```

Here is the caller graph for this function:



#### 9.25.2.4 void hid\_mouse\_translate ( unsigned char \* kbinput, short \* xaxis, short \* yaxis, int endpoint, int length, const unsigned char \* urbinput )

Definition at line 366 of file keymap.c.

References BUTTON\_HID\_COUNT, CLEAR\_KEYBIT, MOUSE\_BUTTON\_FIRST, MOUSE\_EXTRA\_FIRST, and SET\_KEYBIT.

Referenced by os\_inputmain().

```

366
367     {
368     if ((endpoint != 2 && endpoint != -2) || length < 10)
369         return;
370     // EP 2: mouse input
371     if (urbinput[0] != 1)
372         return;
373     // Byte 1 = mouse buttons (bitfield)
374     for (int bit = 0; bit < BUTTON_HID_COUNT; bit++) {
375         if (urbinput[1] & (1 << bit))
376             SET_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
377         else
378             CLEAR_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
379     }
380     // Bytes 5 - 8: movement
381     *xaxis += *(short*) (urbinput + 5);
382     *yaxis += *(short*) (urbinput + 7);
383     // Byte 9: wheel
384     char wheel = urbinput[9];
385     if (wheel > 0)
386         SET_KEYBIT(kbinput, MOUSE_EXTRA_FIRST); // wheelup
387     else
388         CLEAR_KEYBIT(kbinput, MOUSE_EXTRA_FIRST);
389     if (wheel < 0)
390         SET_KEYBIT(kbinput, MOUSE_EXTRA_FIRST + 1); // wheeldn
391     else
392         CLEAR_KEYBIT(kbinput, MOUSE_EXTRA_FIRST + 1);
393 }

```

Here is the caller graph for this function:



## 9.25.3 Variable Documentation

### 9.25.3.1 const key keymap[(((152+3+12)+25)+11)]

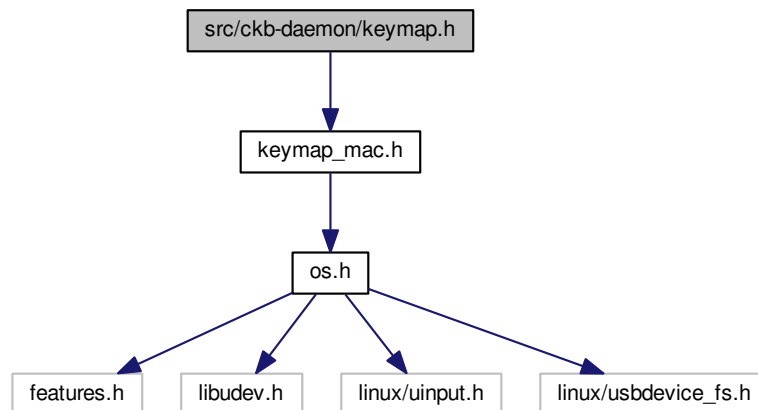
Definition at line 5 of file keymap.c.

Referenced by `_cmd_get()`, `_cmd_macro()`, `cmd_bind()`, `cmd_rebind()`, `cmd_rgb()`, `initbind()`, `inputupdate_keys()`, `nprintkey()`, `printrgb()`, `readcmd()`, and `setactive_kb()`.

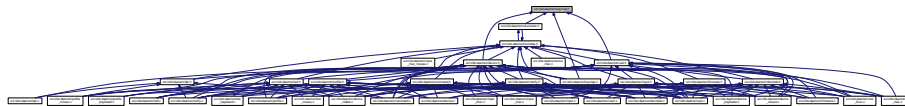
## 9.26 src/ckb-daemon/keymap.h File Reference

```
#include "keymap_mac.h"
```

Include dependency graph for keymap.h:



This graph shows which files directly or indirectly include this file:



## Data Structures

- struct [key](#)

## Macros

- #define [KEY\\_NONE](#) -1
- #define [KEY\\_CORSAIR](#) -2
- #define [KEY\\_UNBOUND](#) -3
- #define [BTN\\_WHEELUP](#) 0x1f01
- #define [BTN\\_WHEELDOWN](#) 0x1f02
- #define [KEY\\_BACKSLASH\\_ISO](#) [KEY\\_BACKSLASH](#)
- #define [N\\_KEYS\\_HW](#) 152
- #define [N\\_KEYBYTES\\_HW](#) (([N\\_KEYS\\_HW](#) + 7) / 8)
- #define [N\\_KEY\\_ZONES](#) 3
- #define [N\\_KEYS\\_EXTRA](#) 12
- #define [N\\_BUTTONS\\_HW](#) 20
- #define [N\\_BUTTONS\\_EXTENDED](#) 25

- `#define MOUSE_BUTTON_FIRST (N_KEYS_HW + N_KEY_ZONES + N_KEYS_EXTRA)`
- `#define MOUSE_EXTRA_FIRST (MOUSE_BUTTON_FIRST + N_BUTTONS_HW)`
- `#define N_KEYS_INPUT (MOUSE_BUTTON_FIRST + N_BUTTONS_EXTENDED)`
- `#define N_KEYBYTES_INPUT ((N_KEYS_INPUT + 7) / 8)`
- `#define LED_MOUSE N_KEYS_HW`
- `#define N_MOUSE_ZONES 5`
- `#define N_MOUSE_ZONES_EXTENDED 11`
- `#define LED_DPI (LED_MOUSE + 2)`
- `#define N_KEYS_EXTENDED (N_KEYS_INPUT + N_MOUSE_ZONES_EXTENDED)`
- `#define N_KEYBYTES_EXTENDED ((N_KEYS_EXTENDED + 7) / 8)`
- `#define SCAN_SILENT 0x8000`
- `#define SCAN_KBD 0`
- `#define SCAN_MOUSE 0x1000`

## Functions

- void `hid_kb_translate` (unsigned char \*kbinput, int endpoint, int length, const unsigned char \*urbinput)
- void `hid_mouse_translate` (unsigned char \*kbinput, short \*xaxis, short \*yaxis, int endpoint, int length, const unsigned char \*urbinput)
- void `corsair_kbcopy` (unsigned char \*kbinput, int endpoint, const unsigned char \*urbinput)
- void `corsair_mousecopy` (unsigned char \*kbinput, int endpoint, const unsigned char \*urbinput)

## Variables

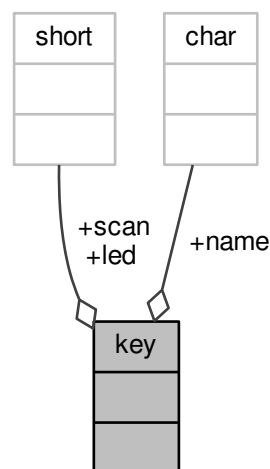
- const `key keymap` [(((152+3+12)+25)+11)]

### 9.26.1 Data Structure Documentation

#### 9.26.1.1 struct key

Definition at line 49 of file keymap.h.

Collaboration diagram for key:



## Data Fields

short	led	
const char *	name	
short	scan	

## 9.26.2 Macro Definition Documentation

### 9.26.2.1 #define BTN\_WHEELDOWN 0x1f02

Definition at line 13 of file keymap.h.

Referenced by `os_keypress()`.

### 9.26.2.2 #define BTN\_WHEELUP 0x1f01

Definition at line 12 of file keymap.h.

Referenced by `os_keypress()`.

### 9.26.2.3 #define KEY\_BACKSLASH\_ISO KEY\_BACKSLASH

Definition at line 20 of file keymap.h.

### 9.26.2.4 #define KEY\_CORSAIR -2

Definition at line 8 of file keymap.h.

### 9.26.2.5 #define KEY\_NONE -1

Definition at line 7 of file keymap.h.

### 9.26.2.6 #define KEY\_UNBOUND -3

Definition at line 9 of file keymap.h.

Referenced by `cmd_unbind()`.

### 9.26.2.7 #define LED\_DPI (LED\_MOUSE + 2)

Definition at line 43 of file keymap.h.

Referenced by `loadrgb_mouse()`, and `savergb_mouse()`.

### 9.26.2.8 #define LED\_MOUSE N\_KEYS\_HW

Definition at line 39 of file keymap.h.

Referenced by `isblack()`, `loaddpi()`, `loadrgb_mouse()`, `rgbcmp()`, `savedpi()`, `savergb_mouse()`, and `updatergb_mouse()`.

**9.26.2.9 #define MOUSE\_BUTTON\_FIRST (N\_KEYS\_HW + N\_KEY\_ZONES + N\_KEYS\_EXTRA)**

Definition at line 33 of file keymap.h.

Referenced by corsair\_mousecopy(), and hid\_mouse\_translate().

**9.26.2.10 #define MOUSE\_EXTRA\_FIRST (MOUSE\_BUTTON\_FIRST + N\_BUTTONS\_HW)**

Definition at line 34 of file keymap.h.

Referenced by hid\_mouse\_translate().

**9.26.2.11 #define N\_BUTTONS\_EXTENDED 25**

Definition at line 32 of file keymap.h.

**9.26.2.12 #define N\_BUTTONS\_HW 20**

Definition at line 31 of file keymap.h.

Referenced by corsair\_mousecopy().

**9.26.2.13 #define N\_KEY\_ZONES 3**

Definition at line 27 of file keymap.h.

**9.26.2.14 #define N\_KEYBYTES\_EXTENDED ((N\_KEYS\_EXTENDED + 7) / 8)**

Definition at line 46 of file keymap.h.

**9.26.2.15 #define N\_KEYBYTES\_HW ((N\_KEYS\_HW + 7) / 8)**

Definition at line 25 of file keymap.h.

Referenced by corsair\_kbcopy().

**9.26.2.16 #define N\_KEYBYTES\_INPUT ((N\_KEYS\_INPUT + 7) / 8)**

Definition at line 37 of file keymap.h.

Referenced by \_cmd\_macro(), inputupdate\_keys(), and macromask().

**9.26.2.17 #define N\_KEYS\_EXTENDED (N\_KEYS\_INPUT + N\_MOUSE\_ZONES\_EXTENDED)**

Definition at line 45 of file keymap.h.

Referenced by printrgb(), and readcmd().

**9.26.2.18 #define N\_KEYS\_EXTRA 12**

Definition at line 29 of file keymap.h.

**9.26.2.19 #define N\_KEYS\_HW 152**

Definition at line 24 of file keymap.h.

Referenced by loadrgb\_kb(), makergb\_512(), rgbcmp(), and setactive\_kb().

**9.26.2.20 #define N\_KEYS\_INPUT (MOUSE\_BUTTON\_FIRST + N\_BUTTONS\_EXTENDED)**

Definition at line 36 of file keymap.h.

Referenced by \_cmd\_get(), \_cmd\_macro(), cmd\_bind(), cmd\_notify(), cmd\_rebind(), cmd\_unbind(), initbind(), and inputupdate\_keys().

**9.26.2.21 #define N\_MOUSE\_ZONES 5**

Definition at line 40 of file keymap.h.

Referenced by isblack(), loaddpi(), rgbcmp(), savedpi(), and updatergb\_mouse().

**9.26.2.22 #define N\_MOUSE\_ZONES\_EXTENDED 11**

Definition at line 41 of file keymap.h.

**9.26.2.23 #define SCAN\_KBD 0**

Definition at line 57 of file keymap.h.

**9.26.2.24 #define SCAN\_MOUSE 0x1000**

Definition at line 58 of file keymap.h.

Referenced by os\_keypress().

**9.26.2.25 #define SCAN\_SILENT 0x8000**

Definition at line 56 of file keymap.h.

Referenced by inputupdate\_keys().

**9.26.3 Function Documentation****9.26.3.1 void corsair\_kbcopy ( unsigned char \* kbinput, int endpoint, const unsigned char \* urbinput )**

Definition at line 394 of file keymap.c.

References N\_KEYBYTES\_HW.

Referenced by os\_inputmain().

```

394                                     {
395     if(endpoint == 2 || endpoint == -2){
396         if(urbinput[0] != 3)
397             return;
398         urbinput++;
399     }
400     memcpy(kbinput, urbinput, N_KEYBYTES_HW);
401 }
```

Here is the caller graph for this function:



### 9.26.3.2 void corsair\_mousecopy ( unsigned char \* kbinput, int endpoint, const unsigned char \* urbinput )

Definition at line 403 of file keymap.c.

References BUTTON\_HID\_COUNT, CLEAR\_KEYBIT, MOUSE\_BUTTON\_FIRST, N\_BUTTONS\_HW, and SET\_KEYBIT.

Referenced by os\_inputmain().

```

403                                     {
404     if(endpoint == 2 || endpoint == -2){
405         if(urbinput[0] != 3)
406             return;
407         urbinput++;
408     }
409     for(int bit = BUTTON_HID_COUNT; bit < N_BUTTONS_HW; bit++){
410         int byte = bit / 8;
411         uchar test = 1 << (bit % 8);
412         if(urbinput[byte] & test)
413             SET_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
414         else
415             CLEAR_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
416     }
417 }

```

Here is the caller graph for this function:



### 9.26.3.3 void hid\_kb\_translate ( unsigned char \* kbinput, int endpoint, int length, const unsigned char \* urbinput )

Definition at line 223 of file keymap.c.

References ckb\_warn, CLEAR\_KEYBIT, and SET\_KEYBIT.

Referenced by os\_inputmain().

```

223                                     {
224     if(length < 1)
225         return;
226     // LUT for HID -> Corsair scan codes (-1 for no scan code, -2 for currently unsupported)
227     // Modified from Linux drivers/hid/usbhid/usbkbd.c, key codes replaced with array indices and K95 keys
    added
228     static const short hid_codes[256] = {
229         -1, -1, -1, -1, 37, 54, 52, 39, 27, 40, 41, 42, 32, 43, 44, 45,
230         56, 55, 33, 34, 25, 28, 38, 29, 31, 53, 26, 51, 30, 50, 13, 14,
231         15, 16, 17, 18, 19, 20, 21, 22, 82, 0, 86, 24, 64, 23, 84, 35,
232         79, 80, 81, 46, 47, 12, 57, 58, 59, 36, 1, 2, 3, 4, 5, 6,
233         7, 8, 9, 10, 11, 72, 73, 74, 75, 76, 77, 78, 87, 88, 89, 95,
234         93, 94, 92, 102, 103, 104, 105, 106, 107, 115, 116, 117, 112, 113, 114, 108,
235         109, 110, 118, 119, 49, 69, -2, -2, -2, -2, -2, -2, -2, -2, -2, -2,
236         -2, -2, -2, -2, -2, -2, -2, 98, -2, -2, -2, -2, -2, -2, 97,
237         130, 131, -1, -1, -1, -2, -1, -2, -2, -2, -2, -2, -1, -1, -1,
238         -2, -2, -2, -2, -2, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1,
239         -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1,
240         -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1,
241         -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -3, -1, -1, -1, // <- -3 = non-RGB
    program key

```

```

242     120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 136, 137, 138, 139, 140, 141,
243     60,  48,  62,  61,  91,  90,  67,  68, 142, 143,  99, 101, -2, 130, 131,  97,
244     -2, 133, 134, 135, -2,  96, -2, 132, -2, -2,  71,  71,  71,  71, -1, -1,
245 };
246 switch(endpoint){
247 case 1:
248 case -1:
249     // EP 1: 6KRO input (RGB and non-RGB)
250     // Clear previous input
251     for(int i = 0; i < 256; i++){
252         if(hid_codes[i] >= 0)
253             CLEAR_KEYBIT(kbinput, hid_codes[i]);
254     }
255     // Set new input
256     for(int i = 0; i < 8; i++){
257         if((urbinput[0] >> i) & 1)
258             SET_KEYBIT(kbinput, hid_codes[i + 224]);
259     }
260     for(int i = 2; i < length; i++){
261         if(urbinput[i] > 3){
262             int scan = hid_codes[urbinput[i]];
263             if(scan >= 0)
264                 SET_KEYBIT(kbinput, scan);
265             else
266                 ckb_warn("Got unknown key press %d on EP 1\n", urbinput[i]);
267         }
268     }
269     break;
270 case -2:
271     // EP 2 RGB: NKRO input
272     if(urbinput[0] == 1){
273         // Type 1: standard key
274         if(length != 21)
275             return;
276         for(int bit = 0; bit < 8; bit++){
277             if((urbinput[1] >> bit) & 1)
278                 SET_KEYBIT(kbinput, hid_codes[bit + 224]);
279             else
280                 CLEAR_KEYBIT(kbinput, hid_codes[bit + 224]);
281         }
282         for(int byte = 0; byte < 19; byte++){
283             char input = urbinput[byte + 2];
284             for(int bit = 0; bit < 8; bit++){
285                 int keybit = byte * 8 + bit;
286                 int scan = hid_codes[keybit];
287                 if((input >> bit) & 1){
288                     if(scan >= 0)
289                         SET_KEYBIT(kbinput, hid_codes[keybit]);
290                     else
291                         ckb_warn("Got unknown key press %d on EP 2\n", keybit);
292                 } else if(scan >= 0)
293                     CLEAR_KEYBIT(kbinput, hid_codes[keybit]);
294             }
295         }
296         break;
297     } else if(urbinput[0] == 2)
298     ; // Type 2: media key (fall through)
299     else
300         break; // No other known types
301 case 2:
302     // EP 2 Non-RGB: media keys
303     CLEAR_KEYBIT(kbinput, 97); // mute
304     CLEAR_KEYBIT(kbinput, 98); // stop
305     CLEAR_KEYBIT(kbinput, 99); // prev
306     CLEAR_KEYBIT(kbinput, 100); // play
307     CLEAR_KEYBIT(kbinput, 101); // next
308     CLEAR_KEYBIT(kbinput, 130); // volup
309     CLEAR_KEYBIT(kbinput, 131); // voldown
310     for(int i = 0; i < length; i++){
311         switch(urbinput[i]){
312             case 181:
313                 SET_KEYBIT(kbinput, 101); // next
314                 break;
315             case 182:
316                 SET_KEYBIT(kbinput, 99); // prev
317                 break;
318             case 183:
319                 SET_KEYBIT(kbinput, 98); // stop
320                 break;
321             case 205:
322                 SET_KEYBIT(kbinput, 100); // play
323                 break;
324             case 226:
325                 SET_KEYBIT(kbinput, 97); // mute
326                 break;
327             case 233:
328                 SET_KEYBIT(kbinput, 130); // volup

```



```

329         break;
330     case 234:
331         SET_KEYBIT(kbinput, 131);    // voldn
332         break;
333     }
334 }
335 break;
336 case 3:
337     // EP 3 non-RGB: NKRO input
338     if(length != 15)
339         return;
340     for(int bit = 0; bit < 8; bit++){
341         if((urbinput[0] >> bit) & 1)
342             SET_KEYBIT(kbinput, hid_codes[bit + 224]);
343         else
344             CLEAR_KEYBIT(kbinput, hid_codes[bit + 224]);
345     }
346     for(int byte = 0; byte < 14; byte++){
347         char input = urbinput[byte + 1];
348         for(int bit = 0; bit < 8; bit++){
349             int keybit = byte * 8 + bit;
350             int scan = hid_codes[keybit];
351             if((input >> bit) & 1){
352                 if(scan >= 0)
353                     SET_KEYBIT(kbinput, hid_codes[keybit]);
354                 else
355                     ckb_warn("Got unknown key press %d on EP 3\n", keybit);
356             } else if(scan >= 0)
357                 CLEAR_KEYBIT(kbinput, hid_codes[keybit]);
358         }
359     }
360     break;
361 }
362 }

```

Here is the caller graph for this function:



#### 9.26.3.4 void hid\_mouse\_translate ( unsigned char \* kbinput, short \* xaxis, short \* yaxis, int endpoint, int length, const unsigned char \* urbinput )

Definition at line 366 of file keymap.c.

References `BUTTON_HID_COUNT`, `CLEAR_KEYBIT`, `MOUSE_BUTTON_FIRST`, `MOUSE_EXTRA_FIRST`, and `SET_KEYBIT`.

Referenced by `os_inputmain()`.

```

366     {
367         if((endpoint != 2 && endpoint != -2) || length < 10)
368             return;
369         // EP 2: mouse input
370         if(urbinput[0] != 1)
371             return;
372         // Byte 1 = mouse buttons (bitfield)
373         for(int bit = 0; bit < BUTTON_HID_COUNT; bit++){
374             if(urbinput[1] & (1 << bit))
375                 SET_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
376             else
377                 CLEAR_KEYBIT(kbinput, MOUSE_BUTTON_FIRST + bit);
378         }
379         // Bytes 5 - 8: movement
380         *xaxis += *(short*)(urbinput + 5);
381         *yaxis += *(short*)(urbinput + 7);
382         // Byte 9: wheel
383         char wheel = urbinput[9];
384         if(wheel > 0)
385             SET_KEYBIT(kbinput, MOUSE_EXTRA_FIRST);    // wheelup
386         else
387             CLEAR_KEYBIT(kbinput, MOUSE_EXTRA_FIRST);
388         if(wheel < 0)

```

```

389         SET_KEYBIT(kbinput, MOUSE_EXTRA_FIRST + 1);    // wheeldn
390     else
391         CLEAR_KEYBIT(kbinput, MOUSE_EXTRA_FIRST + 1);
392 }

```

Here is the caller graph for this function:



## 9.26.4 Variable Documentation

### 9.26.4.1 const key keymap[(((152+3+12)+25)+11)]

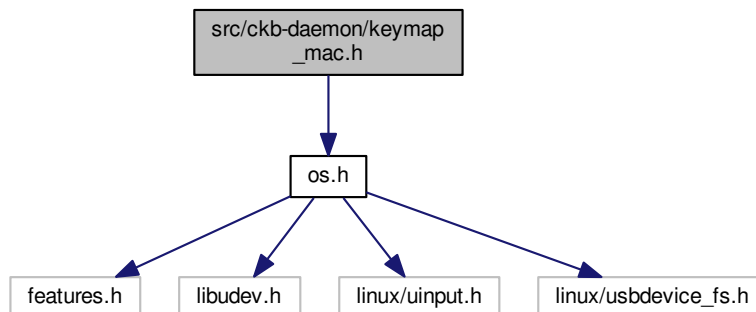
Definition at line 5 of file keymap.c.

Referenced by `_cmd_get()`, `_cmd_macro()`, `cmd_bind()`, `cmd_rebind()`, `cmd_rgb()`, `initbind()`, `inputupdate_keys()`, `nprintkey()`, `printrgb()`, `readcmd()`, and `setactive_kb()`.

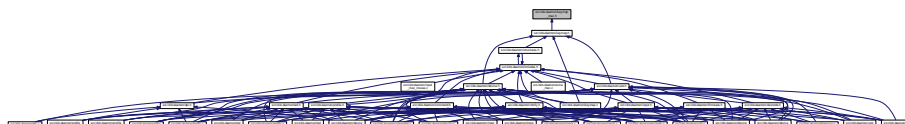
## 9.27 src/ckb-daemon/keymap\_mac.h File Reference

```
#include "os.h"
```

Include dependency graph for keymap\_mac.h:



This graph shows which files directly or indirectly include this file:



## 9.28 src/ckb-daemon/led.c File Reference

```
#include "command.h"
```



### 9.28.1.2 void cmd\_inotify ( usbdevice \* kb, usbmode \* mode, int nnumber, int dummy, const char \* led )

Definition at line 62 of file led.c.

References usbmode::inotify, and iselect().

```

62                                     {
63     uchar bits = iselect(led);
64     if(strstr(led, ":off"))
65         // Turn notifications for these bits off
66         mode->inotify[nnumber] &= ~bits;
67     else
68         // Turn notifications for these bits on
69         mode->inotify[nnumber] |= bits;
70 }
```

Here is the call graph for this function:



### 9.28.1.3 void cmd\_ioff ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* led )

Definition at line 38 of file led.c.

References usbmode::ioff, usbmode::ion, iselect(), and usbdevice::vtable.

```

38                                     {
39     uchar bits = iselect(led);
40     // Add the bits to ioff, remove them from ion
41     mode->ioff |= bits;
42     mode->ion &= ~bits;
43     kb->vtable->updateindicators(kb, 0);
44 }
```

Here is the call graph for this function:



### 9.28.1.4 void cmd\_ion ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* led )

Definition at line 46 of file led.c.

References usbmode::ioff, usbmode::ion, iselect(), and usbdevice::vtable.

```

46
47     uchar bits = iselect(led);
48     // Remove the bits from ioff, add them to ion
49     mode->ioff &= ~bits;
50     mode->ion |= bits;
51     kb->vtable->updateindicators(kb, 0);
52 }

```

Here is the call graph for this function:



#### 9.28.1.5 void cmd\_rgb ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* code )

Definition at line 6 of file led.c.

References lighting::b, lighting::g, keymap, key::led, usbmode::light, lighting::r, and lighting::sidelight.

```

6
7     int index = keymap[keyindex].led;
8     if(index < 0) {
9         if (index == -2){           // Process strafe sidelights
10             uchar sideshine;
11             if (sscanf(code, "%2hhx",&sideshine)) // monochromatic
12                 mode->light.sidelight = sideshine;
13         }
14         return;
15     }
16     uchar r, g, b;
17     if(sscanf(code, "%2hhx%2hhx%2hhx", &r, &g, &b) == 3){
18         mode->light.r[index] = r;
19         mode->light.g[index] = g;
20         mode->light.b[index] = b;
21     }
22 }

```

#### 9.28.1.6 static int has\_key ( const char \* name, const usbdevice \* kb ) [static]

Definition at line 73 of file led.c.

References IS\_K65, IS\_K95, IS\_MOUSE, IS\_SABRE, IS\_SCIMITAR, usbdevice::product, and usbdevice::vendor.

Referenced by printrgb().

```

73
74     if(!name)
75         return 0;
76     if(IS_MOUSE(kb->vendor, kb->product)){
77         // Mice only have the RGB zones
78         if((IS_SABRE(kb) || IS_SCIMITAR(kb)) && !strcmp(name, "wheel"))
79             return 1;
80         if(IS_SCIMITAR(kb) && !strcmp(name, "thumb"))
81             return 1;
82         if(strstr(name, "dpi") == name || !strcmp(name, "front") || !strcmp(name, "back"))
83             return 1;
84         return 0;
85     } else {
86         // But keyboards don't have them at all
87         if(strstr(name, "dpi") == name || !strcmp(name, "front") || !strcmp(name, "back") || !strcmp(name, "wheel") || !strcmp(name, "thumb"))
88             return 0;

```

```

89     // Only K95 has G keys and M keys (G1 - G18, MR, M1 - M3)
90     if(!IS_K95(kb) && ((name[0] == 'g' && name[1] >= '1' && name[1] <= '9') || (name[0] == 'm' &&
(name[1] == 'r' || name[1] == '1' || name[1] == '2' || name[1] == '3'))))
91         return 0;
92     // Only K65 has lights on VolUp/VolDn
93     if(!IS_K65(kb) && (!strcmp(name, "volup") || !strcmp(name, "voldn")))
94         return 0;
95     // K65 lacks numpad and media buttons
96     if(IS_K65(kb) && (strstr(name, "num") == name || !strcmp(name, "stop") || !strcmp(name, "prev
") || !strcmp(name, "play") || !strcmp(name, "next")))
97         return 0;
98     }
99     return 1;
100 }

```

Here is the caller graph for this function:



#### 9.28.1.7 static uchar iselect ( const char \* led ) [static]

Definition at line 25 of file led.c.

References `I_CAPS`, `I_NUM`, and `I_SCROLL`.

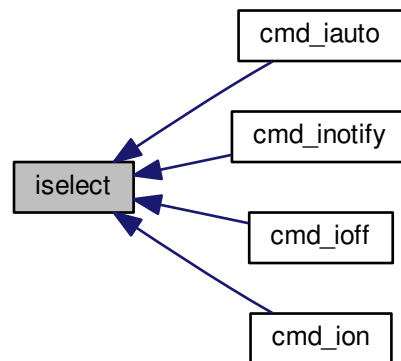
Referenced by `cmd_iauto()`, `cmd_inotify()`, `cmd_ioff()`, and `cmd_ion()`.

```

25     {
26     int result = 0;
27     if(!strcmp(led, "num", 3) || strstr(led, "num"))
28         result |= I_NUM;
29     if(!strcmp(led, "caps", 4) || strstr(led, "caps"))
30         result |= I_CAPS;
31     if(!strcmp(led, "scroll", 6) || strstr(led, "scroll"))
32         result |= I_SCROLL;
33     if(!strcmp(led, "all", 3) || strstr(led, "all"))
34         result |= I_NUM | I_CAPS | I_SCROLL;
35     return result;
36 }

```

Here is the caller graph for this function:



#### 9.28.1.8 char\* printrgb ( const lighting \* *light*, const usbdevice \* *kb* )

Definition at line 102 of file led.c.

References `lighting::b`, `lighting::g`, `has_key()`, `keymap`, `key::led`, `N_KEYS_EXTENDED`, `key::name`, and `lighting::r`.

Referenced by `_cmd_get()`.

```

102                                     {
103     uchar r[N_KEYS_EXTENDED], g[N_KEYS_EXTENDED], b[
104     N_KEYS_EXTENDED];
105     const uchar* mr = light->r;
106     const uchar* mg = light->g;
107     const uchar* mb = light->b;
108     for(int i = 0; i < N_KEYS_EXTENDED; i++){
109         // Translate the key index to an RGB index using the key map
110         int k = keymap[i].led;
111         if(k < 0)
112             continue;
113         r[i] = mr[k];
114         g[i] = mg[k];
115         b[i] = mb[k];
116     }
117     // Make a buffer to track key names and to filter out duplicates
118     char names[N_KEYS_EXTENDED][11];
119     for(int i = 0; i < N_KEYS_EXTENDED; i++){
120         const char* name = keymap[i].name;
121         if(keymap[i].led < 0 || !has_key(name, kb))
122             names[i][0] = 0;
123         else
124             strncpy(names[i], name, 11);
125     }
126     // Check to make sure these aren't all the same color
127     int same = 1;
128     for(int i = 1; i < N_KEYS_EXTENDED; i++){
129         if(!names[i][0])
130             continue;
131         if(r[i] != r[0] || g[i] != g[0] || b[i] != b[0]){
132             same = 0;
133             break;
134         }
135     }
136     // If they are, just output that color
137     if(same){
138         char* buffer = malloc(7);
139         snprintf(buffer, 7, "%02x%02x%02x", r[0], g[0], b[0]);
140         return buffer;
141     }
142     const int BUFFER_LEN = 4096; // Should be more than enough to fit all keys
143     char* buffer = malloc(BUFFER_LEN);

```

```

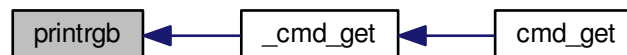
143     int length = 0;
144     for(int i = 0; i < N_KEYS_EXTENDED; i++){
145         if(!names[i][0])
146             continue;
147         // Print the key name
148         int newlen = 0;
149         snprintf(buffer + length, BUFFER_LEN - length, length == 0 ? "%s\n" : " %s\n", names[i], &newlen);
150         length += newlen;
151         // Look ahead to see if any other keys have this color. If so, print them here as well.
152         uchar kr = r[i], kg = g[i], kb = b[i];
153         for(int j = i + 1; j < N_KEYS_EXTENDED; j++){
154             if(!names[j][0])
155                 continue;
156             if(r[j] != kr || g[j] != kg || b[j] != kb)
157                 continue;
158             snprintf(buffer + length, BUFFER_LEN - length, ",%s\n", names[j], &newlen);
159             length += newlen;
160             // Erase the key's name so it won't get printed later
161             names[j][0] = 0;
162         }
163         // Print the color
164         snprintf(buffer + length, BUFFER_LEN - length, ":%02x%02x%02x\n", kr, kg, kb, &newlen);
165         length += newlen;
166     }
167     return buffer;
168 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



## 9.29 src/ckb-daemon/led.h File Reference

```

#include "includes.h"
#include "device.h"

```



```

graph TD
    includes_h[includes.h] --> device_h[device.h]
    includes_h --> structures_h[structures.h]
    includes_h --> limits_h[limits.h]
    includes_h --> keymap_h[keymap.h]
    includes_h --> keymap_mac_h[keymap_mac.h]
    includes_h --> os_h[os.h]
    includes_h --> sys_types_h[sys/types.h]
    includes_h --> unistd_h[unistd.h]
    includes_h --> sys_wait_h[sys/wait.h]
    includes_h --> sys_lock_h[sys/lock.h]
    includes_h --> sys_signal_h[sys/signal.h]
    includes_h --> sys_stat_h[sys/stat.h]
    includes_h --> sys_time_h[sys/time.h]
    includes_h --> string_h[string.h]
    includes_h --> stdio_h[stdio.h]
    includes_h --> stdlib_h[stdlib.h]
    includes_h --> pthread_h[pthread.h]
    includes_h --> locale_h[locale.h]
    includes_h --> fcntl_h[fcntl.h]
    includes_h --> dirent_h[dirent.h]
    includes_h --> ctype_h[ctype.h]
    os_h --> features_h[features.h]
    os_h --> libnet_h[libnet.h]
    os_h --> linux_input_h[linux/input.h]
    os_h --> linux_uinput_h[linux/uinput.h]
  
```

```

graph TD
    A[sc333-diemon347n] --> B[sc333-diemon347n.c]
    A --> C[sc333-diemon347n.c]
    A --> D[sc333-diemon347n.c]
    A --> E[sc333-diemon347n.c]
    A --> F[sc333-diemon347n.c]
    A --> G[sc333-diemon347n.c]
    A --> H[sc333-diemon347n.c]
    A --> I[sc333-diemon347n.c]
    A --> J[sc333-diemon347n.c]
    A --> K[sc333-diemon347n.c]
  
```

- int `updatergb_kb` (`usbdevice` \*kb, int force)
- int `updatergb_mouse` (`usbdevice` \*kb, int force)
- int `savergb_kb` (`usbdevice` \*kb, `lighting` \*light, int mode)
- int `savergb_mouse` (`usbdevice` \*kb, `lighting` \*light, int mode)
- int `loadrgb_kb` (`usbdevice` \*kb, `lighting` \*light, int mode)
- int `loadrgb_mouse` (`usbdevice` \*kb, `lighting` \*light, int mode)
- char \* `printrgb` (const `lighting` \*light, const `usbdevice` \*kb)
- void `cmd_rgb` (`usbdevice` \*kb, `usbmode` \*mode, int dummy, int keyindex, const char \*code)
- void `cmd_ion` (`usbdevice` \*kb, `usbmode` \*mode, int dummy1, int dummy2, const char \*led)
- void `cmd_iauto` (`usbdevice` \*kb, `usbmode` \*mode, int dummy1, int dummy2, const char \*led)
- void `cmd_inotify` (`usbdevice` \*kb, `usbmode` \*mode, int nnumber, int dummy, const char \*led)

**9.29.1.1 void cmd\_iauto ( usbdevice \* *kb*, usbmode \* *mode*, int *dummy1*, int *dummy2*, const char \* *led* )**

References `usbmode::ioff`, `usbmode::ion`, `iselect()`, and `usbdevice::vtable`.

Generated on Sat May 27 2017 17:42:25 for ckb-next by Doxygen

Here is the call graph for this function:



#### 9.29.1.2 void cmd\_inotify ( usbdevice \* kb, usbmode \* mode, int nnumber, int dummy, const char \* led )

Definition at line 62 of file led.c.

References usbmode::inotify, and iselect().

```

62                                     {
63     uchar bits = iselect(led);
64     if(strstr(led, ":off"))
65         // Turn notifications for these bits off
66         mode->inotify[nnumber] &= ~bits;
67     else
68         // Turn notifications for these bits on
69         mode->inotify[nnumber] |= bits;
70 }
```

Here is the call graph for this function:



#### 9.29.1.3 void cmd\_ioff ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* led )

Definition at line 38 of file led.c.

References usbmode::ioff, usbmode::ion, iselect(), and usbdevice::vtable.

```

38                                     {
39     uchar bits = iselect(led);
40     // Add the bits to ioff, remove them from ion
41     mode->ioff |= bits;
42     mode->ion &= ~bits;
43     kb->vtable->updateindicators(kb, 0);
44 }
```

Here is the call graph for this function:



#### 9.29.1.4 void cmd\_ion ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* led )

Definition at line 46 of file led.c.

References usbmode::ioff, usbmode::ion, iselect(), and usbdevice::vtable.

```

46                                     {
47     uchar bits = iselect(led);
48     // Remove the bits from ioff, add them to ion
49     mode->ioff &= ~bits;
50     mode->ion |= bits;
51     kb->vtable->updateindicators(kb, 0);
52 }
```

Here is the call graph for this function:



#### 9.29.1.5 void cmd\_rgb ( usbdevice \* kb, usbmode \* mode, int dummy, int keyindex, const char \* code )

Definition at line 6 of file led.c.

References lighting::b, lighting::g, keymap, key::led, usbmode::light, lighting::r, and lighting::sidelight.

```

6                                     {
7     int index = keymap[keyindex].led;
8     if(index < 0) {
9         if (index == -2){           // Process strafe sidelights
10             uchar sideshine;
11             if (sscanf(code, "%2hhx",&sideshine)) // monochromatic
12                 mode->light.sidelight = sideshine;
13         }
14         return;
15     }
16     uchar r, g, b;
17     if(sscanf(code, "%2hhx%2hhx%2hhx", &r, &g, &b) == 3){
18         mode->light.r[index] = r;
19         mode->light.g[index] = g;
20         mode->light.b[index] = b;
21     }
22 }
```

### 9.29.1.6 int loadrgb\_kb ( usbdevice \* kb, lighting \* light, int mode )

Since Firmware Version 2.05 for K95RGB the answers for getting the stored color-maps from the hardware has changed a bit. So comparing for the correct answer cannot validate against the cmd, and has to be done against a third map. Up to now we know, that K70RGB Pro and K70 Lux RGB have firmware version 2.04 and having the problem also. So we have to determine in the most inner loop the firmware version and type of KB to select the correct compare-table.

Read colors

> That is the old comparison method: you get back what you sent.

Normally a firmware version  $\geq 2.05$  runs with the new compare array. Up to now there is a 2.04 running in K70 RGB Lux with the same behavior. It seems that K70RGB has the same problem

Definition at line 181 of file led\_keyboard.c.

References lighting::b, ckb\_err, usbdevice::fwversion, lighting::g, MSG\_SIZE, N\_KEYS\_HW, P\_K70\_LUX, P\_K70\_LUX\_NRGB, usbdevice::product, lighting::r, usbrecv, and usbsend.

Referenced by hwloadmode().

```

181                                     {
182     if(kb->fwversion >= 0x0120){
183         uchar data_pkt[12][MSG_SIZE] = {
184             { 0x0e, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x01 },
185             { 0xff, 0x01, 60, 0 },
186             { 0xff, 0x02, 60, 0 },
187             { 0xff, 0x03, 24, 0 },
188             { 0x0e, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x02 },
189             { 0xff, 0x01, 60, 0 },
190             { 0xff, 0x02, 60, 0 },
191             { 0xff, 0x03, 24, 0 },
192             { 0x0e, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x03 },
193             { 0xff, 0x01, 60, 0 },
194             { 0xff, 0x02, 60, 0 },
195             { 0xff, 0x03, 24, 0 },
196         };
197         uchar in_pkt[4][MSG_SIZE] = {
198             { 0x0e, 0x14, 0x03, 0x01 },
199             { 0xff, 0x01, 60, 0 },
200             { 0xff, 0x02, 60, 0 },
201             { 0xff, 0x03, 24, 0 },
202         };
203
204
205         uchar cmp_pkt[4][4] = {
206             { 0x0e, 0x14, 0x03, 0x01 },
207             { 0x0e, 0xff, 0x01, 60 },
208             { 0x0e, 0xff, 0x02, 60 },
209             { 0x0e, 0xff, 0x03, 24 },
210         };
211
212         uchar* colors[3] = { light->r, light->g, light->b };
213         for(int clr = 0; clr < 3; clr++){
214             for(int i = 0; i < 4; i++){
215                 if(!usbrecv(kb, data_pkt[i + clr * 4], in_pkt[i]))
216                     return -1;
217
218                 uchar* comparePacket = data_pkt[i + clr * 4];
219                 if ((kb->fwversion >= 0x205)
220                     || ((kb->fwversion >= 0x204)
221                         && ((kb->product == P_K70_LUX_NRGB) || (kb->
222 product == P_K70_LUX)))) {
223                     comparePacket = cmp_pkt[i];
224                 }
225
226                 if (memcmp(in_pkt[i], comparePacket, 4)) {
227                     ckb_err("Bad input header\n");
228                     ckb_err("color = %d, i = %d, mode = %d\nOutput (Request): %2.2x %2.2x %2.2x
229 %2.2x\nInput (Reply): %2.2x %2.2x %2.2x %2.2x %2.2x %2.2x %2.2x %2.2x\n", clr, i, mode,
230 comparePacket[0], comparePacket[1], comparePacket[2], comparePacket[3],
231 in_pkt[i][0], in_pkt[i][1], in_pkt[i][2], in_pkt[i][3], in_pkt[i][4], in_pkt[i][5],
232 in_pkt[i][6], in_pkt[i][7]);
233                     in_pkt[2][0] = 0x99;
234                     in_pkt[2][1] = 0x99;
235                     in_pkt[2][2] = 0x99;
236                     in_pkt[2][3] = 0x99;
237                     usbrecv(kb, in_pkt[2], in_pkt[2]); // just to find it in the wireshark log
238                     return -1;
239                 }
240             }
241         }
242     }

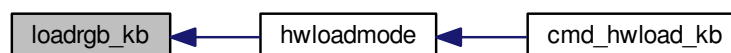
```

```

245     }
246     // Copy colors to lighting. in_pkt[0] is irrelevant.
247     memcpy(colors[clr], in_pkt[1] + 4, 60);
248     memcpy(colors[clr] + 60, in_pkt[2] + 4, 60);
249     memcpy(colors[clr] + 120, in_pkt[3] + 4, 24);
250 }
251 } else {
252     uchar data_pkt[5][MSG_SIZE] = {
253         { 0x0e, 0x14, 0x02, 0x01, 0x01, mode + 1, 0 },
254         { 0xff, 0x01, 60, 0 },
255         { 0xff, 0x02, 60, 0 },
256         { 0xff, 0x03, 60, 0 },
257         { 0xff, 0x04, 36, 0 },
258     };
259     uchar in_pkt[4][MSG_SIZE] = {
260         { 0xff, 0x01, 60, 0 },
261         { 0xff, 0x02, 60, 0 },
262         { 0xff, 0x03, 60, 0 },
263         { 0xff, 0x04, 36, 0 },
264     };
265     // Write initial packet
266     if(!usbSEND(kb, data_pkt[0], 1))
267         return -1;
268     // Read colors
269     for(int i = 1; i < 5; i++){
270         if(!usbRECV(kb, data_pkt[i], in_pkt[i - 1]))
271             return -1;
272         if(memcmp(in_pkt[i - 1], data_pkt[i], 4)){
273             ckb_err("Bad input header\n");
274             return -1;
275         }
276     }
277     // Copy the data back to the mode
278     uint8_t mr[N_KEYS_HW / 2], mg[N_KEYS_HW / 2], mb[
N_KEYS_HW / 2];
279     memcpy(mr, in_pkt[0] + 4, 60);
280     memcpy(mr + 60, in_pkt[1] + 4, 12);
281     memcpy(mg, in_pkt[1] + 16, 48);
282     memcpy(mg + 48, in_pkt[2] + 4, 24);
283     memcpy(mb, in_pkt[2] + 28, 36);
284     memcpy(mb + 36, in_pkt[3] + 4, 36);
285     // Unpack LED data to 8bpc format
286     for(int i = 0; i < N_KEYS_HW; i++){
287         int i_2 = i / 2;
288         uint8_t r, g, b;
289
290         // 3-bit intensities stored in alternate nybbles.
291         if (i & 1) {
292             r = 7 - (mr[i_2] >> 4);
293             g = 7 - (mg[i_2] >> 4);
294             b = 7 - (mb[i_2] >> 4);
295         } else {
296             r = 7 - (mr[i_2] & 0x0F);
297             g = 7 - (mg[i_2] & 0x0F);
298             b = 7 - (mb[i_2] & 0x0F);
299         }
300         // Scale 3-bit values up to 8 bits.
301         light->r[i] = r << 5 | r << 2 | r >> 1;
302         light->g[i] = g << 5 | g << 2 | g >> 1;
303         light->b[i] = b << 5 | b << 2 | b >> 1;
304     }
305 }
306 return 0;
307 }

```

Here is the caller graph for this function:



### 9.29.1.7 int loadrgb\_mouse ( usbdevice \* kb, lighting \* light, int mode )

Definition at line 81 of file led\_mouse.c.

References lighting::b, ckb\_err, lighting::g, IS\_SABRE, IS\_SCIMITAR, LED\_DPI, LED\_MOUSE, MSG\_SIZE, lighting::r, and usbrecv.

Referenced by cmd\_hwload\_mouse().

```

81      {
82          uchar data_pkt[MSG_SIZE] = { 0x0e, 0x13, 0x10, 1, 0 };
83          uchar in_pkt[MSG_SIZE] = { 0 };
84          // Load each RGB zone
85          int zonecount = IS_SCIMITAR(kb) ? 4 : IS_SABRE(kb) ? 3 : 2;
86          for(int i = 0; i < zonecount; i++){
87              if(!usbrecv(kb, data_pkt, in_pkt))
88                  return -1;
89              if(memcmp(in_pkt, data_pkt, 4)){
90                  ckb_err("Bad input header\n");
91                  return -2;
92              }
93              // Copy data
94              int led = LED_MOUSE + i;
95              if(led >= LED_DPI)
96                  led++; // Skip DPI light
97              light->r[led] = in_pkt[4];
98              light->g[led] = in_pkt[5];
99              light->b[led] = in_pkt[6];
100              // Set packet for next zone
101              data_pkt[2]++;
102          }
103          return 0;
104      }

```

Here is the caller graph for this function:



### 9.29.1.8 char\* printrgb ( const lighting \* light, const usbdevice \* kb )

Definition at line 102 of file led.c.

References lighting::b, lighting::g, has\_key(), keymap, key::led, N\_KEYS\_EXTENDED, key::name, and lighting::r.

Referenced by \_cmd\_get().

```

102      {
103          uchar r[N_KEYS_EXTENDED], g[N_KEYS_EXTENDED], b[
104              N_KEYS_EXTENDED];
105          const uchar* mr = light->r;
106          const uchar* mg = light->g;
107          const uchar* mb = light->b;
108          for(int i = 0; i < N_KEYS_EXTENDED; i++){
109              // Translate the key index to an RGB index using the key map
110              int k = keymap[i].led;
111              if(k < 0)
112                  continue;
113              r[i] = mr[k];
114              g[i] = mg[k];
115              b[i] = mb[k];
116          }
117          // Make a buffer to track key names and to filter out duplicates
118          char names[N_KEYS_EXTENDED][11];
119          for(int i = 0; i < N_KEYS_EXTENDED; i++){

```

```

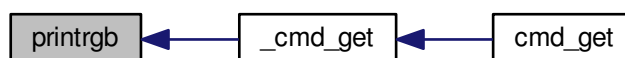
119     const char* name = keymap[i].name;
120     if(keymap[i].led < 0 || !has_key(name, kb))
121         names[i][0] = 0;
122     else
123         strncpy(names[i], name, 11);
124 }
125 // Check to make sure these aren't all the same color
126 int same = 1;
127 for(int i = 1; i < N_KEYS_EXTENDED; i++){
128     if(!names[i][0])
129         continue;
130     if(r[i] != r[0] || g[i] != g[0] || b[i] != b[0]){
131         same = 0;
132         break;
133     }
134 }
135 // If they are, just output that color
136 if(same){
137     char* buffer = malloc(7);
138     snprintf(buffer, 7, "%02x%02x%02x", r[0], g[0], b[0]);
139     return buffer;
140 }
141 const int BUFFER_LEN = 4096; // Should be more than enough to fit all keys
142 char* buffer = malloc(BUFFER_LEN);
143 int length = 0;
144 for(int i = 0; i < N_KEYS_EXTENDED; i++){
145     if(!names[i][0])
146         continue;
147     // Print the key name
148     int newlen = 0;
149     snprintf(buffer + length, BUFFER_LEN - length, length == 0 ? "%s\n" : " %s\n", names[i], &newlen);
150     length += newlen;
151     // Look ahead to see if any other keys have this color. If so, print them here as well.
152     uchar kr = r[i], kg = g[i], kb = b[i];
153     for(int j = i + 1; j < N_KEYS_EXTENDED; j++){
154         if(!names[j][0])
155             continue;
156         if(r[j] != kr || g[j] != kg || b[j] != kb)
157             continue;
158         snprintf(buffer + length, BUFFER_LEN - length, "%s\n", names[j], &newlen);
159         length += newlen;
160         // Erase the key's name so it won't get printed later
161         names[j][0] = 0;
162     }
163     // Print the color
164     snprintf(buffer + length, BUFFER_LEN - length, ":%02x%02x%02x\n", kr, kg, kb, &newlen);
165     length += newlen;
166 }
167 return buffer;
168 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.29.1.9 int savergb\_kb ( usbdevice \* kb, lighting \* light, int mode )

Definition at line 139 of file led\_keyboard.c.

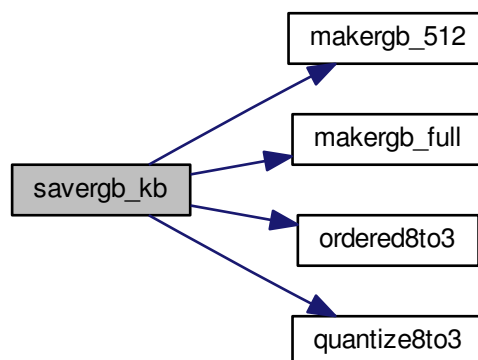
References `usbdevice::dither`, `usbdevice::fwversion`, `IS_STRAFE`, `makergb_512()`, `makergb_full()`, `MSG_SIZE`, `ordered8to3()`, `quantize8to3()`, and `usbsend`.

Referenced by `cmd_hwsave_kb()`.

```

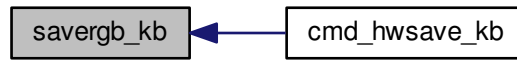
139                                     {
140     if(kb->fwversion >= 0x0120){
141         uchar data_pkt[12][MSG_SIZE] = {
142             // Red
143             { 0x7f, 0x01, 60, 0 },
144             { 0x7f, 0x02, 60, 0 },
145             { 0x7f, 0x03, 24, 0 },
146             { 0x07, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x01 },
147             // Green
148             { 0x7f, 0x01, 60, 0 },
149             { 0x7f, 0x02, 60, 0 },
150             { 0x7f, 0x03, 24, 0 },
151             { 0x07, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x02 },
152             // Blue
153             { 0x7f, 0x01, 60, 0 },
154             { 0x7f, 0x02, 60, 0 },
155             { 0x7f, 0x03, 24, 0 },
156             { 0x07, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x03 }
157         };
158         makergb_full(light, data_pkt);
159         if(!usbsend(kb, data_pkt[0], 12))
160             return -1;
161         if (IS_STRAFE(kb)){ // end save
162             uchar save_end_pkt[MSG_SIZE] = { 0x07, 0x14, 0x04, 0x01, 0x01 };
163             if(!usbsend(kb, save_end_pkt, 1))
164                 return -1;
165         }
166     } else {
167         uchar data_pkt[5][MSG_SIZE] = {
168             { 0x7f, 0x01, 60, 0 },
169             { 0x7f, 0x02, 60, 0 },
170             { 0x7f, 0x03, 60, 0 },
171             { 0x7f, 0x04, 36, 0 },
172             { 0x07, 0x14, 0x02, 0x00, 0x01, mode + 1 }
173         };
174         makergb_512(light, data_pkt, kb->dither ? ordered8to3 :
175 quantize8to3);
176         if(!usbsend(kb, data_pkt[0], 5))
177             return -1;
178     }
179     return 0;
180 }
```

Here is the call graph for this function:





Here is the caller graph for this function:



#### 9.29.1.10 int savergb\_mouse ( usbdevice \* kb, lighting \* light, int mode )

Definition at line 62 of file led\_mouse.c.

References lighting::b, lighting::g, IS\_SABRE, IS\_SCIMITAR, LED\_DPI, LED\_MOUSE, MSG\_SIZE, lighting::r, and usbsend.

Referenced by cmd\_hwsave\_mouse().

```

62 {
63     uchar data_pkt[MSG_SIZE] = { 0x07, 0x13, 0x10, 1, 0 };
64     // Save each RGB zone, minus the DPI light which is sent in the DPI packets
65     int zonecount = IS_SCIMITAR(kb) ? 4 : IS_SABRE(kb) ? 3 : 2;
66     for(int i = 0; i < zonecount; i++){
67         int led = LED_MOUSE + i;
68         if(led >= LED_DPI)
69             led++; // Skip DPI light
70         data_pkt[4] = light->r[led];
71         data_pkt[5] = light->g[led];
72         data_pkt[6] = light->b[led];
73         if(!usbsend(kb, data_pkt, 1))
74             return -1;
75         // Set packet for next zone
76         data_pkt[2]++;
77     }
78     return 0;
79 }
  
```

Here is the caller graph for this function:



#### 9.29.1.11 int updatergb\_kb ( usbdevice \* kb, int force )

Definition at line 77 of file led\_keyboard.c.

References usbdevice::active, usbprofile::currentmode, usbdevice::dither, lighting::forceupdate, IS\_FULLRANGE, usbprofile::lastlight, usbmode::light, makergb\_512(), makergb\_full(), MSG\_SIZE, ordered8to3(), usbdevice::profile, quantize8to3(), rgbcmp(), lighting::sidelight, and usbsend.

```

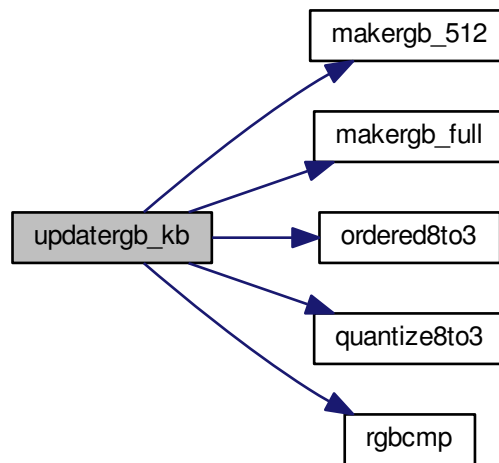
77 {
  
```

```

78     if(!kb->active)
79         return 0;
80     lighting* lastlight = &kb->profile->lastlight;
81     lighting* newlight = &kb->profile->currentmode->
light;
82     // Don't do anything if the lighting hasn't changed
83     if(!force && !lastlight->forceupdate && !newlight->forceupdate
84         && !rgbcmp(lastlight, newlight) && lastlight->sidelight == newlight->
sidelight) // strafe sidelights
85         return 0;
86     lastlight->forceupdate = newlight->forceupdate = 0;
87
88     if(IS_FULLRANGE(kb)){
89         // Update strafe sidelights if necessary
90         if(lastlight->sidelight != newlight->sidelight) {
91             uchar data_pkt[2][MSG_SIZE] = {
92                 { 0x07, 0x05, 0x08, 0x00, 0x00 },
93                 { 0x07, 0x05, 0x02, 0, 0x03 }
94             };
95             if (newlight->sidelight)
96                 data_pkt[0][4]=1; // turn on
97             if(!usbSEND(kb, data_pkt[0], 2))
98                 return -1;
99         }
100         // 16.8M color lighting works fine on strafe and is the only way it actually works
101         uchar data_pkt[12][MSG_SIZE] = {
102             // Red
103             { 0x7f, 0x01, 0x3c, 0 },
104             { 0x7f, 0x02, 0x3c, 0 },
105             { 0x7f, 0x03, 0x18, 0 },
106             { 0x07, 0x28, 0x01, 0x03, 0x01, 0 },
107             // Green
108             { 0x7f, 0x01, 0x3c, 0 },
109             { 0x7f, 0x02, 0x3c, 0 },
110             { 0x7f, 0x03, 0x18, 0 },
111             { 0x07, 0x28, 0x02, 0x03, 0x01, 0 },
112             // Blue
113             { 0x7f, 0x01, 0x3c, 0 },
114             { 0x7f, 0x02, 0x3c, 0 },
115             { 0x7f, 0x03, 0x18, 0 },
116             { 0x07, 0x28, 0x03, 0x03, 0x02, 0 }
117         };
118         makergb_full(newlight, data_pkt);
119         if(!usbSEND(kb, data_pkt[0], 12))
120             return -1;
121     } else {
122         // On older keyboards it looks flickery and causes lighting glitches, so we don't use it.
123         uchar data_pkt[5][MSG_SIZE] = {
124             { 0x7f, 0x01, 60, 0 },
125             { 0x7f, 0x02, 60, 0 },
126             { 0x7f, 0x03, 60, 0 },
127             { 0x7f, 0x04, 36, 0 },
128             { 0x07, 0x27, 0x00, 0x00, 0xD8 }
129         };
130         makergb_512(newlight, data_pkt, kb->dither ?
ordered8to3 : quantize8to3);
131         if(!usbSEND(kb, data_pkt[0], 5))
132             return -1;
133     }
134
135     memcpy(lastlight, newlight, sizeof(lighting));
136     return 0;
137 }

```

Here is the call graph for this function:



#### 9.29.1.12 int updatergb\_mouse ( usbdevice \* kb, int force )

Definition at line 20 of file led\_mouse.c.

References `usbdevice::active`, `lighting::b`, `usbprofile::currentmode`, `lighting::forceupdate`, `lighting::g`, `isblack()`, `usbprofile::lastlight`, `LED_MOUSE`, `usbmode::light`, `MSG_SIZE`, `N_MOUSE_ZONES`, `usbdevice::profile`, `lighting::r`, `rgbcmp()`, and `usbsend`.

```

20                                     {
21     if (!kb->active)
22         return 0;
23     lighting* lastlight = &kb->profile->lastlight;
24     lighting* newlight = &kb->profile->currentmode->
light;
25     // Don't do anything if the lighting hasn't changed
26     if (!force && !lastlight->forceupdate && !newlight->forceupdate
27         && !rgbcmp(lastlight, newlight))
28         return 0;
29     lastlight->forceupdate = newlight->forceupdate = 0;
30
31     // Send the RGB values for each zone to the mouse
32     uchar data_pkt[2][MSG_SIZE] = {
33         { 0x07, 0x22, N_MOUSE_ZONES, 0x01, 0 }, // RGB colors
34         { 0x07, 0x05, 0x02, 0 } // Lighting on/off
35     };
36     uchar* rgb_data = &data_pkt[0][4];
37     for(int i = 0; i < N_MOUSE_ZONES; i++){
38         *rgb_data++ = i + 1;
39         *rgb_data++ = newlight->r[LED_MOUSE + i];
40         *rgb_data++ = newlight->g[LED_MOUSE + i];
41         *rgb_data++ = newlight->b[LED_MOUSE + i];
42     }
43     // Send RGB data
44     if (!usbsend(kb, data_pkt[0], 1))
45         return -1;
46     int was_black = isblack(kb, lastlight), is_black = isblack(kb, newlight);
47     if (is_black){
48         // If the lighting is black, send the deactivation packet (M65 only)
49         if (!usbsend(kb, data_pkt[1], 1))
50             return -1;
51     } else if (was_black || force){
52         // If the lighting WAS black, or if we're on forced update, send the activation packet
53         data_pkt[1][4] = 1;
54         if (!usbsend(kb, data_pkt[1], 1))

```



- ## Functions

- ## Variables

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### 9.30.1 Macro Definition Documentation

9.30.1.1 **#define BR1( x ) (((x) & 0xaa) >> 1) | (((x) & 0x55) << 1)**

Definition at line 9 of file led\_keyboard.c.

9.30.1.2 **#define BR2( x ) (((BR1(x) & 0xcc) >> 2) | ((BR1(x) & 0x33) << 2))**

Definition at line 10 of file led\_keyboard.c.

9.30.1.3 **#define BR4( x ) (((BR2(x) & 0xf0) >> 4) | ((BR2(x) & 0x0f) << 4))**

Definition at line 11 of file led\_keyboard.c.

9.30.1.4 **#define O0( i ) BR4(i),**

Definition at line 12 of file led\_keyboard.c.

9.30.1.5 **#define O1( i ) O0(i) O0((i) + 1)**

Definition at line 13 of file led\_keyboard.c.

9.30.1.6 **#define O2( i ) O1(i) O1((i) + 2)**

Definition at line 14 of file led\_keyboard.c.

9.30.1.7 **#define O3( i ) O2(i) O2((i) + 4)**

Definition at line 15 of file led\_keyboard.c.

9.30.1.8 **#define O4( i ) O3(i) O3((i) + 8)**

Definition at line 16 of file led\_keyboard.c.

9.30.1.9 **#define O5( i ) O4(i) O4((i) + 16)**

Definition at line 17 of file led\_keyboard.c.

9.30.1.10 **#define O6( i ) O5(i) O5((i) + 32)**

Definition at line 18 of file led\_keyboard.c.

9.30.1.11 **#define O7( i ) O6(i) O6((i) + 64)**

Definition at line 19 of file led\_keyboard.c.

9.30.1.12 **#define O8( i ) O7(i) O7((i) + 127)**

Definition at line 20 of file led\_keyboard.c.

## 9.30.2 Function Documentation

### 9.30.2.1 int loadrgb\_kb ( usbdevice \* kb, lighting \* light, int mode )

Since Firmware Version 2.05 for K95RGB the answers for getting the stored color-maps from the hardware has changed a bit. So comparing for the correct answer cannot validate against the cmd, and has to be done against a third map. Up to now we know, that K70RGB Pro and K70 Lux RGB have firmware version 2.04 and having the problem also. So we have to determine in the most inner loop the firmware version and type of KB to select the correct compare-table.

Read colors

> That is the old comparison method: you get back what you sent.

Normally a firmware version  $\geq 2.05$  runs with the new compare array. Up to now there is a 2.04 running in K70 RGB Lux with the same behavior. It seems that K70RGB has the same problem

Definition at line 181 of file led\_keyboard.c.

References lighting::b, ckb\_err, usbdevice::fwversion, lighting::g, MSG\_SIZE, N\_KEYS\_HW, P\_K70\_LUX, P\_K70\_LUX\_NRGB, usbdevice::product, lighting::r, usbrecv, and usb send.

Referenced by hloadmode().

```

181                                     {
182     if (kb->fwversion >= 0x0120){
183         uchar data_pkt[12][MSG_SIZE] = {
184             { 0x0e, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x01 },
185             { 0xff, 0x01, 60, 0 },
186             { 0xff, 0x02, 60, 0 },
187             { 0xff, 0x03, 24, 0 },
188             { 0x0e, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x02 },
189             { 0xff, 0x01, 60, 0 },
190             { 0xff, 0x02, 60, 0 },
191             { 0xff, 0x03, 24, 0 },
192             { 0x0e, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x03 },
193             { 0xff, 0x01, 60, 0 },
194             { 0xff, 0x02, 60, 0 },
195             { 0xff, 0x03, 24, 0 },
196         };
197         uchar in_pkt[4][MSG_SIZE] = {
198             { 0x0e, 0x14, 0x03, 0x01 },
199             { 0xff, 0x01, 60, 0 },
200             { 0xff, 0x02, 60, 0 },
201             { 0xff, 0x03, 24, 0 },
202         };
203
204
205         uchar cmp_pkt[4][4] = {
206             { 0x0e, 0x14, 0x03, 0x01 },
207             { 0x0e, 0xff, 0x01, 60 },
208             { 0x0e, 0xff, 0x02, 60 },
209             { 0x0e, 0xff, 0x03, 24 },
210         };
211
212         uchar* colors[3] = { light->r, light->g, light->b };
213         for(int clr = 0; clr < 3; clr++){
214             for(int i = 0; i < 4; i++){
215                 if(!usbrecv(kb, data_pkt[i + clr * 4], in_pkt[i]))
216                     return -1;
217
218                 uchar* comparePacket = data_pkt[i + clr * 4];
219                 if ((kb->fwversion >= 0x205)
220                     || ((kb->fwversion >= 0x204)
221                         && ((kb->product == P_K70_LUX_NRGB) || (kb->
222 product == P_K70_LUX)))) {
223                     comparePacket = cmp_pkt[i];
224                 }
225
226                 if (memcmp(in_pkt[i], comparePacket, 4)) {
227                     ckb_err("Bad input header\n");
228                     ckb_err("color = %d, i = %d, mode = %d\nOutput (Request): %2.2x %2.2x %2.2x
229 %2.2x\nInput (Reply): %2.2x %2.2x %2.2x %2.2x %2.2x %2.2x %2.2x %2.2x\n", clr, i, mode,
230 comparePacket[0], comparePacket[1], comparePacket[2], comparePacket[3],
231 in_pkt[i][0], in_pkt[i][1], in_pkt[i][2], in_pkt[i][3], in_pkt[i][4], in_pkt[i][5],
232 in_pkt[i][6], in_pkt[i][7]);
233                     in_pkt[2][0] = 0x99;
234                     in_pkt[2][1] = 0x99;
235                     in_pkt[2][2] = 0x99;
236                     in_pkt[2][3] = 0x99;

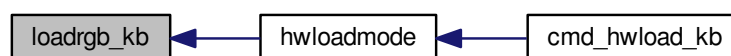
```

```

242         usbrecv(kb, in_pkt[2], in_pkt[2]); // just to find it in the wireshark log
243         return -1;
244     }
245 }
246 // Copy colors to lighting. in_pkt[0] is irrelevant.
247 memcpy(colors[clr], in_pkt[1] + 4, 60);
248 memcpy(colors[clr] + 60, in_pkt[2] + 4, 60);
249 memcpy(colors[clr] + 120, in_pkt[3] + 4, 24);
250 }
251 } else {
252     uchar data_pkt[5][MSG_SIZE] = {
253         { 0x0e, 0x14, 0x02, 0x01, 0x01, mode + 1, 0 },
254         { 0xff, 0x01, 60, 0 },
255         { 0xff, 0x02, 60, 0 },
256         { 0xff, 0x03, 60, 0 },
257         { 0xff, 0x04, 36, 0 },
258     };
259     uchar in_pkt[4][MSG_SIZE] = {
260         { 0xff, 0x01, 60, 0 },
261         { 0xff, 0x02, 60, 0 },
262         { 0xff, 0x03, 60, 0 },
263         { 0xff, 0x04, 36, 0 },
264     };
265     // Write initial packet
266     if(!usbsend(kb, data_pkt[0], 1))
267         return -1;
268     // Read colors
269     for(int i = 1; i < 5; i++){
270         if(!usbrecv(kb, data_pkt[i], in_pkt[i - 1]))
271             return -1;
272         if(memcmp(in_pkt[i - 1], data_pkt[i], 4)){
273             ckb_err("Bad input header\n");
274             return -1;
275         }
276     }
277     // Copy the data back to the mode
278     uint8_t mr[N_KEYS_HW / 2], mg[N_KEYS_HW / 2], mb[
N_KEYS_HW / 2];
279     memcpy(mr, in_pkt[0] + 4, 60);
280     memcpy(mr + 60, in_pkt[1] + 4, 12);
281     memcpy(mg, in_pkt[1] + 16, 48);
282     memcpy(mg + 48, in_pkt[2] + 4, 24);
283     memcpy(mb, in_pkt[2] + 28, 36);
284     memcpy(mb + 36, in_pkt[3] + 4, 36);
285     // Unpack LED data to 8bpc format
286     for(int i = 0; i < N_KEYS_HW; i++){
287         int i_2 = i / 2;
288         uint8_t r, g, b;
289
290         // 3-bit intensities stored in alternate nybbles.
291         if (i & 1) {
292             r = 7 - (mr[i_2] >> 4);
293             g = 7 - (mg[i_2] >> 4);
294             b = 7 - (mb[i_2] >> 4);
295         } else {
296             r = 7 - (mr[i_2] & 0x0F);
297             g = 7 - (mg[i_2] & 0x0F);
298             b = 7 - (mb[i_2] & 0x0F);
299         }
300         // Scale 3-bit values up to 8 bits.
301         light->r[i] = r << 5 | r << 2 | r >> 1;
302         light->g[i] = g << 5 | g << 2 | g >> 1;
303         light->b[i] = b << 5 | b << 2 | b >> 1;
304     }
305 }
306 return 0;
307 }

```

Here is the caller graph for this function:



### 9.30.2.2 static void makergb\_512 ( const lighting \* *light*, uchar *data\_pkt*[5][64], uchar(\*) (int, uchar) *ditherfn* ) [static]

Definition at line 36 of file led\_keyboard.c.

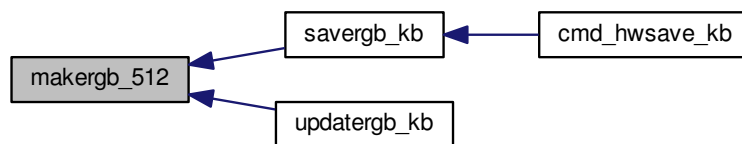
References lighting::b, lighting::g, N\_KEYS\_HW, and lighting::r.

Referenced by savergb\_kb(), and updatergb\_kb().

```

37                                     {
38     uchar r[N_KEYS_HW / 2], g[N_KEYS_HW / 2], b[N_KEYS_HW / 2];
39     // Compress RGB values to a 512-color palette
40     for(int i = 0; i < N_KEYS_HW; i += 2){
41         char r1 = ditherfn(i, light->r[i]), r2 = ditherfn(i + 1, light->r[i + 1]);
42         char g1 = ditherfn(i, light->g[i]), g2 = ditherfn(i + 1, light->g[i + 1]);
43         char b1 = ditherfn(i, light->b[i]), b2 = ditherfn(i + 1, light->b[i + 1]);
44         r[i / 2] = (7 - r2) << 4 | (7 - r1);
45         g[i / 2] = (7 - g2) << 4 | (7 - g1);
46         b[i / 2] = (7 - b2) << 4 | (7 - b1);
47     }
48     memcpy(data_pkt[0] + 4, r, 60);
49     memcpy(data_pkt[1] + 4, r + 60, 12);
50     memcpy(data_pkt[1] + 16, g, 48);
51     memcpy(data_pkt[2] + 4, g + 48, 24);
52     memcpy(data_pkt[2] + 28, b, 36);
53     memcpy(data_pkt[3] + 4, b + 36, 36);
54 }
```

Here is the caller graph for this function:



### 9.30.2.3 static void makergb\_full ( const lighting \* *light*, uchar *data\_pkt*[12][64] ) [static]

Definition at line 56 of file led\_keyboard.c.

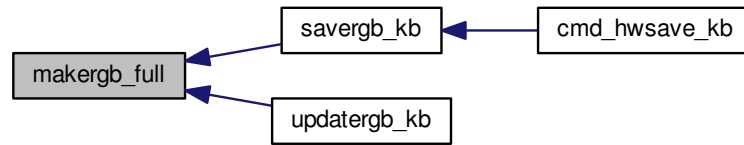
References lighting::b, lighting::g, and lighting::r.

Referenced by savergb\_kb(), and updatergb\_kb().

```

56                                     {
57     const uchar* r = light->r, *g = light->g, *b = light->b;
58     // Red
59     memcpy(data_pkt[0] + 4, r, 60);
60     memcpy(data_pkt[1] + 4, r + 60, 60);
61     memcpy(data_pkt[2] + 4, r + 120, 24);
62     // Green (final R packet is blank)
63     memcpy(data_pkt[4] + 4, g, 60);
64     memcpy(data_pkt[5] + 4, g + 60, 60);
65     memcpy(data_pkt[6] + 4, g + 120, 24);
66     // Blue (final G packet is blank)
67     memcpy(data_pkt[8] + 4, b, 60);
68     memcpy(data_pkt[9] + 4, b + 60, 60);
69     memcpy(data_pkt[10] + 4, b + 120, 24);
70 }
```

Here is the caller graph for this function:



#### 9.30.2.4 static uchar ordered8to3 ( int index, uchar value ) [static]

Definition at line 24 of file led\_keyboard.c.

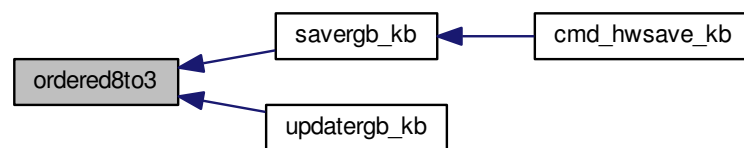
References `bit_reverse_table`.

Referenced by `savergb_kb()`, and `updatergb_kb()`.

```

24                                     {
25     int m = value * 7;
26     int b = m / 255;
27     if ( (m % 255) > bit_reverse_table[index & 0xff] )
28         b++;
29     return b;
30 }
```

Here is the caller graph for this function:



#### 9.30.2.5 static uchar quantize8to3 ( int index, uchar value ) [static]

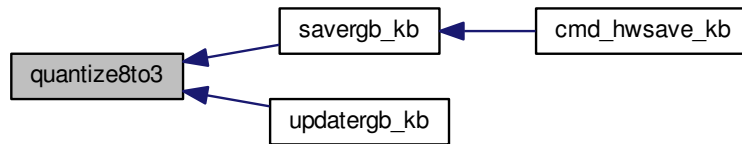
Definition at line 32 of file led\_keyboard.c.

Referenced by `savergb_kb()`, and `updatergb_kb()`.

```

32                                     {
33     return value >> 5;
34 }
```

Here is the caller graph for this function:



### 9.30.2.6 static int rgbcmp ( const lighting \* lhs, const lighting \* rhs ) [static]

Definition at line 72 of file `led_keyboard.c`.

References `lighting::b`, `lighting::g`, `N_KEYS_HW`, and `lighting::r`.

Referenced by `updatergb_kb()`.

```

72                                     {
73     // Compare two light structures, ignore mouse zones
74     return memcmp(lhs->r, rhs->r, N_KEYS_HW) || memcmp(lhs->g, rhs->
g, N_KEYS_HW) || memcmp(lhs->b, rhs->b, N_KEYS_HW);
75 }
```

Here is the caller graph for this function:



### 9.30.2.7 int savergb\_kb ( usbdevice \* kb, lighting \* light, int mode )

Definition at line 139 of file `led_keyboard.c`.

References `usbdevice::dither`, `usbdevice::fwversion`, `IS_STRAFE`, `makergb_512()`, `makergb_full()`, `MSG_SIZE`, `ordered8to3()`, `quantize8to3()`, and `usbSEND`.

Referenced by `cmd_hwsave_kb()`.

```

139                                     {
140     if(kb->fwversion >= 0x0120){
141         uchar data_pkt[12][MSG_SIZE] = {
142             // Red
143             { 0x7f, 0x01, 60, 0 },
144             { 0x7f, 0x02, 60, 0 },
145             { 0x7f, 0x03, 24, 0 },
146             { 0x07, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x01 },
147             // Green
148             { 0x7f, 0x01, 60, 0 },
149             { 0x7f, 0x02, 60, 0 },
150             { 0x7f, 0x03, 24, 0 },
151         };
152     }
```

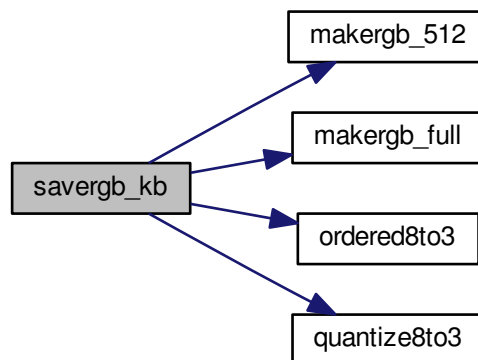


```

151         { 0x07, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x02 },
152         // Blue
153         { 0x7f, 0x01, 60, 0 },
154         { 0x7f, 0x02, 60, 0 },
155         { 0x7f, 0x03, 24, 0 },
156         { 0x07, 0x14, 0x03, 0x01, 0x01, mode + 1, 0x03 }
157     };
158     makergb_full(light, data_pkt);
159     if(!usb_send(kb, data_pkt[0], 12))
160         return -1;
161     if (IS_STRAFE(kb)){ // end save
162         uchar save_end_pkt[MSG_SIZE] = { 0x07, 0x14, 0x04, 0x01, 0x01 };
163         if(!usb_send(kb, save_end_pkt, 1))
164             return -1;
165     }
166 } else {
167     uchar data_pkt[5][MSG_SIZE] = {
168         { 0x7f, 0x01, 60, 0 },
169         { 0x7f, 0x02, 60, 0 },
170         { 0x7f, 0x03, 60, 0 },
171         { 0x7f, 0x04, 36, 0 },
172         { 0x07, 0x14, 0x02, 0x00, 0x01, mode + 1 }
173     };
174     makergb_512(light, data_pkt, kb->dither ? ordered8to3 :
quantize8to3);
175     if(!usb_send(kb, data_pkt[0], 5))
176         return -1;
177 }
178 return 0;
179 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.30.2.8 int updatergb\_kb ( usbdevice \* kb, int force )

Definition at line 77 of file led\_keyboard.c.

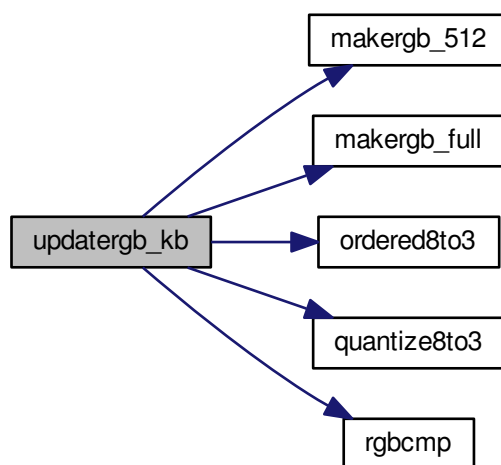
References `usbdevice::active`, `usbprofile::currentmode`, `usbdevice::dither`, `lighting::forceupdate`, `IS_FULLRANGE`, `usbprofile::lastlight`, `usbmode::light`, `makergb_512()`, `makergb_full()`, `MSG_SIZE`, `ordered8to3()`, `usbdevice::profile`, `quantize8to3()`, `rgbcmp()`, `lighting::sidelight`, and `usbsend`.

```

77                                     {
78     if(!kb->active)
79         return 0;
80     lighting* lastlight = &kb->profile->lastlight;
81     lighting* newlight = &kb->profile->currentmode->
light;
82     // Don't do anything if the lighting hasn't changed
83     if(!force && !lastlight->forceupdate && !newlight->forceupdate
84         && !rgbcmp(lastlight, newlight) && lastlight->sidelight == newlight->
sidelight) // strafe sidelights
85         return 0;
86     lastlight->forceupdate = newlight->forceupdate = 0;
87
88     if(IS_FULLRANGE(kb)){
89         // Update strafe sidelights if necessary
90         if(lastlight->sidelight != newlight->sidelight) {
91             uchar data_pkt[2][MSG_SIZE] = {
92                 { 0x07, 0x05, 0x08, 0x00, 0x00 },
93                 { 0x07, 0x05, 0x02, 0, 0x03 }
94             };
95             if (newlight->sidelight)
96                 data_pkt[0][4]=1; // turn on
97             if(!usbsend(kb, data_pkt[0], 2))
98                 return -1;
99         }
100         // 16.8M color lighting works fine on strafe and is the only way it actually works
101         uchar data_pkt[12][MSG_SIZE] = {
102             // Red
103             { 0x7f, 0x01, 0x3c, 0 },
104             { 0x7f, 0x02, 0x3c, 0 },
105             { 0x7f, 0x03, 0x18, 0 },
106             { 0x07, 0x28, 0x01, 0x03, 0x01, 0 },
107             // Green
108             { 0x7f, 0x01, 0x3c, 0 },
109             { 0x7f, 0x02, 0x3c, 0 },
110             { 0x7f, 0x03, 0x18, 0 },
111             { 0x07, 0x28, 0x02, 0x03, 0x01, 0 },
112             // Blue
113             { 0x7f, 0x01, 0x3c, 0 },
114             { 0x7f, 0x02, 0x3c, 0 },
115             { 0x7f, 0x03, 0x18, 0 },
116             { 0x07, 0x28, 0x03, 0x03, 0x02, 0 }
117         };
118         makergb_full(newlight, data_pkt);
119         if(!usbsend(kb, data_pkt[0], 12))
120             return -1;
121     } else {
122         // On older keyboards it looks flickery and causes lighting glitches, so we don't use it.
123         uchar data_pkt[5][MSG_SIZE] = {
124             { 0x7f, 0x01, 60, 0 },
125             { 0x7f, 0x02, 60, 0 },
126             { 0x7f, 0x03, 60, 0 },
127             { 0x7f, 0x04, 36, 0 },
128             { 0x07, 0x27, 0x00, 0x00, 0xD8 }
129         };
130         makergb_512(newlight, data_pkt, kb->dither ?
ordered8to3 : quantize8to3);
131         if(!usbsend(kb, data_pkt[0], 5))
132             return -1;
133     }
134
135     memcpy(lastlight, newlight, sizeof(lighting));
136     return 0;
137 }

```

Here is the call graph for this function:

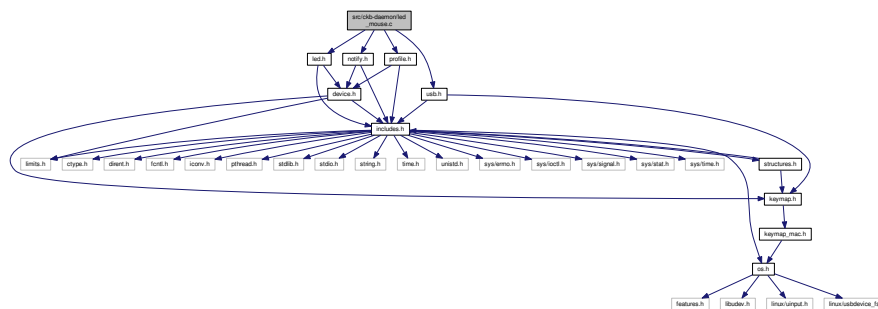


### 9.30.3 Variable Documentation



### 9.31 src/ckb-daemon/led\_mouse.c File Reference

Include dependency graph for led\_mouse.c:



- static int **rgbcmp** (const **lighting** \*lhs, const **lighting** \*rhs)
- static int **isblack** (const **usbdevice** \*kb, const **lighting** \*light)
- int **updatergb\_mouse** (**usbdevice** \*kb, int force)
- int **savergb\_mouse** (**usbdevice** \*kb, **lighting** \*light, int mode)
- int **loadrgb\_mouse** (**usbdevice** \*kb, **lighting** \*light, int mode)

### 9.31.1.1 static int isblack ( const usbdevice \* kb, const lighting \* light ) [static]

Referenced by `updatergb_mouse()`.

Generated on Sat May 27 2017 17:42:25 for ckb-next by Doxygen

Here is the caller graph for this function:



### 9.31.1.2 `int loadrgb_mouse ( usbdevice * kb, lighting * light, int mode )`

Definition at line 81 of file `led_mouse.c`.

References `lighting::b`, `ckb_err`, `lighting::g`, `IS_SABRE`, `IS_SCIMITAR`, `LED_DPI`, `LED_MOUSE`, `MSG_SIZE`, `lighting::r`, and `usbrecv`.

Referenced by `cmd_hwload_mouse()`.

```

81
82     uchar data_pkt[MSG_SIZE] = { 0x0e, 0x13, 0x10, 1, 0 };
83     uchar in_pkt[MSG_SIZE] = { 0 };
84     // Load each RGB zone
85     int zonecount = IS_SCIMITAR(kb) ? 4 : IS_SABRE(kb) ? 3 : 2;
86     for(int i = 0; i < zonecount; i++){
87         if(!usbrecv(kb, data_pkt, in_pkt))
88             return -1;
89         if(memcmp(in_pkt, data_pkt, 4)){
90             ckb_err("Bad input header\n");
91             return -2;
92         }
93         // Copy data
94         int led = LED_MOUSE + i;
95         if(led >= LED_DPI)
96             led++; // Skip DPI light
97         light->r[led] = in_pkt[4];
98         light->g[led] = in_pkt[5];
99         light->b[led] = in_pkt[6];
100        // Set packet for next zone
101        data_pkt[2]++;
102    }
103    return 0;
104 }
  
```

Here is the caller graph for this function:



### 9.31.1.3 `static int rgbcmp ( const lighting * lhs, const lighting * rhs )` `[static]`

Definition at line 7 of file `led_mouse.c`.

References `lighting::b`, `lighting::g`, `LED_MOUSE`, `N_MOUSE_ZONES`, and `lighting::r`.

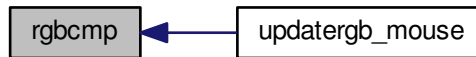
Referenced by `updatergb_mouse()`.

```

7
8     return memcmp(lhs->r + LED_MOUSE, rhs->r + LED_MOUSE,
    N_MOUSE_ZONES) || memcmp(lhs->g + LED_MOUSE, rhs->g +
    LED_MOUSE, N_MOUSE_ZONES) || memcmp(lhs->b + LED_MOUSE, rhs->
    b + LED_MOUSE, N_MOUSE_ZONES);
9 }

```

Here is the caller graph for this function:



#### 9.31.1.4 int savergb\_mouse ( usbdevice \* kb, lighting \* light, int mode )

Definition at line 62 of file led\_mouse.c.

References `lighting::b`, `lighting::g`, `IS_SABRE`, `IS_SCIMITAR`, `LED_DPI`, `LED_MOUSE`, `MSG_SIZE`, `lighting::r`, and `usbsend`.

Referenced by `cmd_hwsave_mouse()`.

```

62
63     uchar data_pkt[MSG_SIZE] = { 0x07, 0x13, 0x10, 1, 0 };
64     // Save each RGB zone, minus the DPI light which is sent in the DPI packets
65     int zonecount = IS_SCIMITAR(kb) ? 4 : IS_SABRE(kb) ? 3 : 2;
66     for(int i = 0; i < zonecount; i++){
67         int led = LED_MOUSE + i;
68         if(led >= LED_DPI)
69             led++; // Skip DPI light
70         data_pkt[4] = light->r[led];
71         data_pkt[5] = light->g[led];
72         data_pkt[6] = light->b[led];
73         if(!usbsend(kb, data_pkt, 1))
74             return -1;
75         // Set packet for next zone
76         data_pkt[2]++;
77     }
78     return 0;
79 }

```

Here is the caller graph for this function:



#### 9.31.1.5 int updatergb\_mouse ( usbdevice \* kb, int force )

Definition at line 20 of file led\_mouse.c.

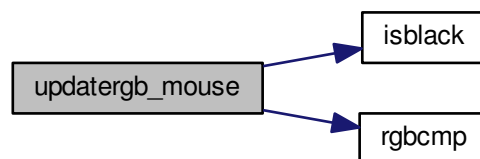
References `usbdevice::active`, `lighting::b`, `usbprofile::currentmode`, `lighting::forceupdate`, `lighting::g`, `isblack()`, `usbprofile::lastlight`, `LED_MOUSE`, `usbmode::light`, `MSG_SIZE`, `N_MOUSE_ZONES`, `usbdevice::profile`, `lighting::r`, `rgbcmp()`, and `usbsend`.

```

20                                     {
21     if(!kb->active)
22         return 0;
23     lighting* lastlight = &kb->profile->lastlight;
24     lighting* newlight = &kb->profile->currentmode->
light;
25     // Don't do anything if the lighting hasn't changed
26     if(!force && !lastlight->forceupdate && !newlight->forceupdate
27         && !rgbcmp(lastlight, newlight))
28         return 0;
29     lastlight->forceupdate = newlight->forceupdate = 0;
30
31     // Send the RGB values for each zone to the mouse
32     uchar data_pkt[2][MSG_SIZE] = {
33         { 0x07, 0x22, N_MOUSE_ZONES, 0x01, 0 }, // RGB colors
34         { 0x07, 0x05, 0x02, 0 } // Lighting on/off
35     };
36     uchar* rgb_data = &data_pkt[0][4];
37     for(int i = 0; i < N_MOUSE_ZONES; i++){
38         *rgb_data++ = i + 1;
39         *rgb_data++ = newlight->r[LED_MOUSE + i];
40         *rgb_data++ = newlight->q[LED_MOUSE + i];
41         *rgb_data++ = newlight->b[LED_MOUSE + i];
42     }
43     // Send RGB data
44     if(!usbsend(kb, data_pkt[0], 1))
45         return -1;
46     int was_black = isblack(kb, lastlight), is_black = isblack(kb, newlight);
47     if(is_black){
48         // If the lighting is black, send the deactivation packet (M65 only)
49         if(!usbsend(kb, data_pkt[1], 1))
50             return -1;
51     } else if(was_black || force){
52         // If the lighting WAS black, or if we're on forced update, send the activation packet
53         data_pkt[1][4] = 1;
54         if(!usbsend(kb, data_pkt[1], 1))
55             return -1;
56     }
57
58     memcpy(lastlight, newlight, sizeof(lighting));
59     return 0;
60 }

```

Here is the call graph for this function:



## 9.32 src/ckb-daemon/main.c File Reference

```

#include "device.h"
#include "devnode.h"
#include "input.h"
#include "led.h"
#include "notify.h"

```





```

82         break;
83     }
84 }
85 *dst = 0;
86 }

```

### 9.32.1.2 int main ( int argc, char \*\* argv )

Definition at line 88 of file main.c.

References `ckb_fatal_nofile`, `ckb_info`, `ckb_info_nofile`, `ckb_warn_nofile`, `devpath`, `FEAT_BIND`, `FEAT_MOUSE-ACCEL`, `FEAT_NOTIFY`, `features_mask`, `gid`, `hwload_mode`, `keyboard`, `main_ac`, `main_av`, `mkdevpath()`, `quit()`, `restart()`, `sighandler()`, and `usbmain()`.

Referenced by `restart()`.

```

88     {
89         // Set output pipes to buffer on newlines, if they weren't set that way already
90         setlinebuf(stdout);
91         setlinebuf(stderr);
92         main_ac = argc;
93         main_av = argv;
94
95         printf("    ckb: Corsair RGB driver %s\n", CKB_VERSION_STR);
96         // If --help occurs anywhere in the command-line, don't launch the program but instead print usage
97         for(int i = 1; i < argc; i++){
98             if(!strcmp(argv[i], "--help")){
99                 printf(
100 #ifdef OS_MAC
101                     "Usage: ckb-daemon [--gid=<gid>] [--hwload=<always|try|never>] [--nonotify]
102                     [--nobind] [--nomouseaccel] [--nonroot]\n"
103 #else
104                     "Usage: ckb-daemon [--gid=<gid>] [--hwload=<always|try|never>] [--nonotify]
105                     [--nobind] [--nonroot]\n"
106 #endif
107                     "\n"
108                     "See https://github.com/ccMSC/ckb/blob/master/DAEMON.md for full instructions.\n"
109                     "\n"
110                     "Command-line parameters:\n"
111                     "    --gid=<gid>\n"
112                     "        Restrict access to %s* nodes to users in group <gid>.\n"
113                     "        (Ordinarily they are accessible to anyone)\n"
114                     "    --hwload=<always|try|never>\n"
115                     "        --hwload=always will force loading of stored hardware profiles on
116                     compatible devices. May result in long start up times.\n"
117                     "        --hwload=try will try to load the profiles, but give up if not immediately
118                     successful (default).\n"
119                     "        --hwload=never will ignore hardware profiles completely.\n"
120                     "    --nonotify\n"
121                     "        Disables key monitoring/notifications.\n"
122                     "        Note that this makes reactive lighting impossible.\n"
123                     "    --nobind\n"
124                     "        Disables all key rebinding, macros, and notifications. Implies --nonotify.
125                     \n"
126 #ifdef OS_MAC
127                     "    --nomouseaccel\n"
128                     "        Disables mouse acceleration, even if the system preferences enable it.\n"
129 #endif
130                     "    --nonroot\n"
131                     "        Allows running ckb-daemon as a non root user.\n"
132                     "        This will almost certainly not work. Use only if you know what you're
133                     doing.\n"
134                     "\n", devpath);
135                 exit(0);
136             }
137         }
138
139         // Check PID, quit if already running
140         char pidpath[strlen(devpath) + 6];
141         snprintf(pidpath, sizeof(pidpath), "%s0/pid", devpath);
142         FILE* pidfile = fopen(pidpath, "r");
143         if(pidfile){
144             pid_t pid;
145             fscanf(pidfile, "%d", &pid);
146             fclose(pidfile);
147             if(pid > 0){
148                 // kill -s 0 checks if the PID is active but doesn't send a signal
149                 if(!kill(pid, 0)){
150                     ckb_fatal_nofile("ckb-daemon is already running (PID %d). Try 'killall
151 ckb-daemon'.\n", pid);
152                     ckb_fatal_nofile("(If you're certain the process is dead, delete %s and try

```

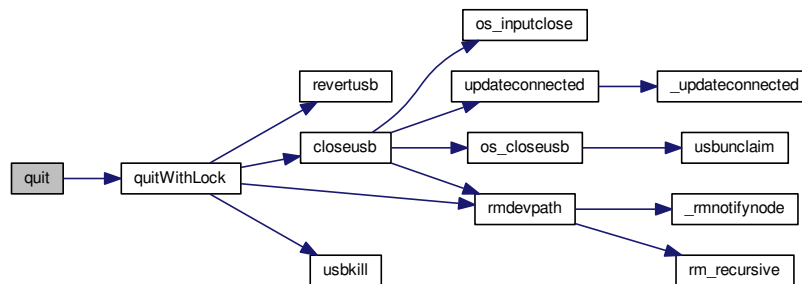
```

        again)\n", pidpath);
146         return 0;
147     }
148 }
149 }
150
151 // Read parameters
152 int forceroot = 1;
153 for(int i = 1; i < argc; i++){
154     char* argument = argv[i];
155     unsigned newgid;
156     char hwload[7];
157     if(sscanf(argument, "--gid=%u", &newgid) == 1){
158         // Set dev node GID
159         gid = newgid;
160         ckb_info_nofile("Setting /dev node gid: %u\n", newgid);
161     } else if(!strcmp(argument, "--nobind")){
162         // Disable key notifications and rebinding
163         features_mask &= ~FEAT_BIND & ~FEAT_NOTIFY;
164         ckb_info_nofile("Key binding and key notifications are disabled\n");
165     } else if(!strcmp(argument, "--nonotify")){
166         // Disable key notifications
167         features_mask &= ~FEAT_NOTIFY;
168         ckb_info_nofile("Key notifications are disabled\n");
169     } else if(sscanf(argument, "--hwload=%6s", hwload) == 1){
170         if(!strcmp(hwload, "always") || !strcmp(hwload, "yes") || !strcmp(hwload, "y") || !strcmp(
hwload, "a")){
171             hwload_mode = 2;
172             ckb_info_nofile("Setting hardware load: always\n");
173         } else if(!strcmp(hwload, "tryonce") || !strcmp(hwload, "try") || !strcmp(hwload, "once") || !
strcmp(hwload, "t") || !strcmp(hwload, "o")){
174             hwload_mode = 1;
175             ckb_info_nofile("Setting hardware load: tryonce\n");
176         } else if(!strcmp(hwload, "never") || !strcmp(hwload, "none") || !strcmp(hwload, "no") || !
strcmp(hwload, "n")){
177             hwload_mode = 0;
178             ckb_info_nofile("Setting hardware load: never\n");
179         }
180     } else if(!strcmp(argument, "--nonroot")){
181         // Allow running as a non-root user
182         forceroot = 0;
183     }
184 #ifdef OS_MAC
185     else if(!strcmp(argument, "--nomouseaccel")){
186         // On OSX, provide an option to disable mouse acceleration
187         features_mask &= ~FEAT_MOUSEACCEL;
188         ckb_info_nofile("Mouse acceleration disabled\n");
189     }
190 #endif
191 }
192
193 // Check UID
194 if(getuid() != 0){
195     if(forceroot){
196         ckb_fatal_nofile("ckb-daemon must be run as root. Try 'sudo %s'\n", argv[0]);
197         exit(0);
198     } else
199         ckb_warn_nofile("Warning: not running as root, allowing anyway per command-line
parameter...\n");
200 }
201
202 // Make root keyboard
203 umask(0);
204 memset(keyboard, 0, sizeof(keyboard));
205 if(!mkdevpath(keyboard))
206     ckb_info("Root controller ready at %s0\n", devpath);
207
208 // Set signals
209 sigset_t signals;
210 sigfillset(&signals);
211 sigdelset(&signals, SIGTERM);
212 sigdelset(&signals, SIGINT);
213 sigdelset(&signals, SIGQUIT);
214 sigdelset(&signals, SIGUSR1);
215 // Set up signal handlers for quitting the service.
216 sigprocmask(SIG_SETMASK, &signals, 0);
217 signal(SIGTERM, sighandler);
218 signal(SIGINT, sighandler);
219 signal(SIGQUIT, sighandler);
220 signal(SIGUSR1, (void (*)(void))restart);
221
222 // Start the USB system
223 int result = usbmain();
224 quit();
225 return result;
226 }

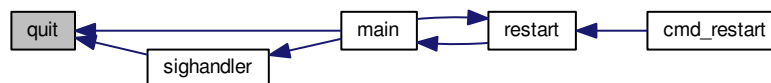
```



Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.32.1.4 void quitWithLock ( char mut ) [static]

##### Parameters

<i>mut</i>	try to close files maybe without locking the mutex if mut == true then lock
------------	---

Definition at line 40 of file main.c.

References `ckb_info`, `closeusb()`, `DEV_MAX`, `devmutex`, `IS_CONNECTED`, `keyboard`, `reset_stop`, `revertusb()`, `rmdevpath()`, and `usbkill()`.

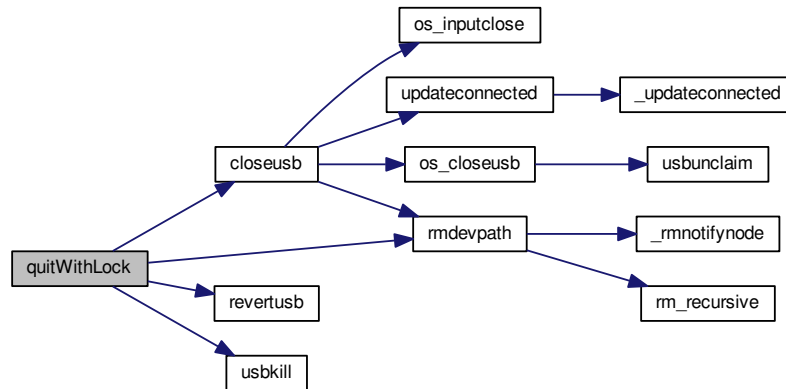
Referenced by `quit()`, and `restart()`.

```

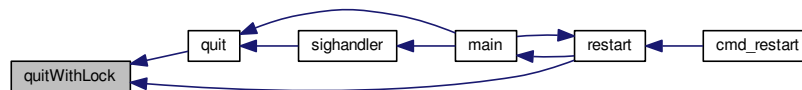
40     {
41         // Abort any USB resets in progress
42         reset_stop = 1;
43         for(int i = 1; i < DEV_MAX; i++){
44             // Before closing, set all keyboards back to HID input mode so that the stock driver can still talk
45             to them
46             if (mut) pthread_mutex_lock(devmutex + i);
47             if (IS_CONNECTED(keyboard + i)){
48                 revertusb(keyboard + i);
49                 closeusb(keyboard + i);
50             }
51             pthread_mutex_unlock(devmutex + i);
52         }
53         ckb_info("Closing root controller\n");
54         rmdevpath(keyboard);
55         usbkill();
56     }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.32.1.5 int restart ( )

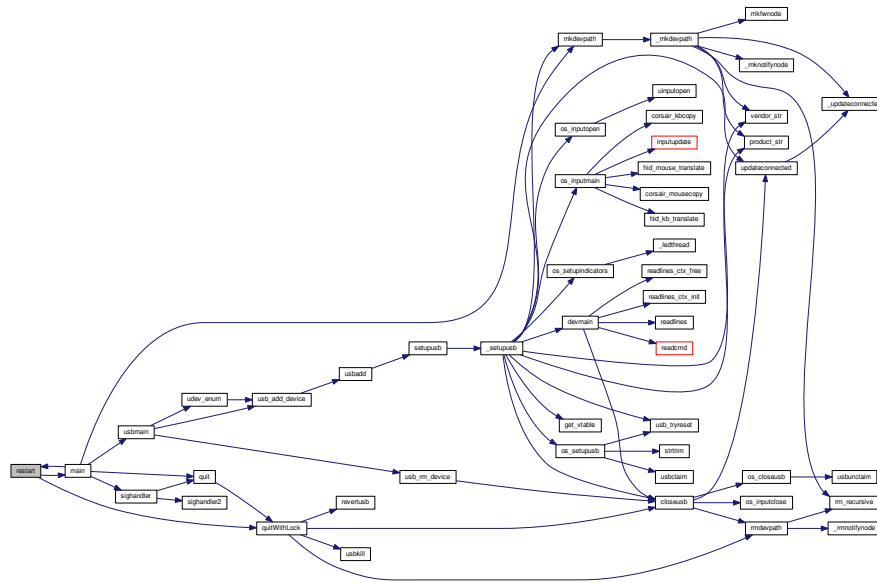
Definition at line 228 of file main.c.

References `ckb_err`, `main()`, `main_ac`, `main_av`, and `quitWithLock()`.

Referenced by `cmd_restart()`, and `main()`.

```

228     {
229         ckb_err("restart called, running quit without mutex-lock.\n");
230         quitWithLock(0);
231         return main(main_ac, main_av);
232     }
  
```



Definition at line 62 of file main.c.

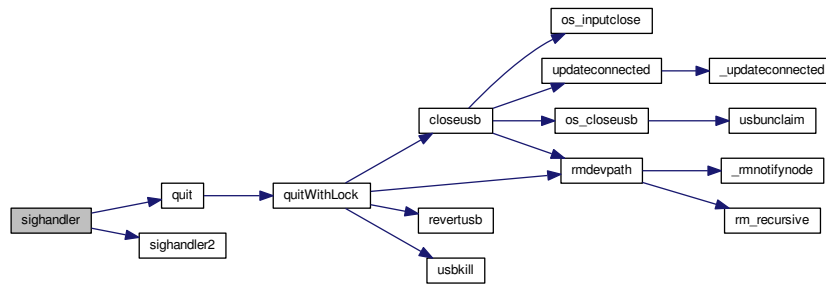
Referenced by main().

```

62         {
63     signal(SIGTERM, sighandler2);
64     signal(SIGINT, sighandler2);
65     signal(SIGQUIT, sighandler2);
66     printf("\n[I] Caught signal %d\n", type);
67     quit();
68     exit(0);
69 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.32.1.7 void sighandler2 ( int type )

Definition at line 57 of file main.c.

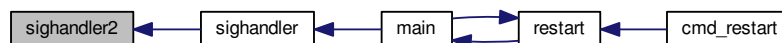
Referenced by sighandler().

```

57     {
58         // Don't use ckb_warn, we want an extra \n at the beginning
59         printf("\n[W] Ignoring signal %d (already shutting down)\n", type);
60     }

```

Here is the caller graph for this function:



#### 9.32.1.8 void timespec\_add ( struct timespec \* timespec, long nanoseconds )

Definition at line 19 of file main.c.

```

19     {
20         nanoseconds += timespec->tv_nsec;
21         timespec->tv_sec += nanoseconds / 1000000000;
22         timespec->tv_nsec = nanoseconds % 1000000000;
23     }

```



## 9.32.2 Variable Documentation

### 9.32.2.1 int features\_mask

features\_mask Mask of features to exclude from all devices

That bit mask is set to enable all (-1). When interpreting the input parameters, some of these bits can be cleared.

At the moment binding, notifying and mouse-acceleration can be disabled via command line.

Have a look at [main\(\)](#) in [main.c](#) for details.

Definition at line 35 of file usb.c.

Referenced by [\\_setupusb\(\)](#), and [main\(\)](#).

### 9.32.2.2 int hwload\_mode

Definition at line 7 of file device.c.

Referenced by [main\(\)](#).

### 9.32.2.3 int main\_ac [static]

Definition at line 7 of file main.c.

Referenced by [main\(\)](#), and [restart\(\)](#).

### 9.32.2.4 char\*\* main\_av [static]

Definition at line 8 of file main.c.

Referenced by [main\(\)](#), and [restart\(\)](#).

### 9.32.2.5 volatile int reset\_stop

reset\_stop is boolean: Reset stopper for when the program shuts down.

Is set only by [quit\(\)](#) to true (1) to inform several usb\_\* functions to end their loops and tries.

Definition at line 25 of file usb.c.

Referenced by [\\_usbrecv\(\)](#), [\\_usbseend\(\)](#), [quitWithLock\(\)](#), and [usb\\_tryreset\(\)](#).

## 9.33 src/ckb-daemon/notify.c File Reference

```
#include "device.h"
#include "devnode.h"
#include "dpi.h"
#include "led.h"
#include "notify.h"
#include "profile.h"
```



## 9.33.2 Function Documentation

### 9.33.2.1 static void \_cmd\_get ( usbdevice \* kb, usbmode \* mode, int nnumber, const char \* setting ) [static]

Definition at line 90 of file notify.c.

References `dpiset::current`, `usbmode::dpi`, `hwprofile::dpi`, `gethwmodename()`, `gethwprofilename()`, `getid()`, `getmodename()`, `getprofilename()`, `usbdevice::hw`, `usbdevice::hw_ileds`, `HW_STANDARD`, `I_CAPS`, `I_NUM`, `I_SCROLL`, `usbmode::id`, `usbprofile::id`, `hwprofile::id`, `usbdevice::input`, `keymap`, `usbinput::keys`, `dpiset::lift`, `usbmode::light`, `hwprofile::light`, `usbid::modified`, `N_KEYS_INPUT`, `nprintf()`, `nprintfind()`, `nprintkey()`, `printdpi()`, `printrgb()`, `usbdevice::profile`, and `dpiset::snap`.

Referenced by `cmd_get()`.

```

90                                     {
91     usbprofile* profile = kb->profile;
92     if(!strcmp(setting, ":mode")){
93         // Get the current mode number
94         nprintf(kb, nnumber, mode, "switch\n");
95         return;
96     } else if(!strcmp(setting, ":rgb")){
97         // Get the current RGB settings
98         char* rgb = printrgb(&mode->light, kb);
99         nprintf(kb, nnumber, mode, "rgb %s\n", rgb);
100        free(rgb);
101        return;
102    } else if(!strcmp(setting, ":hwr gb")){
103        // Get the current hardware RGB settings
104        HW_STANDARD;
105        char* rgb = printrgb(kb->hw->light + index, kb);
106        nprintf(kb, nnumber, mode, "hwr gb %s\n", rgb);
107        free(rgb);
108        return;
109    } else if(!strcmp(setting, ":profilename")){
110        // Get the current profile name
111        char* name = getprofilename(profile);
112        nprintf(kb, nnumber, 0, "profilename %s\n", name[0] ? name : "Unnamed");
113        free(name);
114    } else if(!strcmp(setting, ":name")){
115        // Get the current mode name
116        char* name = getmodename(mode);
117        nprintf(kb, nnumber, mode, "name %s\n", name[0] ? name : "Unnamed");
118        free(name);
119    } else if(!strcmp(setting, ":hwprofilename")){
120        // Get the current hardware profile name
121        if(!kb->hw)
122            return;
123        char* name = gethwprofilename(kb->hw);
124        nprintf(kb, nnumber, 0, "hwprofilename %s\n", name[0] ? name : "Unnamed");
125        free(name);
126    } else if(!strcmp(setting, ":hwname")){
127        // Get the current hardware mode name
128        HW_STANDARD;
129        char* name = gethwmodename(kb->hw, index);
130        nprintf(kb, nnumber, mode, "hwname %s\n", name[0] ? name : "Unnamed");
131        free(name);
132    } else if(!strcmp(setting, ":profileid")){
133        // Get the current profile ID
134        char* guid = getid(&profile->id);
135        int modified;
136        memcpy(&modified, &profile->id.modified, sizeof(modified));
137        nprintf(kb, nnumber, 0, "profileid %s %x\n", guid, modified);
138        free(guid);
139    } else if(!strcmp(setting, ":id")){
140        // Get the current mode ID
141        char* guid = getid(&mode->id);
142        int modified;
143        memcpy(&modified, &mode->id.modified, sizeof(modified));
144        nprintf(kb, nnumber, mode, "id %s %x\n", guid, modified);
145        free(guid);
146    } else if(!strcmp(setting, ":hwprofileid")){
147        // Get the current hardware profile ID
148        if(!kb->hw)
149            return;
150        char* guid = getid(&kb->hw->id[0]);
151        int modified;
152        memcpy(&modified, &kb->hw->id[0].modified, sizeof(modified));
153        nprintf(kb, nnumber, 0, "hwprofileid %s %x\n", guid, modified);
154        free(guid);
155    } else if(!strcmp(setting, ":hwid")){
156        // Get the current hardware mode ID
157        HW_STANDARD;

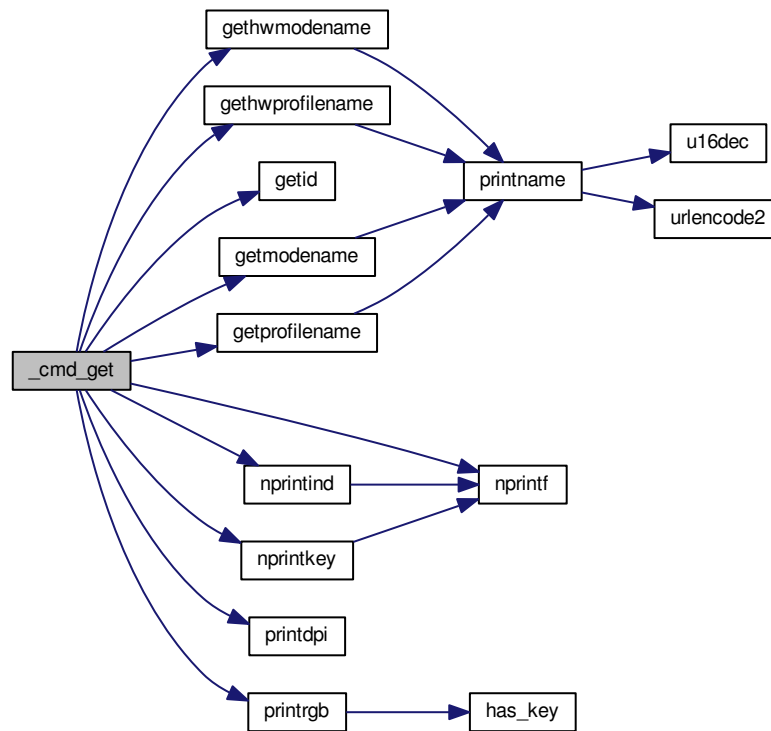
```

```

158     char* guid = getid(&kb->hw->id[index + 1]);
159     int modified;
160     memcpy(&modified, &kb->hw->id[index + 1].modified, sizeof(modified));
161     nprintf(kb, nnumber, mode, "hwid %s %x\n", guid, modified);
162     free(guid);
163 } else if(!strcmp(setting, ":keys")){
164     // Get the current state of all keys
165     for(int i = 0; i < N_KEYS_INPUT; i++){
166         if(!keymap[i].name)
167             continue;
168         int byte = i / 8, bit = 1 << (i & 7);
169         uchar state = kb->input.keys[byte] & bit;
170         if(state)
171             nprintkey(kb, nnumber, i, 1);
172     }
173 } else if(!strcmp(setting, ":i")){
174     // Get the current state of all indicator LEDs
175     if(kb->hw_ileds & I_NUM) nprintind(kb, nnumber,
I_NUM, 1);
176     if(kb->hw_ileds & I_CAPS) nprintind(kb, nnumber,
I_CAPS, 1);
177     if(kb->hw_ileds & I_SCROLL) nprintind(kb, nnumber,
I_SCROLL, 1);
178 } else if(!strcmp(setting, ":dpi")){
179     // Get the current DPI levels
180     char* dpi = printdpi(&mode->dpi, kb);
181     nprintf(kb, nnumber, mode, "dpi %s\n", dpi);
182     free(dpi);
183     return;
184 } else if(!strcmp(setting, ":hwdpi")){
185     // Get the current hardware DPI levels
186     HW_STANDARD;
187     char* dpi = printdpi(kb->hw->dpi + index, kb);
188     nprintf(kb, nnumber, mode, "hwdpi %s\n", dpi);
189     free(dpi);
190     return;
191 } else if(!strcmp(setting, ":dpisel")){
192     // Get the currently-selected DPI
193     nprintf(kb, nnumber, mode, "dpisel %d\n", mode->dpi.current);
194 } else if(!strcmp(setting, ":hwdpisel")){
195     // Get the currently-selected hardware DPI
196     HW_STANDARD;
197     nprintf(kb, nnumber, mode, "hwdpisel %d\n", kb->hw->dpi[index].
current);
198 } else if(!strcmp(setting, ":lift")){
199     // Get the mouse lift height
200     nprintf(kb, nnumber, mode, "lift %d\n", mode->dpi.lift);
201 } else if(!strcmp(setting, ":hwlift")){
202     // Get the hardware lift height
203     HW_STANDARD;
204     nprintf(kb, nnumber, mode, "hwlift %d\n", kb->hw->dpi[index].
lift);
205 } else if(!strcmp(setting, ":snap")){
206     // Get the angle snap status
207     nprintf(kb, nnumber, mode, "snap %s\n", mode->dpi.snap ? "on" : "off");
208 } else if(!strcmp(setting, ":hwsnap")){
209     // Get the hardware angle snap status
210     HW_STANDARD;
211     nprintf(kb, nnumber, mode, "hwsnap %s\n", kb->hw->dpi[index].
snap ? "on" : "off");
212 }
213 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.33.2.2 void cmd\_get ( usbdevice \* kb, usbmode \* mode, int nnumber, int dummy, const char \* setting )

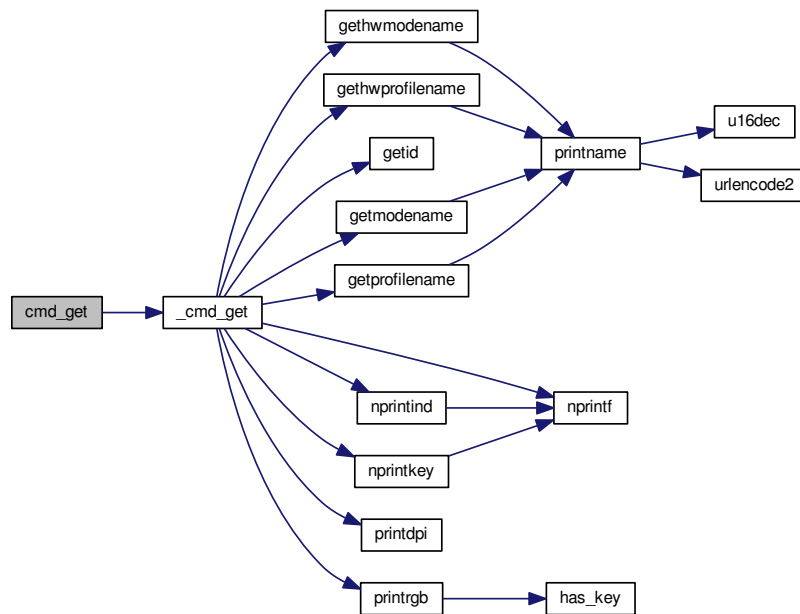
Definition at line 215 of file notify.c.

References `_cmd_get()`, and `imutex`.

```

215                                     {
216     pthread_mutex_lock(imutex(kb));
217     _cmd_get(kb, mode, nnumber, setting);
218     pthread_mutex_unlock(imutex(kb));
219 }
  
```

Here is the call graph for this function:



### 9.33.2.3 void cmd\_notify ( usbdevice \* kb, usbmode \* mode, int nnumber, int keyindex, const char \* toggle )

Definition at line 61 of file notify.c.

References CLEAR\_KEYBIT, imutex, N\_KEYS\_INPUT, usbmode::notify, and SET\_KEYBIT.

```

61                                     {
62     if (keyindex >= N_KEYS_INPUT)
63         return;
64     pthread_mutex_lock(imutex(kb));
65     if (!strcmp(toggle, "on") || *toggle == 0)
66         SET_KEYBIT(mode->notify[nnumber], keyindex);
67     else if (!strcmp(toggle, "off"))
68         CLEAR_KEYBIT(mode->notify[nnumber], keyindex);
69     pthread_mutex_unlock(imutex(kb));
70 }

```

### 9.33.2.4 void cmd\_restart ( usbdevice \* kb, usbmode \* mode, int nnumber, int dummy, const char \* content )

Definition at line 223 of file notify.c.

References ckb\_info, nprintf(), and restart().

```

223                                     {
224     ckb_info("RESTART called with %s\n", content);
225     nprintf(kb, -1, 0, "RESTART called with %s\n", content);
226     restart();
227 }

```

[illegible]

Referenced by `_cmd_get()`, `cmd_fwupdate()`, `cmd_restart()`, `fwupdate()`, `nprintind()`, and `nprintkey()`.

[illegible]

### 9.33.2.6 void nprintind ( usbdevice \* kb, int nnumber, int led, int on )

Definition at line 43 of file notify.c.

References I\_CAPS, I\_NUM, I\_SCROLL, and nprintf().

Referenced by \_cmd\_get(), and updateindicators\_kb().

```

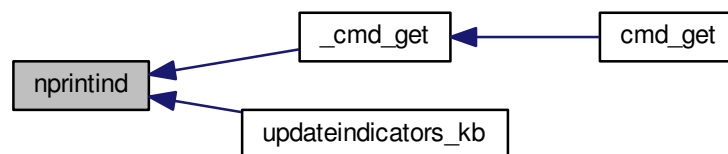
43                                     {
44     const char* name = 0;
45     switch(led){
46     case I_NUM:
47         name = "num";
48         break;
49     case I_CAPS:
50         name = "caps";
51         break;
52     case I_SCROLL:
53         name = "scroll";
54         break;
55     default:
56         return;
57     }
58     nprintf(kb, nnumber, 0, "i %c%s\n", on ? '+' : '-', name);
59 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.33.2.7 void nprintkey ( usbdevice \* kb, int nnumber, int keyindex, int down )

Definition at line 35 of file notify.c.

References keymap, key::name, and nprintf().

Referenced by \_cmd\_get(), and inputupdate\_keys().

```

35                                     {
36     const key* map = keymap + keyindex;
37     if (map->name)

```



```

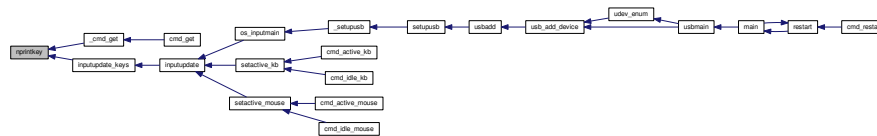
38     nprintf(kb, nnumber, 0, "key %c%s\n", down ? '+' : '-', map->name);
39     else
40         nprintf(kb, nnumber, 0, "key %c%d\n", down ? '+' : '-', keyindex);
41 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.33.2.8 int restart ( )

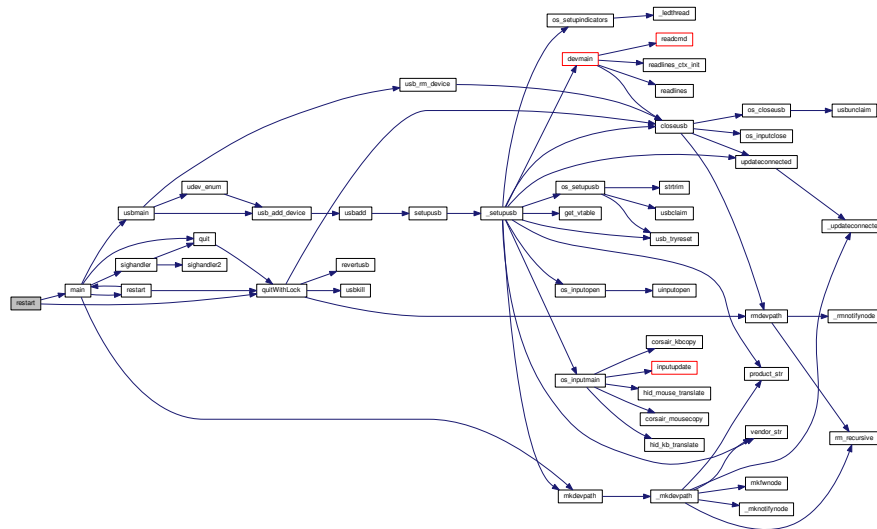
Definition at line 228 of file main.c.

References `ckb_err`, `main()`, `main_ac`, `main_av`, and `quitWithLock()`.

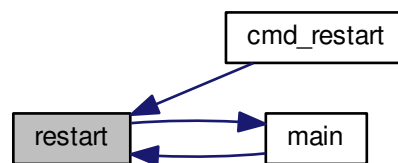
Referenced by `cmd_restart()`, and `main()`.

```
228     {
229     ckb_err("restart called, running quit without mutex-lock.\n");
230     quitWithLock(0);
231     return main(main_ac, main_av);
232 }
```

Here is the call graph for this function:

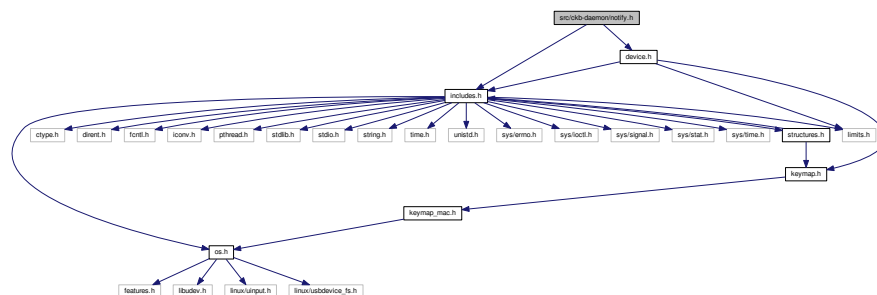


Here is the caller graph for this function:



### 9.34 src/ckb-daemon/notify.h File Reference

```
#include "includes.h"
#include "device.h"
Include dependency graph for notify.h:
```



This graph shows which files directly or indirectly include this file:



## Functions

- void `nprintf` (`usbdevice` \*kb, int nodenumber, `usbmode` \*mode, const char \*format,...)
- void `nprintkey` (`usbdevice` \*kb, int nnumber, int keyindex, int down)
- void `nprintind` (`usbdevice` \*kb, int nnumber, int led, int on)
- void `cmd_notify` (`usbdevice` \*kb, `usbmode` \*mode, int nnumber, int keyindex, const char \*toggle)
- void `cmd_get` (`usbdevice` \*kb, `usbmode` \*mode, int nnumber, int dummy, const char \*setting)
- void `cmd_restart` (`usbdevice` \*kb, `usbmode` \*mode, int nnumber, int dummy, const char \*content)

### 9.34.1 Function Documentation

#### 9.34.1.1 void `cmd_get` ( `usbdevice` \* *kb*, `usbmode` \* *mode*, int *nnumber*, int *dummy*, const char \* *setting* )

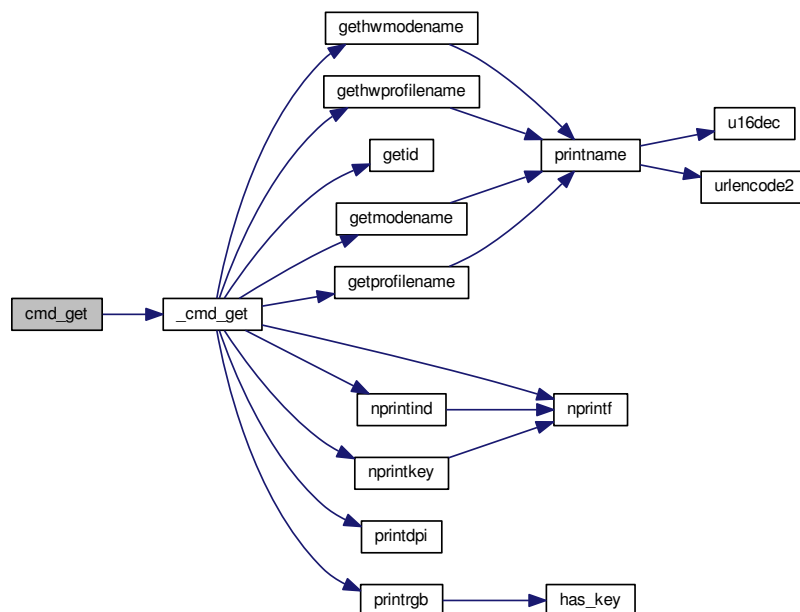
Definition at line 215 of file `notify.c`.

References `_cmd_get()`, and `imutex`.

```

215                                     {
216     pthread_mutex_lock(imutex(kb));
217     _cmd_get(kb, mode, nnumber, setting);
218     pthread_mutex_unlock(imutex(kb));
219 }
```

Here is the call graph for this function:



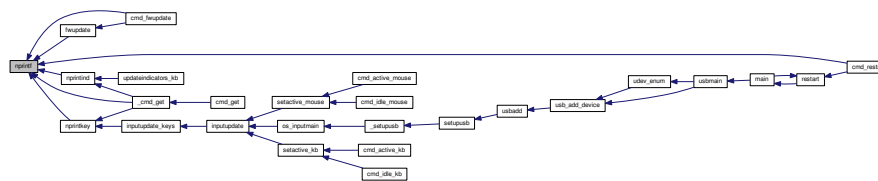


```

14 if (nodenumber >= 0) {
15     // If node number was given, print to that node (if open)
16     if ((fifo = kb->outfifo[nodenumber] - 1) != -1) {
17         va_start(va_args, format);
18         if (mode)
19             dprintf(fifo, "mode %d ", INDEX_OF(mode, profile->mode) + 1);
20         vdprintf(fifo, format, va_args);
21     }
22     return;
23 }
24 // Otherwise, print to all nodes
25 for (int i = 0; i < OUTFIFO_MAX; i++) {
26     if ((fifo = kb->outfifo[i] - 1) != -1) {
27         va_start(va_args, format);
28         if (mode)
29             dprintf(fifo, "mode %d ", INDEX_OF(mode, profile->mode) + 1);
30         vdprintf(fifo, format, va_args);
31     }
32 }
33 }

```

Here is the caller graph for this function:



**9.34.1.5** void nprintind ( usbdevice \* kb, int nnumber, int led, int on )

Definition at line 43 of file notify.c.

References `I_CAPS`, `I_NUM`, `I_SCROLL`, and `nprintf()`.

Referenced by `_cmd_get()`, and `updateindicators_kb()`.

```

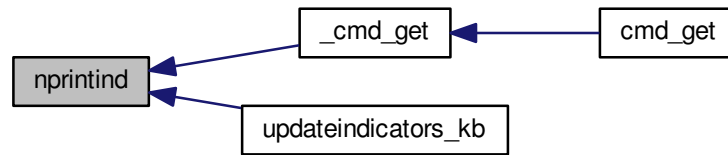
43
44     const char* name = 0;
45     switch(led){
46     case I_NUM:
47         name = "num";
48         break;
49     case I_CAPS:
50         name = "caps";
51         break;
52     case I_SCROLL:
53         name = "scroll";
54         break;
55     default:
56         return;
57     }
58     nprintf(kb, nnumber, 0, "i %c%s\n", on ? '+' : '-', name);
59 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.34.1.6 void nprintkey ( usbdevice \* kb, int nnumber, int keyindex, int down )

Definition at line 35 of file notify.c.

References keymap, key::name, and nprintf().

Referenced by \_cmd\_get(), and inputupdate\_keys().

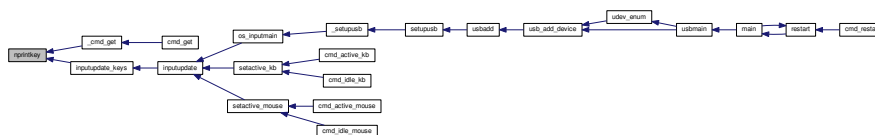
```

35                                     {
36     const key* map = keymap + keyindex;
37     if (map->name)
38         nprintf(kb, nnumber, 0, "key %c%s\n", down ? '+' : '-', map->name);
39     else
40         nprintf(kb, nnumber, 0, "key %c#%d\n", down ? '+' : '-', keyindex);
41 }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:

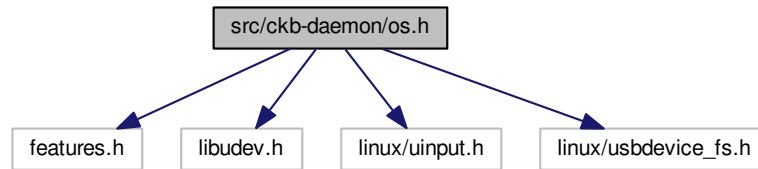


## 9.35 src/ckb-daemon/os.h File Reference

```
#include <features.h>
```

```
#include <libudev.h>
#include <linux/uinput.h>
#include <linux/usbdevice_fs.h>
```

Include dependency graph for os.h:



This graph shows which files directly or indirectly include this file:



## Macros

- `#define _DEFAULT_SOURCE`
- `#define _GNU_SOURCE`
- `#define UINPUT_VERSION 2`
- `#define euid_guard_start`
- `#define euid_guard_stop`

### 9.35.1 Macro Definition Documentation

#### 9.35.1.1 `#define _DEFAULT_SOURCE`

Definition at line 22 of file os.h.

#### 9.35.1.2 `#define _GNU_SOURCE`

Definition at line 26 of file os.h.

#### 9.35.1.3 `#define euid_guard_start`

Definition at line 40 of file os.h.

Referenced by `mkdevpath()`, `mknotifynode()`, `rmdevpath()`, `rmnotifynode()`, and `updateconnected()`.

#### 9.35.1.4 `#define euid_guard_stop`

Definition at line 41 of file os.h.

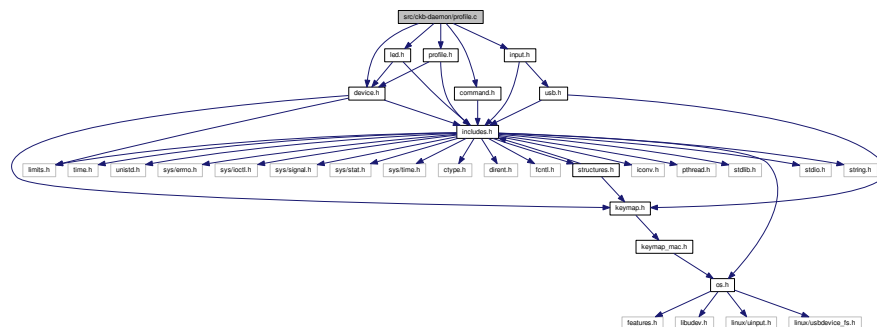
Referenced by `mkdevpath()`, `mknotifynode()`, `rmdevpath()`, `rmnotifynode()`, and `updateconnected()`.

### 9.35.1.5 #define UINPUT\_VERSION 2

Definition at line 35 of file os.h.

## 9.36 src/ckb-daemon/profile.c File Reference

```
#include "command.h"
#include "device.h"
#include "input.h"
#include "led.h"
#include "profile.h"
Include dependency graph for profile.c:
```



## Functions

- void [urldecode2](#) (char \*dst, const char \*src)
- void [urlencode2](#) (char \*dst, const char \*src)
- int [setid](#) (usbid \*id, const char \*guid)
- char \* [getid](#) (usbid \*id)
- void [u16enc](#) (char \*in, ushort \*out, size\_t \*srclen, size\_t \*dstlen)
- void [u16dec](#) (ushort \*in, char \*out, size\_t \*srclen, size\_t \*dstlen)
- void [cmd\\_name](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*name)
- void [cmd\\_profilename](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, int dummy3, const char \*name)
- char \* [printname](#) (ushort \*name, int length)
- char \* [getmodename](#) (usbmode \*mode)
- char \* [getprofilename](#) (usbprofile \*profile)
- char \* [gethwmodename](#) (hwprofile \*profile, int index)
- char \* [gethwprofilename](#) (hwprofile \*profile)
- void [cmd\\_id](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*id)
- void [cmd\\_profileid](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*id)
- static void [initmode](#) (usbmode \*mode)
- void [allocprofile](#) (usbdevice \*kb)
- int [loadprofile](#) (usbdevice \*kb)
- static void [freemode](#) (usbmode \*mode)
- void [cmd\\_erase](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, const char \*dummy3)
- static void [\\_freeprofile](#) (usbdevice \*kb)
- void [cmd\\_eraseprofile](#) (usbdevice \*kb, usbmode \*mode, int dummy1, int dummy2, int dummy3, const char \*dummy4)
- void [freeprofile](#) (usbdevice \*kb)
- void [hwtonative](#) (usbprofile \*profile, hwprofile \*hw, int modecount)
- void [nativetohw](#) (usbprofile \*profile, hwprofile \*hw, int modecount)



## Variables

- static iconv\_t `utf8to16` = 0
- static iconv\_t `utf16to8` = 0

### 9.36.1 Function Documentation

#### 9.36.1.1 static void `_freeprofile ( usbdevice * kb )` [static]

Definition at line 210 of file `profile.c`.

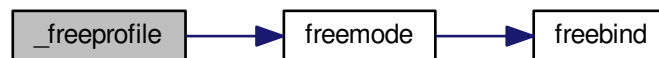
References `freemode()`, `usbprofile::mode`, `MODE_COUNT`, and `usbdevice::profile`.

Referenced by `cmd_eraseprofile()`, and `freeprofile()`.

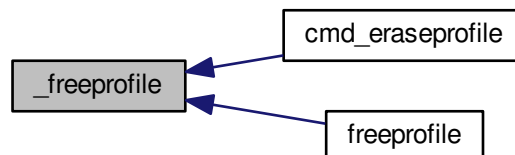
```

210
211     usbprofile* profile = kb->profile; {
212     if(!profile)
213         return;
214     // Clear all mode data
215     for(int i = 0; i < MODE_COUNT; i++)
216         freemode(profile->mode + i);
217     free(profile);
218     kb->profile = 0;
219 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.2 void `allocprofile ( usbdevice * kb )`

Definition at line 182 of file `profile.c`.

References `usbprofile::currentmode`, `dpiset::forceupdate`, `lighting::forceupdate`, `initmode()`, `usbprofile::lastdpi`, `usbprofile::lastlight`, `usbprofile::mode`, `MODE_COUNT`, and `usbdevice::profile`.

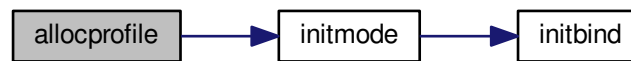
Referenced by `cmd_eraseprofile()`.

```

182                                     {
183     if(kb->profile)
184         return;
185     usbprofile* profile = kb->profile = calloc(1, sizeof(
usbprofile));
186     for(int i = 0; i < MODE_COUNT; i++)
187         initmode(profile->mode + i);
188     profile->currentmode = profile->mode;
189     profile->lastlight.forceupdate = profile->lastdpi.
forceupdate = 1;
190 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



**9.36.1.3** `void cmd_erase ( usbdevice * kb, usbmode * mode, int dummy1, int dummy2, const char * dummy3 )`

Definition at line 203 of file `profile.c`.

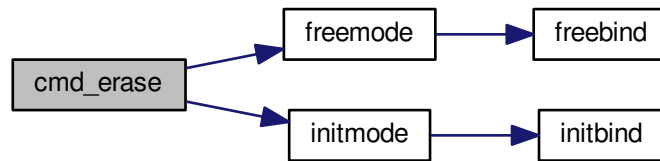
References `freemode()`, `imutex`, and `initmode()`.

```

203                                     {
204     pthread_mutex_lock (imutex(kb));
205     freemode(mode);
206     initmode(mode);
207     pthread_mutex_unlock (imutex(kb));
208 }

```

Here is the call graph for this function:



#### 9.36.1.4 void cmd\_eraseprofile ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

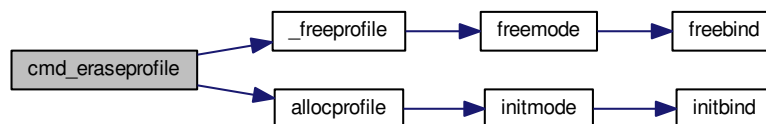
Definition at line 221 of file profile.c.

References `_freeprofile()`, `allocprofile()`, and `imutex`.

```

221
222     pthread_mutex_lock (imutex (kb) );
223     _freeprofile (kb) ;
224     allocprofile (kb) ;
225     pthread_mutex_unlock (imutex (kb) );
226 }
```

Here is the call graph for this function:



#### 9.36.1.5 void cmd\_id ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* id )

Definition at line 160 of file profile.c.

References `usbmode::id`, `usbid::modified`, and `setid()`.

```

160
161     // ID is either a GUID or an 8-digit hex number
162     int newmodified;
163     if (!setid(&mode->id, id) && sscanf(id, "%08x", &newmodified) == 1)
164         memcpy(mode->id.modified, &newmodified, sizeof(newmodified));
165 }
```

Here is the call graph for this function:



#### 9.36.1.6 void cmd\_name ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* name )

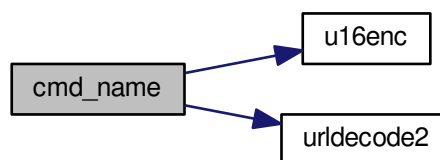
Definition at line 117 of file profile.c.

References MD\_NAME\_LEN, usbmode::name, u16enc(), and urldecode2().

```

117                                     {
118     char decoded[strlen(name) + 1];
119     urldecode2(decoded, name);
120     size_t srclen = strlen(decoded), dstlen = MD_NAME_LEN;
121     u16enc(decoded, mode->name, &srclen, &dstlen);
122 }
```

Here is the call graph for this function:



#### 9.36.1.7 void cmd\_profileid ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* id )

Definition at line 167 of file profile.c.

References usbprofile::id, usbid::modified, usbdevice::profile, and setid().

```

167                                     {
168     usbprofile* profile = kb->profile;
169     int newmodified;
170     if(!setid(&profile->id, id) && sscanf(id, "%08x", &newmodified) == 1)
171         memcpy(profile->id.modified, &newmodified, sizeof(newmodified));
172
173 }
```

Here is the call graph for this function:



#### 9.36.1.8 void cmd\_profilename ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* name )

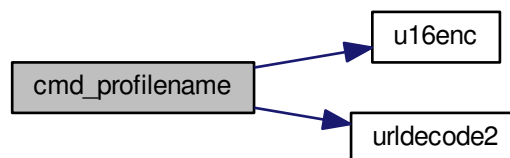
Definition at line 124 of file profile.c.

References usbprofile::name, PR\_NAME\_LEN, usbdevice::profile, u16enc(), and urldecode2().

```

124 {
125     usbprofile* profile = kb->profile;
126     char decoded[strlen(name) + 1];
127     urldecode2(decoded, name);
128     size_t srclen = strlen(decoded), dstlen = PR_NAME_LEN;
129     u16enc(decoded, profile->name, &srclen, &dstlen);
130 }
  
```

Here is the call graph for this function:



#### 9.36.1.9 static void freemode ( usbmode \* mode ) [static]

Definition at line 198 of file profile.c.

References usbmode::bind, and freebind().

Referenced by \_freeprofile(), and cmd\_erase().

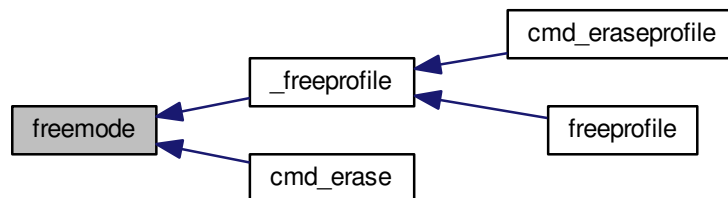
```

198 {
199     freebind(&mode->bind);
200     memset(mode, 0, sizeof(*mode));
201 }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.10 void freeprofile ( usbdevice \* kb )

Definition at line 228 of file profile.c.

References `_freeprofile()`, and `usbdevice::hw`.

```

228                                     {
229     _freeprofile(kb);
230     // Also free HW profile
231     free(kb->hw);
232     kb->hw = 0;
233 }
  
```

Here is the call graph for this function:



#### 9.36.1.11 char\* gethwmodename ( hwprofile \* profile, int index )

Definition at line 152 of file profile.c.

References MD\_NAME\_LEN, hwprofile::name, and printname().

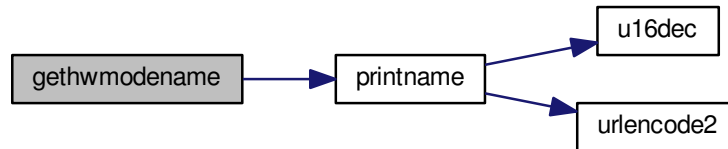
Referenced by \_cmd\_get().

```

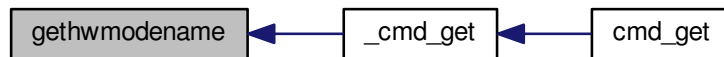
152
153     return printname(profile->name[index + 1], MD_NAME_LEN);
154 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.12 char\* gethwprofilename ( hwprofile \* profile )

Definition at line 156 of file profile.c.

References MD\_NAME\_LEN, hwprofile::name, and printname().

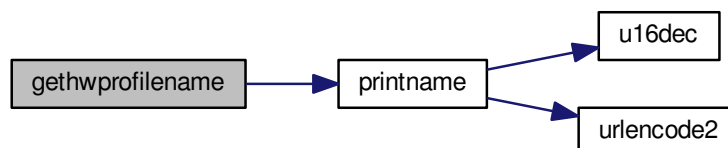
Referenced by \_cmd\_get().

```

156
157     return printname(profile->name[0], MD_NAME_LEN);
158 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.13 `char* getid ( usbld * id )`

Definition at line 79 of file `profile.c`.

References `usbld::guid`.

Referenced by `_cmd_get()`.

```

79      {
80      int32_t data1;
81      int16_t data2, data3, data4a;
82      char data4b[6];
83      memcpy(&data1, id->guid + 0x0, 4);
84      memcpy(&data2, id->guid + 0x4, 2);
85      memcpy(&data3, id->guid + 0x6, 2);
86      memcpy(&data4a, id->guid + 0x8, 2);
87      memcpy(data4b, id->guid + 0xA, 6);
88      char* guid = malloc(39);
89      snprintf(guid, 39, "%08X-%04hX-%04hX-%04hX-%02hhX%02hhX%02hhX%02hhX%02hhX%02hhX",
90              data1, data2, data3, data4a, data4b[0], data4b[1], data4b[2], data4b[3], data4b[4], data4b[5])
91      ;
92      return guid;
93  }
  
```

Here is the caller graph for this function:



#### 9.36.1.14 `char* getmodename ( usbmode * mode )`

Definition at line 144 of file `profile.c`.

References `MD_NAME_LEN`, `usbmode::name`, and `printname()`.

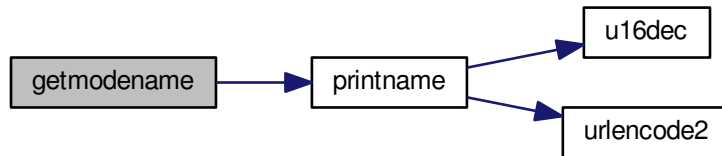
Referenced by `_cmd_get()`.

```

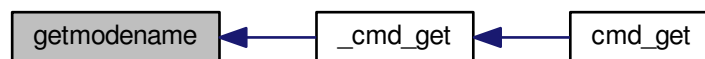
144      {
145      return printname(mode->name, MD_NAME_LEN);
146  }
  
```



Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.15 char\* getprofilename ( usbprofile \* profile )

Definition at line 148 of file profile.c.

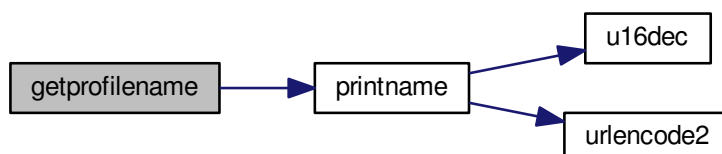
References `usbprofile::name`, `PR_NAME_LEN`, and `printname()`.

Referenced by `_cmd_get()`.

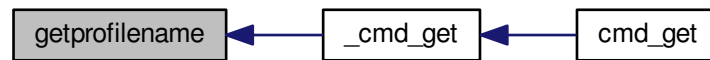
```

148
149     return printname(profile->name, PR_NAME_LEN);
150 }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.16 void hwtonative ( usbprofile \* profile, hwprofile \* hw, int modecount )

Definition at line 235 of file profile.c.

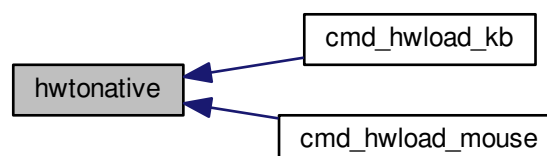
References `usbmode::dpi`, `hwprofile::dpi`, `dpiset::forceupdate`, `lighting::forceupdate`, `usbmode::id`, `usbprofile::id`, `hwprofile::id`, `usbprofile::lastdpi`, `usbprofile::lastlight`, `usbmode::light`, `hwprofile::light`, `MD_NAME_LEN`, `usbprofile::mode`, `usbmode::name`, `usbprofile::name`, `hwprofile::name`, and `PR_NAME_LEN`.

Referenced by `cmd_hwload_kb()`, and `cmd_hwload_mouse()`.

```

235                                     {
236     // Copy the profile name and ID
237     memcpy(profile->name, hw->name[0], PR_NAME_LEN * 2);
238     memcpy(&profile->id, hw->id, sizeof(usbid));
239     // Copy the mode settings
240     for(int i = 0; i < modecount; i++){
241         usbmode* mode = profile->mode + i;
242         memcpy(mode->name, hw->name[i + 1], MD_NAME_LEN * 2);
243         memcpy(&mode->id, hw->id + i + 1, sizeof(usbid));
244         memcpy(&mode->light, hw->light + i, sizeof(lighting));
245         memcpy(&mode->dpi, hw->dpi + i, sizeof(dpiset));
246         // Set a force update on the light/DPI since they've been overwritten
247         mode->light.forceupdate = mode->dpi.forceupdate = 1;
248     }
249     profile->lastlight.forceupdate = profile->lastdpi.
forceupdate = 1;
250 }
  
```

Here is the caller graph for this function:



#### 9.36.1.17 static void initmode ( usbmode \* mode ) [static]

Definition at line 175 of file profile.c.

References `usbmode::bind`, `usbmode::dpi`, `dpiset::forceupdate`, `lighting::forceupdate`, `initbind()`, and `usbmode::light`.

Referenced by `allocprofile()`, and `cmd_erase()`.

```

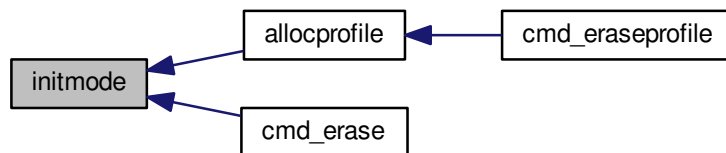
175
176     memset(mode, 0, sizeof(*mode));
177     mode->light.forceupdate = 1;
178     mode->dpi.forceupdate = 1;
179     initbind(&mode->bind);
180 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.18 int loadprofile ( usbdevice \* kb )

Definition at line 192 of file profile.c.

References hwloadprofile.

```

192
193     if(hwloadprofile(kb, 1))
194         return -1;
195     return 0;
196 }

```

#### 9.36.1.19 void nativetohw ( usbprofile \* profile, hwprofile \* hw, int modecount )

Definition at line 252 of file profile.c.

References usbmode::dpi, hwprofile::dpi, usbmode::id, usbprofile::id, hwprofile::id, usbmode::light, hwprofile::light, MD\_NAME\_LEN, usbprofile::mode, usbmode::name, usbprofile::name, hwprofile::name, and PR\_NAME\_LEN.

Referenced by cmd\_hwsave\_kb(), and cmd\_hwsave\_mouse().

```

252
253     // Copy name and ID
254     memcpy(hw->name[0], profile->name, PR_NAME_LEN * 2);
255     memcpy(hw->id, &profile->id, sizeof(usbid));
256     // Copy the mode settings

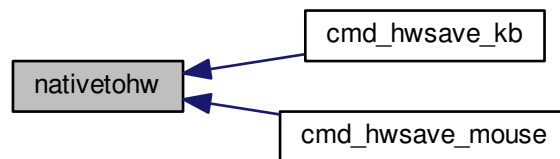
```

```

257     for(int i = 0; i < modecount; i++){
258         usbmode* mode = profile->mode + i;
259         memcpy(hw->name[i + 1], mode->name, MD_NAME_LEN * 2);
260         memcpy(hw->id + i + 1, &mode->id, sizeof(usbid));
261         memcpy(hw->light + i, &mode->light, sizeof(lighting));
262         memcpy(hw->dpi + i, &mode->dpi, sizeof(dpi));
263     }
264 }

```

Here is the caller graph for this function:



#### 9.36.1.20 char\* printname ( ushort \* name, int length )

Definition at line 132 of file profile.c.

References `u16dec()`, and `urlencode2()`.

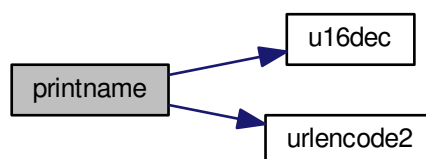
Referenced by `gethwmodename()`, `gethwprofilename()`, `getmodename()`, and `getprofilename()`.

```

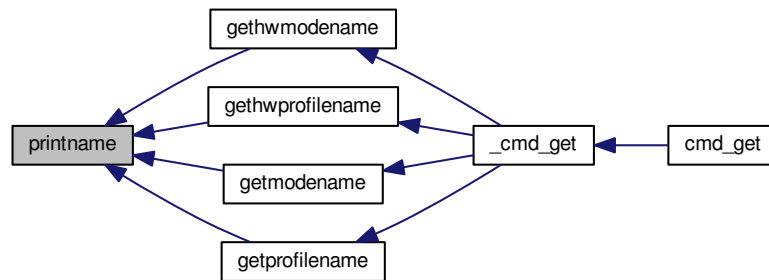
132     {
133         // Convert the name to UTF-8
134         char* buffer = calloc(1, length * 4 - 3);
135         size_t srclen = length, dstlen = length * 4 - 4;
136         u16dec(name, buffer, &srclen, &dstlen);
137         // URL-encode it
138         char* buffer2 = malloc(strlen(buffer) * 3 + 1);
139         urlencode2(buffer2, buffer);
140         free(buffer);
141         return buffer2;
142     }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.36.1.21 int setid ( usbid \* id, const char \* guid )

Definition at line 64 of file profile.c.

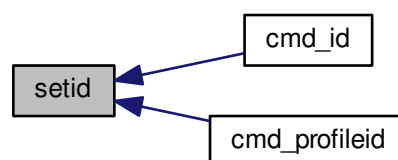
References `usbid::guid`.

Referenced by `cmd_id()`, and `cmd_profileid()`.

```

64     {
65         int32_t data1;
66         int16_t data2, data3, data4a;
67         char data4b[6];
68         if(sscanf(guid, "%08X-%04hX-%04hX-%02hhX%02hhX%02hhX%02hhX%02hhX",
69             &data1, &data2, &data3, &data4a, data4b, data4b + 1, data4b + 2, data4b + 3, data4b + 4,
70             data4b + 5) != 10)
71             return 0;
72         memcpy(id->guid + 0x0, &data1, 4);
73         memcpy(id->guid + 0x4, &data2, 2);
74         memcpy(id->guid + 0x6, &data3, 2);
75         memcpy(id->guid + 0x8, &data4a, 2);
76         memcpy(id->guid + 0xA, data4b, 6);
77         return 1;
78     }
  
```

Here is the caller graph for this function:



#### 9.36.1.22 void u16dec ( ushort \* in, char \* out, size\_t \* srclen, size\_t \* dstlen )

Definition at line 105 of file profile.c.

References utf16to8.

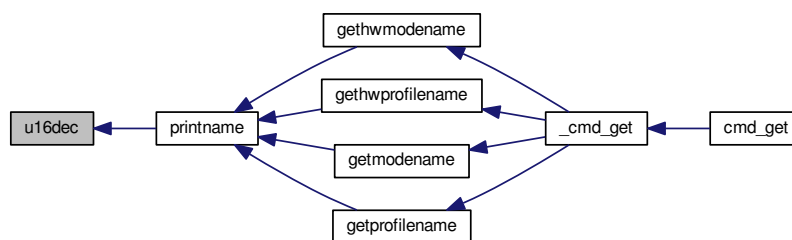
Referenced by printname().

```

105                                     {
106     if(!utf16to8)
107         utf16to8 = iconv_open("UTF-8", "UTF-16LE");
108     size_t srclen2 = 0, srclenmax = *srclen;
109     for(; srclen2 < srclenmax; srclen2++){
110         if(!in[srclen2])
111             break;
112     }
113     *srclen = srclen2 * 2;
114     iconv(utf16to8, (char**)&in, srclen, &out, dstlen);
115 }

```

Here is the caller graph for this function:



**9.36.1.23** void u16enc ( char \* in, ushort \* out, size\_t \* srclen, size\_t \* dstlen )

Definition at line 97 of file profile.c.

References utf8to16.

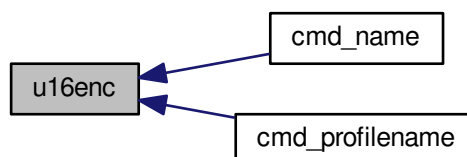
Referenced by cmd\_name(), and cmd\_profilename().

```

97                                     {
98     if(!utf8to16)
99         utf8to16 = iconv_open("UTF-16LE", "UTF-8");
100     memset(out, 0, *dstlen * 2);
101     *dstlen = *dstlen * 2 - 2;
102     iconv(utf8to16, &in, srclen, (char**)&out, dstlen);
103 }

```

Here is the caller graph for this function:



## 9.36.1.24 void urldecode2 ( char \* dst, const char \* src )

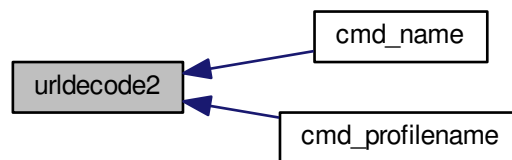
Definition at line 8 of file profile.c.

Referenced by cmd\_name(), and cmd\_profilename().

```

8                                     {
9     char a, b;
10    char s;
11    while((s = *src)){
12        if((s == '%') &&
13            ((a = src[1]) && (b = src[2])) &&
14            (isxdigit(a) && isxdigit(b))){
15            if(a >= 'a')
16                a -= 'a' - 'A';
17            if(a >= 'A')
18                a -= 'A' - 10;
19            else
20                a -= '0';
21            if(b >= 'a')
22                b -= 'a' - 'A';
23            if(b >= 'A')
24                b -= 'A' - 10;
25            else
26                b -= '0';
27            *dst++ = 16 * a + b;
28            src += 3;
29        } else {
30            *dst++ = s;
31            src++;
32        }
33    }
34    *dst = '\0';
35 }
```

Here is the caller graph for this function:



## 9.36.1.25 void urlencode2 ( char \* dst, const char \* src )

Definition at line 37 of file profile.c.

Referenced by printname().

```

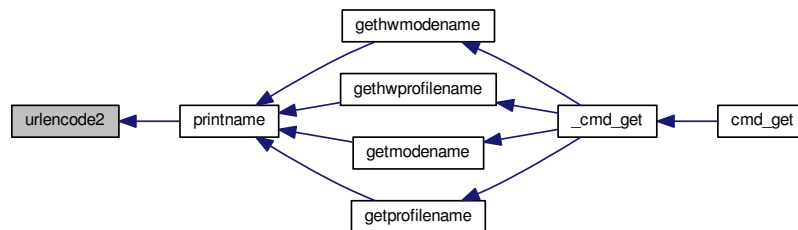
37                                     {
38    char s;
39    while((s = *src++){
40        if(s <= ',' || s == '/' ||
41            (s >= ':' && s <= '@') ||
42            s == '[' || s == ']' ||
43            s >= 0x7F){
44        char a = s >> 4, b = s & 0xF;
45        if(a >= 10)
46            a += 'A' - 10;
47        else
48            a += '0';
49        if(b >= 10)
50            b += 'A' - 10;
51        else
```

```

52         b += '0';
53         dst[0] = '%';
54         dst[1] = a;
55         dst[2] = b;
56         dst += 3;
57     } else
58         *dst++ = s;
59     }
60     *dst = '\\0';
61 }

```

Here is the caller graph for this function:



## 9.36.2 Variable Documentation

### 9.36.2.1 `iconv_t utf16to8 = 0` [static]

Definition at line 95 of file `profile.c`.

Referenced by `u16dec()`.

### 9.36.2.2 `iconv_t utf8to16 = 0` [static]

Definition at line 95 of file `profile.c`.

Referenced by `u16enc()`.

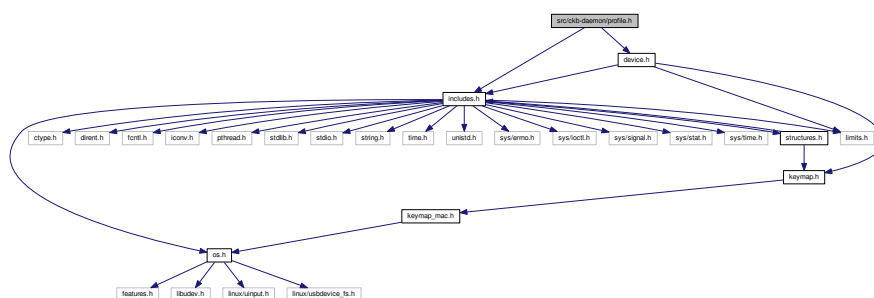
## 9.37 `src/ckb-daemon/profile.h` File Reference

```

#include "includes.h"
#include "device.h"

```

Include dependency graph for `profile.h`:





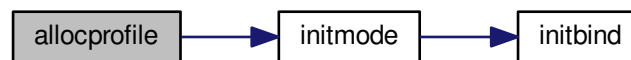


```

182                                     {
183     if(kb->profile)
184         return;
185     usbprofile* profile = kb->profile = calloc(1, sizeof(
usbprofile));
186     for(int i = 0; i < MODE_COUNT; i++)
187         initmode(profile->mode + i);
188     profile->currentmode = profile->mode;
189     profile->lastlight.forceupdate = profile->lastdpi.
forceupdate = 1;
190 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.37.2.2 void cmd\_erase ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* dummy3 )

Definition at line 203 of file profile.c.

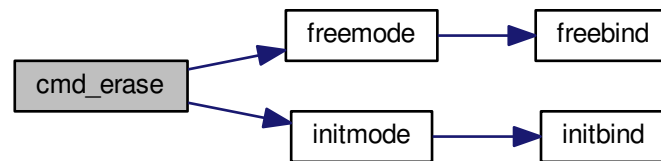
References `freemode()`, `imutex`, and `initmode()`.

```

203                                     {
204     pthread_mutex_lock(imutex(kb));
205     freemode(mode);
206     initmode(mode);
207     pthread_mutex_unlock(imutex(kb));
208 }

```

Here is the call graph for this function:



### 9.37.2.3 void cmd\_eraseprofile ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

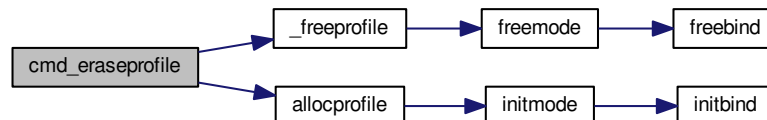
Definition at line 221 of file profile.c.

References `_freeprofile()`, `allocprofile()`, and `imutex`.

```

221
222     pthread_mutex_lock(imutex(kb));
223     _freeprofile(kb);
224     allocprofile(kb);
225     pthread_mutex_unlock(imutex(kb));
226 }
```

Here is the call graph for this function:



### 9.37.2.4 int cmd\_hwload\_kb ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int apply, const char \* dummy3 )

Definition at line 16 of file profile\_keyboard.c.

References `DELAY_LONG`, `usbdevice::hw`, `hwloadmode()`, `HWMODE_K70`, `HWMODE_K95`, `hwtonative()`, `hwprofile::id`, `IS_K95`, `MSG_SIZE`, `hwprofile::name`, `PR_NAME_LEN`, `usbdevice::profile`, and `usbrecv`.

```

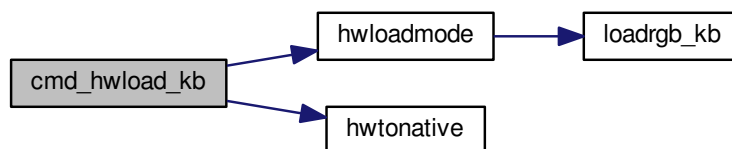
16
17     DELAY_LONG(kb);
18     hwprofile* hw = calloc(1, sizeof(hwprofile));
19     // Ask for profile and mode IDs
20     uchar data_pkt[2][MSG_SIZE] = {
21         { 0x0e, 0x15, 0x01, 0 },
22         { 0x0e, 0x16, 0x01, 0 }
23     };
24     uchar in_pkt[MSG_SIZE];
25     int modes = (IS_K95(kb) ? HWMODE_K95 : HWMODE_K70);
26     for(int i = 0; i <= modes; i++){
27         data_pkt[0][3] = i;
28         if(!usbrecv(kb, data_pkt[0], in_pkt)){
```

```

29         free(hw);
30         return -1;
31     }
32     memcpy(hw->id + i, in_pkt + 4, sizeof(usbid));
33 }
34 // Ask for profile name
35 if(!usbrecv(kb, data_pkt[1], in_pkt)){
36     free(hw);
37     return -1;
38 }
39 memcpy(hw->name[0], in_pkt + 4, PR_NAME_LEN * 2);
40 // Load modes
41 for(int i = 0; i < modes; i++){
42     if(hwloadmode(kb, hw, i)){
43         free(hw);
44         return -1;
45     }
46 }
47 // Make the profile active (if requested)
48 if(apply)
49     hwtonative(kb->profile, hw, modes);
50 // Free the existing profile (if any)
51 free(kb->hw);
52 kb->hw = hw;
53 DELAY_LONG(kb);
54 return 0;
55 }

```

Here is the call graph for this function:



### 9.37.2.5 int cmd\_hwload\_mouse ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int apply, const char \* dummy3 )

Definition at line 6 of file profile\_mouse.c.

References DELAY\_LONG, hwprofile::dpi, usbdevice::hw, hwtonative(), hwprofile::id, hwprofile::light, loaddpi(), loadrgb\_mouse(), MSG\_SIZE, hwprofile::name, PR\_NAME\_LEN, usbdevice::profile, and usbrecv.

```

6
7     DELAY_LONG(kb);
8     hwprofile* hw = calloc(1, sizeof(hwprofile));
9     // Ask for profile and mode IDs
10    uchar data_pkt[2][MSG_SIZE] = {
11        { 0x0e, 0x15, 0x01, 0 },
12        { 0x0e, 0x16, 0x01, 0 }
13    };
14    uchar in_pkt[MSG_SIZE];
15    for(int i = 0; i <= 1; i++){
16        data_pkt[0][3] = i;
17        if(!usbrecv(kb, data_pkt[0], in_pkt)){
18            free(hw);
19            return -1;
20        }
21        memcpy(hw->id + i, in_pkt + 4, sizeof(usbid));
22    }
23    // Ask for profile and mode names
24    for(int i = 0; i <= 1; i++){
25        data_pkt[1][3] = i;
26        if(!usbrecv(kb, data_pkt[1], in_pkt)){
27            free(hw);
28            return -1;
29        }

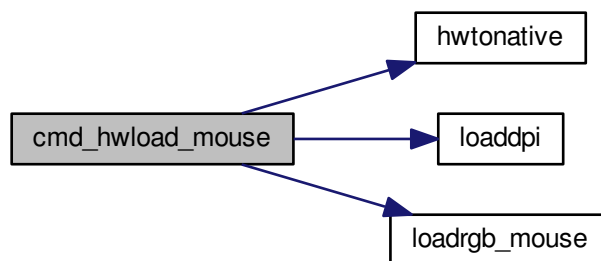
```

```

30     memcpy(hw->name[i], in_pkt + 4, PR_NAME_LEN * 2);
31 }
32
33 // Load the RGB and DPI settings
34 if(loadrgb_mouse(kb, hw->light, 0)
35    || loaddpi(kb, hw->dpi, hw->light)){
36     free(hw);
37     return -1;
38 }
39
40 // Make the profile active (if requested)
41 if(apply)
42     hwtonative(kb->profile, hw, 1);
43 // Free the existing profile (if any)
44 free(kb->hw);
45 kb->hw = hw;
46 DELAY_LONG(kb);
47 return 0;
48 }

```

Here is the call graph for this function:



#### 9.37.2.6 int cmd\_hwsave\_kb ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

Definition at line 57 of file profile\_keyboard.c.

References `DELAY_LONG`, `usbdevice::hw`, `HWMODE_K70`, `HWMODE_K95`, `hwprofile::id`, `IS_K95`, `hwprofile::light`, `MD_NAME_LEN`, `MSG_SIZE`, `hwprofile::name`, `nativetohw()`, `usbdevice::profile`, `savergb_kb()`, and `usbsend`.

```

57                                     {
58     DELAY_LONG(kb);
59     hwprofile* hw = kb->hw;
60     if(!hw)
61         hw = kb->hw = calloc(1, sizeof(hwprofile));
62     int modes = (IS_K95(kb) ? HWMODE_K95 : HWMODE_K70);
63     nativetohw(kb->profile, hw, modes);
64     // Save the profile and mode names
65     uchar data_pkt[2][MSG_SIZE] = {
66         { 0x07, 0x16, 0x01, 0 },
67         { 0x07, 0x15, 0x01, 0 },
68     };
69     // Save the mode names
70     for(int i = 0; i <= modes; i++){
71         data_pkt[0][3] = i;
72         memcpy(data_pkt[0] + 4, hw->name[i], MD_NAME_LEN * 2);
73         if(!usbsend(kb, data_pkt[0], 1))
74             return -1;
75     }
76     // Save the IDs
77     for(int i = 0; i <= modes; i++){
78         data_pkt[1][3] = i;
79         memcpy(data_pkt[1] + 4, hw->id + i, sizeof(usbid));
80         if(!usbsend(kb, data_pkt[1], 1))
81             return -1;
82     }

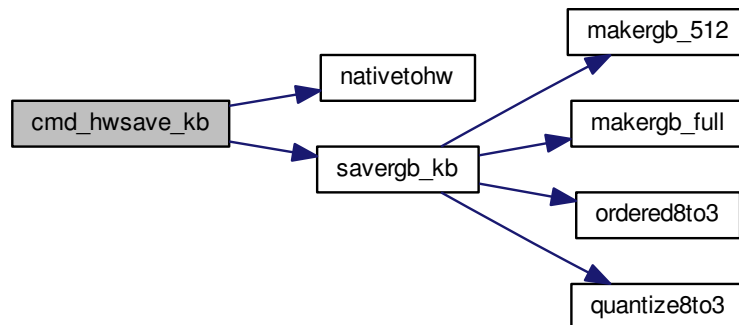
```

```

83     // Save the RGB data
84     for(int i = 0; i < modes; i++){
85         if(savergb_kb(kb, hw->light + i, i))
86             return -1;
87     }
88     DELAY_LONG(kb);
89     return 0;
90 }

```

Here is the call graph for this function:



**9.37.2.7** `int cmd_hwsave_mouse ( usbdevice * kb, usbmode * dummy1, int dummy2, int dummy3, const char * dummy4 )`

Definition at line 50 of file `profile_mouse.c`.

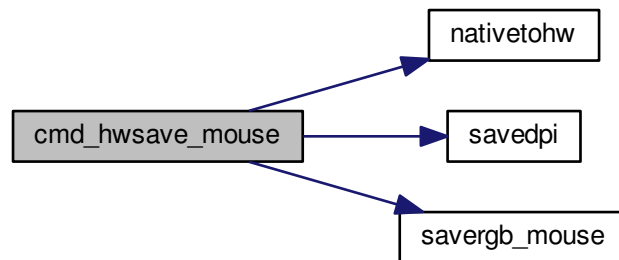
References `DELAY_LONG`, `hwprofile::dpi`, `usbdevice::hw`, `hwprofile::id`, `hwprofile::light`, `MD_NAME_LEN`, `MSG_SIZE`, `hwprofile::name`, `nativetohw()`, `usbdevice::profile`, `savedpi()`, `savergb_mouse()`, and `usb send`.

```

50     {
51         DELAY_LONG(kb);
52         hwprofile* hw = kb->hw;
53         if(!hw)
54             hw = kb->hw = calloc(1, sizeof(hwprofile));
55         nativetohw(kb->profile, hw, 1);
56         // Save the profile and mode names
57         uchar data_pkt[2][MSG_SIZE] = {
58             { 0x07, 0x16, 0x01, 0 },
59             { 0x07, 0x15, 0x01, 0 },
60         };
61         for(int i = 0; i <= 1; i++){
62             data_pkt[0][3] = i;
63             memcpy(data_pkt[0] + 4, hw->name[i], MD_NAME_LEN * 2);
64             if(!usb send(kb, data_pkt[0], 1))
65                 return -1;
66         }
67         // Save the IDs
68         for(int i = 0; i <= 1; i++){
69             data_pkt[1][3] = i;
70             memcpy(data_pkt[1] + 4, hw->id + i, sizeof(usb id));
71             if(!usb send(kb, data_pkt[1], 1))
72                 return -1;
73         }
74         // Save the RGB data for the non-DPI zones
75         if(savergb_mouse(kb, hw->light, 0))
76             return -1;
77         // Save the DPI data (also saves RGB for those states)
78         if(savedpi(kb, hw->dpi, hw->light))
79             return -1;
80         DELAY_LONG(kb);
81         return 0;
82     }

```

Here is the call graph for this function:



#### 9.37.2.8 void cmd\_id ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* id )

Definition at line 160 of file profile.c.

References `usbmode::id`, `usbid::modified`, and `setid()`.

```

160                                     {
161     // ID is either a GUID or an 8-digit hex number
162     int newmodified;
163     if(!setid(&mode->id, id) && sscanf(id, "%08x", &newmodified) == 1)
164         memcpy(mode->id.modified, &newmodified, sizeof(newmodified));
165 }
```

Here is the call graph for this function:



#### 9.37.2.9 void cmd\_name ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* name )

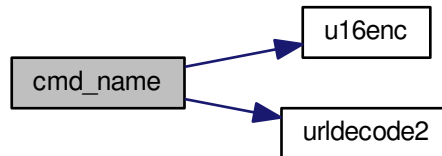
Definition at line 117 of file profile.c.

References `MD_NAME_LEN`, `usbmode::name`, `u16enc()`, and `urldecode2()`.

```

117                                     {
118     char decoded[strlen(name) + 1];
119     urldecode2(decoded, name);
120     size_t srclen = strlen(decoded), dstlen = MD_NAME_LEN;
121     u16enc(decoded, mode->name, &srclen, &dstlen);
122 }
```

Here is the call graph for this function:



#### 9.37.2.10 void cmd\_profileid ( usbdevice \* kb, usbmode \* mode, int dummy1, int dummy2, const char \* id )

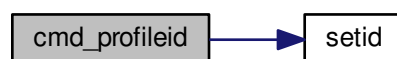
Definition at line 167 of file profile.c.

References usbprofile::id, usbid::modified, usbdevice::profile, and setid().

```

167                                     {
168     usbprofile* profile = kb->profile;
169     int newmodified;
170     if(!setid(&profile->id, id) && sscanf(id, "%08x", &newmodified) == 1)
171         memcpy(profile->id.modified, &newmodified, sizeof(newmodified));
172
173 }
```

Here is the call graph for this function:



#### 9.37.2.11 void cmd\_profilename ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* name )

Definition at line 124 of file profile.c.

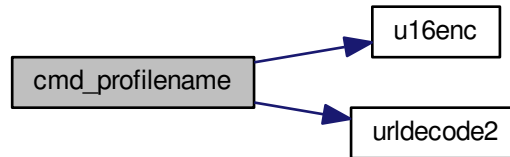
References usbprofile::name, PR\_NAME\_LEN, usbdevice::profile, u16enc(), and urldecode2().

```

124                                     {
125     usbprofile* profile = kb->profile;
126     char decoded[strlen(name) + 1];
127     urldecode2(decoded, name);
128     size_t srclen = strlen(decoded), dstlen = PR_NAME_LEN;
129     u16enc(decoded, profile->name, &srclen, &dstlen);
130 }
```



Here is the call graph for this function:



#### 9.37.2.12 void freeprofile ( usbdevice \* kb )

Definition at line 228 of file profile.c.

References `_freeprofile()`, and `usbdevice::hw`.

```

228                                     {
229     _freeprofile(kb);
230     // Also free HW profile
231     free(kb->hw);
232     kb->hw = 0;
233 }
```

Here is the call graph for this function:



#### 9.37.2.13 char\* gethwmodename ( hwprofile \* profile, int index )

Definition at line 152 of file profile.c.

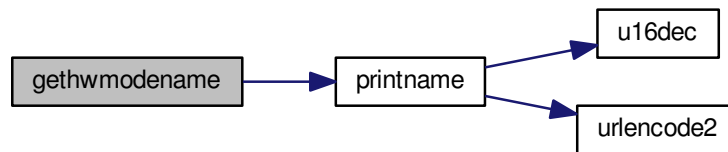
References `MD_NAME_LEN`, `hwprofile::name`, and `printname()`.

Referenced by `_cmd_get()`.

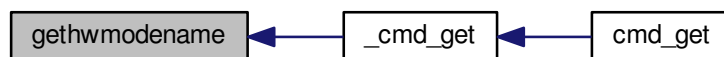
```

152                                     {
153     return printname(profile->name[index + 1], MD_NAME_LEN);
154 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.37.2.14 `char* gethwprofilename ( hwprofile * profile )`

Definition at line 156 of file `profile.c`.

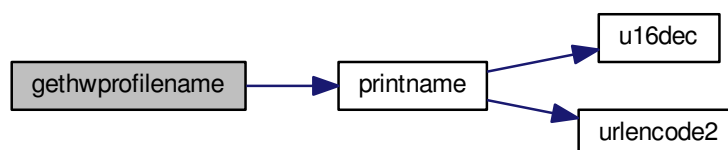
References `MD_NAME_LEN`, `hwprofile::name`, and `printname()`.

Referenced by `_cmd_get()`.

```

156
157     return printname(profile->name[0], MD_NAME_LEN);
158 }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.37.2.15 `char* getid ( usbid * id )`

Definition at line 79 of file `profile.c`.

References `usbid::guid`.

Referenced by `_cmd_get()`.

```

79      {
80      int32_t data1;
81      int16_t data2, data3, data4a;
82      char data4b[6];
83      memcpy(&data1, id->guid + 0x0, 4);
84      memcpy(&data2, id->guid + 0x4, 2);
85      memcpy(&data3, id->guid + 0x6, 2);
86      memcpy(&data4a, id->guid + 0x8, 2);
87      memcpy(data4b, id->guid + 0xA, 6);
88      char* guid = malloc(39);
89      snprintf(guid, 39, "%08X-%04hX-%04hX-%04hX-%02hhX%02hhX%02hhX%02hhX%02hhX%02hhX",
90              data1, data2, data3, data4a, data4b[0], data4b[1], data4b[2], data4b[3], data4b[4], data4b[5])
91      ;
92      return guid;
93  }
  
```

Here is the caller graph for this function:



#### 9.37.2.16 `char* getmodename ( usbmode * mode )`

Definition at line 144 of file `profile.c`.

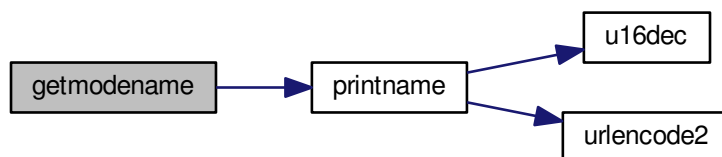
References `MD_NAME_LEN`, `usbmode::name`, and `printname()`.

Referenced by `_cmd_get()`.

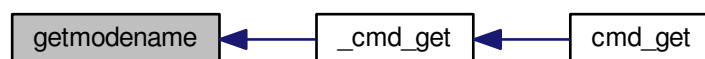
```

144      {
145      return printname(mode->name, MD_NAME_LEN);
146  }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.37.2.17 `char* getprofilename ( usbprofile * profile )`

Definition at line 148 of file `profile.c`.

References `usbprofile::name`, `PR_NAME_LEN`, and `printname()`.

Referenced by `_cmd_get()`.

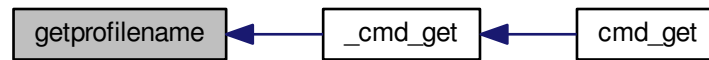
```

148
149     return printname(profile->name, PR_NAME_LEN);
150 }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.37.2.18 void hwtonative ( usbprofile \* profile, hwprofile \* hw, int modecount )

Definition at line 235 of file profile.c.

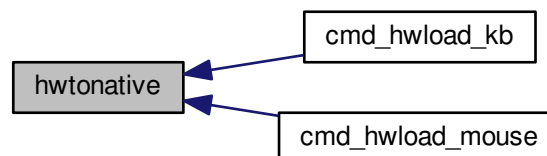
References `usbmode::dpi`, `hwprofile::dpi`, `dpiset::forceupdate`, `lighting::forceupdate`, `usbmode::id`, `usbprofile::id`, `hwprofile::id`, `usbprofile::lastdpi`, `usbprofile::lastlight`, `usbmode::light`, `hwprofile::light`, `MD_NAME_LEN`, `usbprofile::mode`, `usbmode::name`, `usbprofile::name`, `hwprofile::name`, and `PR_NAME_LEN`.

Referenced by `cmd_hwload_kb()`, and `cmd_hwload_mouse()`.

```

235                                     {
236     // Copy the profile name and ID
237     memcpy(profile->name, hw->name[0], PR_NAME_LEN * 2);
238     memcpy(&profile->id, hw->id, sizeof(usbid));
239     // Copy the mode settings
240     for(int i = 0; i < modecount; i++){
241         usbmode* mode = profile->mode + i;
242         memcpy(mode->name, hw->name[i + 1], MD_NAME_LEN * 2);
243         memcpy(&mode->id, hw->id + i + 1, sizeof(usbid));
244         memcpy(&mode->light, hw->light + i, sizeof(lighting));
245         memcpy(&mode->dpi, hw->dpi + i, sizeof(dpiset));
246         // Set a force update on the light/DPI since they've been overwritten
247         mode->light.forceupdate = mode->dpi.forceupdate = 1;
248     }
249     profile->lastlight.forceupdate = profile->lastdpi.
250     forceupdate = 1;
251 }
  
```

Here is the caller graph for this function:



#### 9.37.2.19 int loadprofile ( usbdevice \* kb )

Definition at line 192 of file profile.c.

References `hwloadprofile`.

```

192     {
193         if(hwloadprofile(kb, 1))
194             return -1;
195         return 0;
196     }

```

### 9.37.2.20 void nativetohw ( usbprofile \* profile, hwprofile \* hw, int modecount )

Definition at line 252 of file profile.c.

References usbmode::dpi, hwprofile::dpi, usbmode::id, usbprofile::id, hwprofile::id, usbmode::light, hwprofile::light, MD\_NAME\_LEN, usbprofile::mode, usbmode::name, usbprofile::name, hwprofile::name, and PR\_NAME\_LEN.

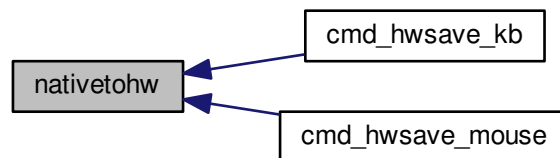
Referenced by cmd\_hwsave\_kb(), and cmd\_hwsave\_mouse().

```

252     {
253         // Copy name and ID
254         memcpy(hw->name[0], profile->name, PR_NAME_LEN * 2);
255         memcpy(hw->id, &profile->id, sizeof(usbid));
256         // Copy the mode settings
257         for(int i = 0; i < modecount; i++){
258             usbmode* mode = profile->mode + i;
259             memcpy(hw->name[i + 1], mode->name, MD_NAME_LEN * 2);
260             memcpy(hw->id + i + 1, &mode->id, sizeof(usbid));
261             memcpy(hw->light + i, &mode->light, sizeof(lighting));
262             memcpy(hw->dpi + i, &mode->dpi, sizeof(dpi));
263         }
264     }

```

Here is the caller graph for this function:



### 9.37.2.21 int setid ( usbid \* id, const char \* guid )

Definition at line 64 of file profile.c.

References usbid::guid.

Referenced by cmd\_id(), and cmd\_profileid().

```

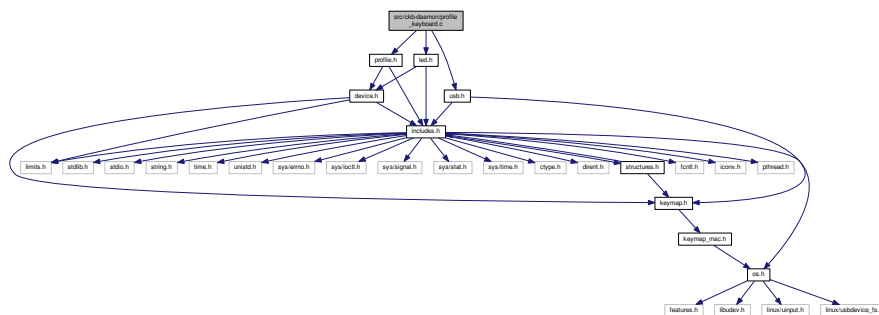
64     {
65         int32_t data1;
66         int16_t data2, data3, data4a;
67         char data4b[6];
68         if(sscanf(guid, "%08X-%04hX-%04hX-%04hX-%02hhX%02hhX%02hhX%02hhX%02hhX%02hhX",
69             &data1, &data2, &data3, &data4a, data4b, data4b + 1, data4b + 2, data4b + 3, data4b + 4,
70             data4b + 5) != 10)
71             return 0;
72         memcpy(id->guid + 0x0, &data1, 4);
73         memcpy(id->guid + 0x4, &data2, 2);
74         memcpy(id->guid + 0x6, &data3, 2);
75         memcpy(id->guid + 0x8, &data4a, 2);
76         memcpy(id->guid + 0xA, data4b, 6);
77         return 1;
78     }

```

```

graph LR
    cmd_id[cmd_id] --> setid[setid]
    cmd_profileid[cmd_profileid] --> setid
  
```

```
#include "profile.h"
#include "usb.h"
#include "led.h"
Include dependency graph for profile_keyboard.c:
```



- static int **hwloadmode** (usbdevice \*kb, hwprofile \*hw, int mode)
- int **cmd\_hwload\_kb** (usbdevice \*kb, usbmode \*dummy1, int dummy2, int apply, const char \*dummy3)
- int **cmd\_hwsave\_kb** (usbdevice \*kb, usbmode \*dummy1, int dummy2, int dummy3, const char \*dummy4)

```
9.38.1.1 int cmd_hwload_kb ( usbdevice * kb, usbmode * dummy1, int dummy2, int apply, const char * dummy3 )
```

References DELAY\_LONG, usbdevice::hw, hwloadmode(), HWMODE\_K70, HWMODE\_K95, hwtonative(), hwprofile::id, IS\_K95, MSG\_SIZE, hwprofile::name, PR\_NAME\_LEN, usbdevice::profile, and usbrevc.

```

16
17     DELAY_LONG(kb);
18     hwprofile* hw = calloc(1, sizeof(hwprofile));
19     // Ask for profile and mode IDs
20     uchar data_pkt[2][MSG_SIZE] = {
21         { 0x0e, 0x15, 0x01, 0 },

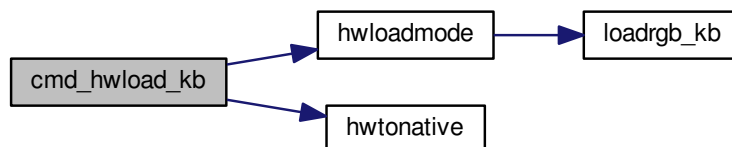
```

```

22     { 0x0e, 0x16, 0x01, 0 }
23 };
24 uchar in_pkt[MSG_SIZE];
25 int modes = (IS_K95(kb) ? HWMODE_K95 : HWMODE_K70);
26 for(int i = 0; i <= modes; i++){
27     data_pkt[0][3] = i;
28     if(!usbrecv(kb, data_pkt[0], in_pkt)){
29         free(hw);
30         return -1;
31     }
32     memcpy(hw->id + i, in_pkt + 4, sizeof(usbid));
33 }
34 // Ask for profile name
35 if(!usbrecv(kb, data_pkt[1], in_pkt)){
36     free(hw);
37     return -1;
38 }
39 memcpy(hw->name[0], in_pkt + 4, PR_NAME_LEN * 2);
40 // Load modes
41 for(int i = 0; i < modes; i++){
42     if(hwloadmode(kb, hw, i)){
43         free(hw);
44         return -1;
45     }
46 }
47 // Make the profile active (if requested)
48 if(apply)
49     hwtonative(kb->profile, hw, modes);
50 // Free the existing profile (if any)
51 free(kb->hw);
52 kb->hw = hw;
53 DELAY_LONG(kb);
54 return 0;
55 }

```

Here is the call graph for this function:



#### 9.38.1.2 int cmd\_hwsave\_kb ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int dummy3, const char \* dummy4 )

Definition at line 57 of file profile\_keyboard.c.

References DELAY\_LONG, usbdevice::hw, HWMODE\_K70, HWMODE\_K95, hwprofile::id, IS\_K95, hwprofile::light, MD\_NAME\_LEN, MSG\_SIZE, hwprofile::name, nativetohw(), usbdevice::profile, savergb\_kb(), and usbsend.

```

57                                     {
58     DELAY_LONG(kb);
59     hwprofile* hw = kb->hw;
60     if(!hw)
61         hw = kb->hw = calloc(1, sizeof(hwprofile));
62     int modes = (IS_K95(kb) ? HWMODE_K95 : HWMODE_K70);
63     nativetohw(kb->profile, hw, modes);
64     // Save the profile and mode names
65     uchar data_pkt[2][MSG_SIZE] = {
66         { 0x07, 0x16, 0x01, 0 },
67         { 0x07, 0x15, 0x01, 0 },
68     };
69     // Save the mode names
70     for(int i = 0; i <= modes; i++){
71         data_pkt[0][3] = i;
72         memcpy(data_pkt[0] + 4, hw->name[i], MD_NAME_LEN * 2);
73         if(!usbsend(kb, data_pkt[0], 1))

```

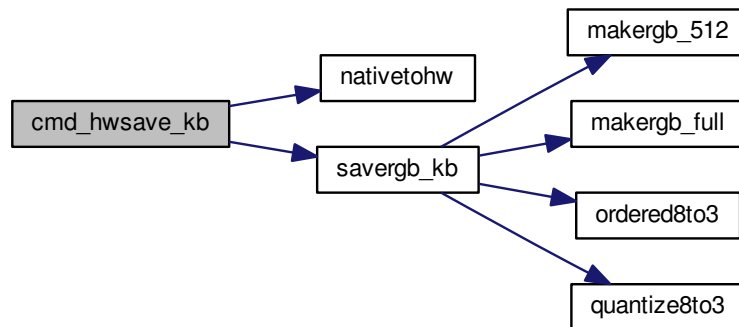


```

74         return -1;
75     }
76     // Save the IDs
77     for(int i = 0; i <= modes; i++){
78         data_pkt[1][3] = i;
79         memcpy(data_pkt[1] + 4, hw->id + i, sizeof(usbid));
80         if(!usbSend(kb, data_pkt[1], 1))
81             return -1;
82     }
83     // Save the RGB data
84     for(int i = 0; i < modes; i++){
85         if(savergb_kb(kb, hw->light + i, i))
86             return -1;
87     }
88     DELAY_LONG(kb);
89     return 0;
90 }

```

Here is the call graph for this function:



#### 9.38.1.3 static int hwloadmode ( usbdevice \* kb, hwprofile \* hw, int mode ) [static]

Definition at line 5 of file `profile_keyboard.c`.

References `hwprofile::light`, `loadrgb_kb()`, `MD_NAME_LEN`, `MSG_SIZE`, `hwprofile::name`, and `usbrecv`.

Referenced by `cmd_hwload_kb()`.

```

5                                     {
6     // Ask for mode's name
7     uchar data_pkt[MSG_SIZE] = { 0x0e, 0x16, 0x01, mode + 1, 0 };
8     uchar in_pkt[MSG_SIZE];
9     if(!usbrecv(kb, data_pkt, in_pkt))
10         return -1;
11     memcpy(hw->name[mode + 1], in_pkt + 4, MD_NAME_LEN * 2);
12     // Load the RGB setting
13     return loadrgb_kb(kb, hw->light + mode, mode);
14 }

```



## 9.39.1.1 int cmd\_hwload\_mouse ( usbdevice \* kb, usbmode \* dummy1, int dummy2, int apply, const char \* dummy3 )

Definition at line 6 of file profile\_mouse.c.

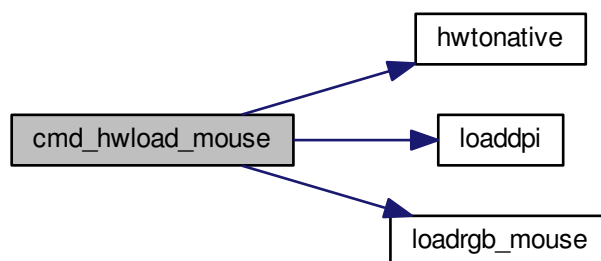
References `DELAY_LONG`, `hwprofile::dpi`, `usbdevice::hw`, `hwtonative()`, `hwprofile::id`, `hwprofile::light`, `loaddpi()`, `loadrgb_mouse()`, `MSG_SIZE`, `hwprofile::name`, `PR_NAME_LEN`, `usbdevice::profile`, and `usbrecv`.

```

6
7     DELAY_LONG(kb);
8     hwprofile* hw = calloc(1, sizeof(hwprofile));
9     // Ask for profile and mode IDs
10    uchar data_pkt[2][MSG_SIZE] = {
11        { 0x0e, 0x15, 0x01, 0 },
12        { 0x0e, 0x16, 0x01, 0 }
13    };
14    uchar in_pkt[MSG_SIZE];
15    for(int i = 0; i <= 1; i++){
16        data_pkt[0][3] = i;
17        if(!usbrecv(kb, data_pkt[0], in_pkt)){
18            free(hw);
19            return -1;
20        }
21        memcpy(hw->id + i, in_pkt + 4, sizeof(usbid));
22    }
23    // Ask for profile and mode names
24    for(int i = 0; i <= 1; i++){
25        data_pkt[1][3] = i;
26        if(!usbrecv(kb, data_pkt[1], in_pkt)){
27            free(hw);
28            return -1;
29        }
30        memcpy(hw->name[i], in_pkt + 4, PR_NAME_LEN * 2);
31    }
32
33    // Load the RGB and DPI settings
34    if(loadrgb_mouse(kb, hw->light, 0)
35        || loaddpi(kb, hw->dpi, hw->light)){
36        free(hw);
37        return -1;
38    }
39
40    // Make the profile active (if requested)
41    if(apply)
42        hwtonative(kb->profile, hw, 1);
43    // Free the existing profile (if any)
44    free(kb->hw);
45    kb->hw = hw;
46    DELAY_LONG(kb);
47    return 0;
48 }

```

Here is the call graph for this function:



9.39.1.2 `int cmd_hwsave_mouse ( usbdevice * kb, usbmode * dummy1, int dummy2, int dummy3, const char * dummy4 )`

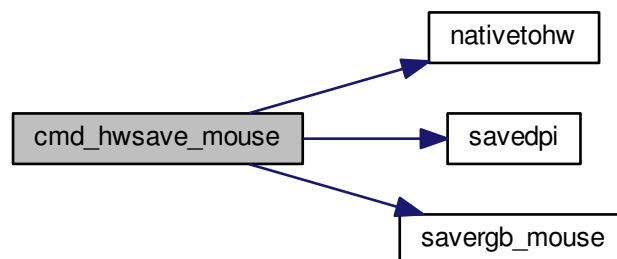
Definition at line 50 of file `profile_mouse.c`.

References `DELAY_LONG`, `hwprofile::dpi`, `usbdevice::hw`, `hwprofile::id`, `hwprofile::light`, `MD_NAME_LEN`, `MSG_SIZE`, `hwprofile::name`, `nativetohw()`, `usbdevice::profile`, `savedpi()`, `savergb_mouse()`, and `usbsend`.

```

50                                     {
51     DELAY_LONG(kb);
52     hwprofile* hw = kb->hw;
53     if(!hw)
54         hw = kb->hw = calloc(1, sizeof(hwprofile));
55     nativetohw(kb->profile, hw, 1);
56     // Save the profile and mode names
57     uchar data_pkt[2][MSG_SIZE] = {
58         { 0x07, 0x16, 0x01, 0 },
59         { 0x07, 0x15, 0x01, 0 },
60     };
61     for(int i = 0; i <= 1; i++){
62         data_pkt[0][3] = i;
63         memcpy(data_pkt[0] + 4, hw->name[i], MD_NAME_LEN * 2);
64         if(!usbsend(kb, data_pkt[0], 1))
65             return -1;
66     }
67     // Save the IDs
68     for(int i = 0; i <= 1; i++){
69         data_pkt[1][3] = i;
70         memcpy(data_pkt[1] + 4, hw->id + i, sizeof(usbid));
71         if(!usbsend(kb, data_pkt[1], 1))
72             return -1;
73     }
74     // Save the RGB data for the non-DPI zones
75     if(savergb_mouse(kb, hw->light, 0))
76         return -1;
77     // Save the DPI data (also saves RGB for those states)
78     if(savedpi(kb, hw->dpi, hw->light))
79         return -1;
80     DELAY_LONG(kb);
81     return 0;
82 }
```

Here is the call graph for this function:

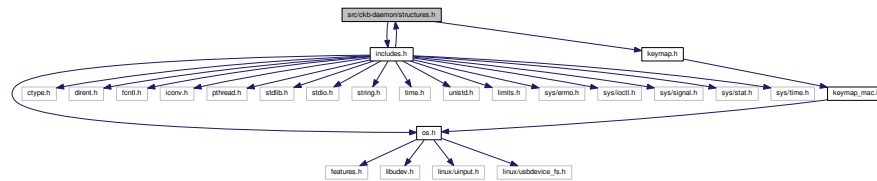


## 9.40 src/ckb-daemon/structures.h File Reference

```

#include "includes.h"
#include "keymap.h"
```

Include dependency graph for structures.h:



This graph shows which files directly or indirectly include this file:



## Data Structures

- struct [usbid](#)
- struct [macroaction](#)
- struct [keymacro](#)
- struct [binding](#)
- struct [dpiset](#)
- struct [lighting](#)
- struct [usbmode](#)
- struct [usbprofile](#)
- struct [hwprofile](#)
- struct [usbinput](#)
- struct [usbdevice](#)

## Macros

- #define [SET\\_KEYBIT](#)(array, index) do { (array)[(index) / 8] |= 1 << ((index) % 8); } while(0)
- #define [CLEAR\\_KEYBIT](#)(array, index) do { (array)[(index) / 8] &= ~(1 << ((index) % 8)); } while(0)
- #define [I\\_NUM](#) 1
- #define [I\\_CAPS](#) 2
- #define [I\\_SCROLL](#) 4
- #define [OUTFIFO\\_MAX](#) 10
- #define [MACRO\\_MAX](#) 1024
- #define [DPI\\_COUNT](#) 6
- #define [LIFT\\_MIN](#) 1
- #define [LIFT\\_MAX](#) 5
- #define [MD\\_NAME\\_LEN](#) 16
- #define [PR\\_NAME\\_LEN](#) 16
- #define [MODE\\_COUNT](#) 6
- #define [HWMODE\\_K70](#) 1
- #define [HWMODE\\_K95](#) 3
- #define [HWMODE\\_MAX](#) 3
- #define [FEAT\\_RGB](#) 0x001
- #define [FEAT\\_MONOCHROME](#) 0x002
- #define [FEAT\\_POLLRATE](#) 0x004
- #define [FEAT\\_ADJRATE](#) 0x008

- `#define FEAT_BIND 0x010`
- `#define FEAT_NOTIFY 0x020`
- `#define FEAT_FWVERSION 0x040`
- `#define FEAT_FWUPDATE 0x080`
- `#define FEAT_HWLOAD 0x100`
- `#define FEAT_ANSI 0x200`
- `#define FEAT_ISO 0x400`
- `#define FEAT_MOUSEACCEL 0x800`
- `#define FEAT_COMMON (FEAT_BIND | FEAT_NOTIFY | FEAT_FWVERSION | FEAT_MOUSEACCEL | FEAT_HWLOAD)`
- `#define FEAT_STD_RGB (FEAT_COMMON | FEAT_RGB | FEAT_POLLRATE | FEAT_FWUPDATE)`
- `#define FEAT_STD_NRGB (FEAT_COMMON)`
- `#define FEAT_LMASK (FEAT_ANSI | FEAT_ISO)`
- `#define HAS_FEATURES(kb, feat) (((kb)->features & (feat)) == (feat))`
- `#define HAS_ANY_FEATURE(kb, feat) (!((kb)->features & (feat)))`
- `#define NEEDS_FW_UPDATE(kb) ((kb)->fwversion == 0 && HAS_FEATURES((kb), FEAT_FWUPDATE | FEAT_FWVERSION))`
- `#define SCROLL_ACCELERATED 0`
- `#define SCROLL_MIN 1`
- `#define SCROLL_MAX 10`
- `#define KB_NAME_LEN 40`
- `#define SERIAL_LEN 34`
- `#define MSG_SIZE 64`
- `#define IFACE_MAX 4`

## Variables

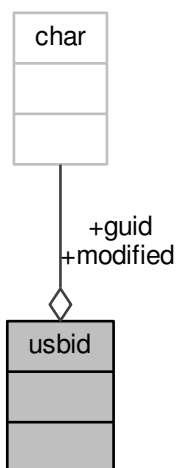
- const union `devcmd vtable_keyboard`  
*RGB keyboard vtable holds functions for each device type.*
- const union `devcmd vtable_keyboard_nonrgb`
- const union `devcmd vtable_mouse`

## 9.40.1 Data Structure Documentation

### 9.40.1.1 struct usbid

Definition at line 8 of file structures.h.

Collaboration diagram for usbid:



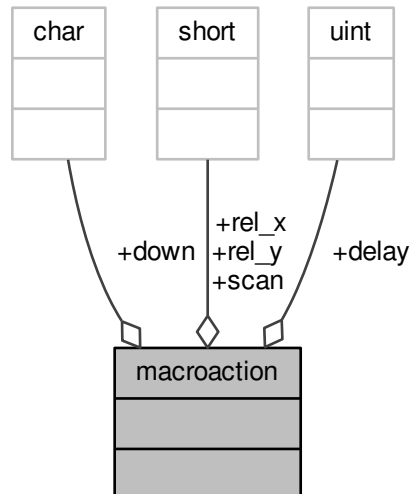
#### Data Fields

char	guid[16]	
char	modified[4]	

#### 9.40.1.2 struct macroaction

Definition at line 27 of file structures.h.

Collaboration diagram for macroaction:



#### Data Fields

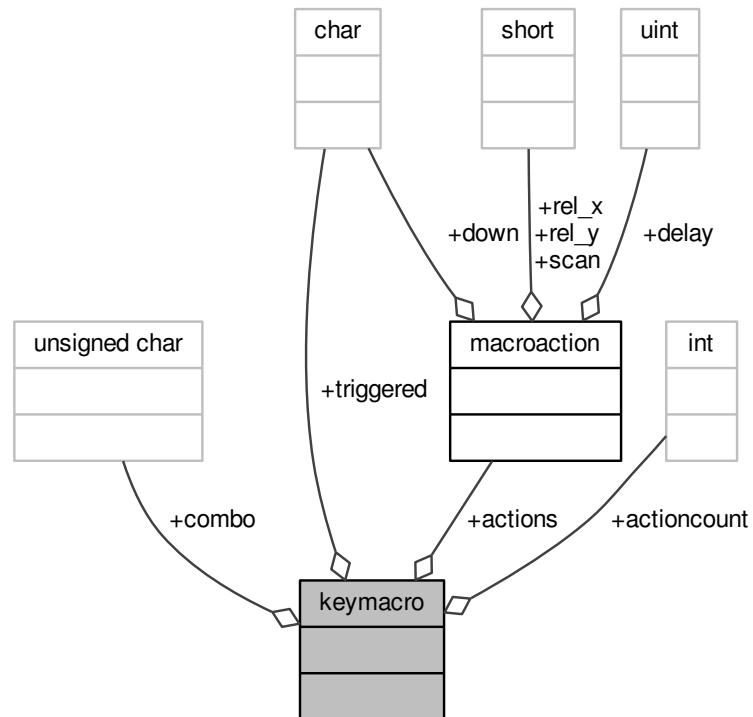
uint	delay	
char	down	
short	rel_x	
short	rel_y	
short	scan	

#### 9.40.1.3 struct keymacro

Definition at line 35 of file structures.h.



Collaboration diagram for keymacro:



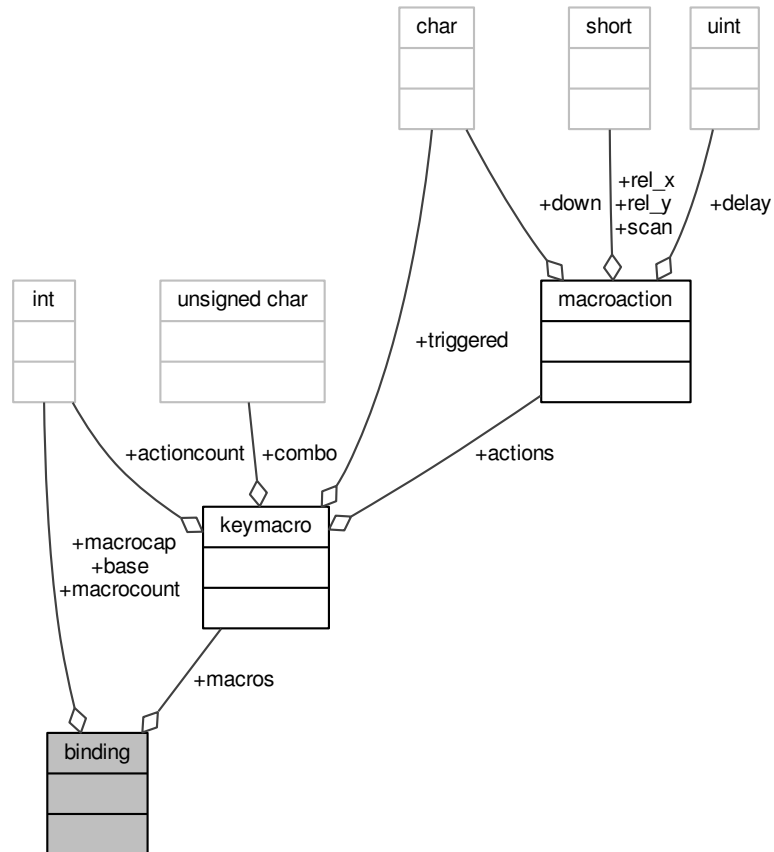
#### Data Fields

int	actioncount	
<code>macroaction *</code>	actions	
<code>uchar</code>	combo[(((152+3+12)+25)+7)/8]]	
char	triggered	

#### 9.40.1.4 struct binding

Definition at line 43 of file structures.h.

Collaboration diagram for binding:



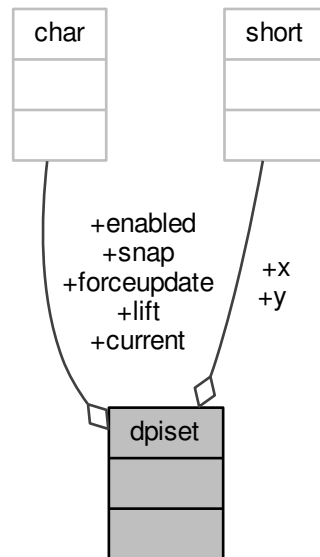
#### Data Fields

int	base[(((152+3+12)+25)]	
int	macrocap	
int	macrocount	
<a href="#">keymacro</a> *	macros	

#### 9.40.1.5 struct dpiset

Definition at line 57 of file structures.h.

Collaboration diagram for dpiset:



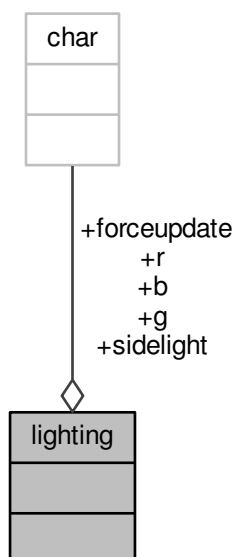
#### Data Fields

<a href="#">uchar</a>	current	
<a href="#">uchar</a>	enabled	
<a href="#">uchar</a>	forceupdate	
<a href="#">uchar</a>	lift	
<a href="#">uchar</a>	snap	
<a href="#">ushort</a>	x[6]	
<a href="#">ushort</a>	y[6]	

#### 9.40.1.6 struct lighting

Definition at line 73 of file structures.h.

Collaboration diagram for lighting:



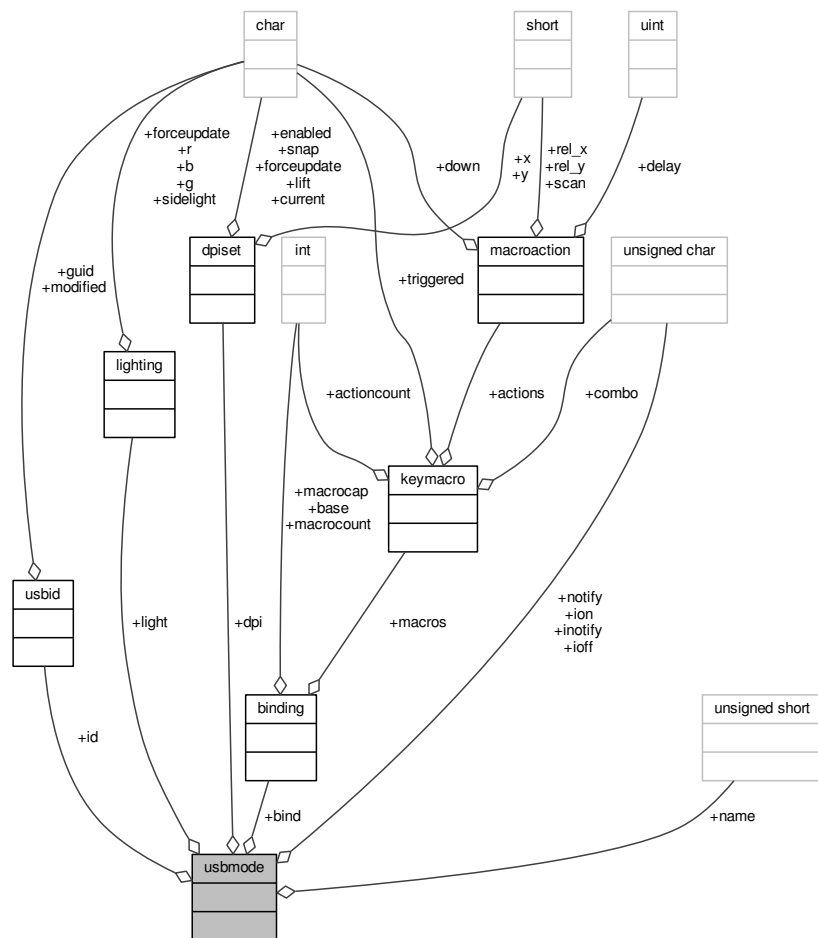
#### Data Fields

uchar	b[152+11]	
uchar	forceupdate	
uchar	g[152+11]	
uchar	r[152+11]	
uchar	sidelight	

#### 9.40.1.7 struct usbmode

Definition at line 83 of file structures.h.

Collaboration diagram for usbmode:



#### Data Fields

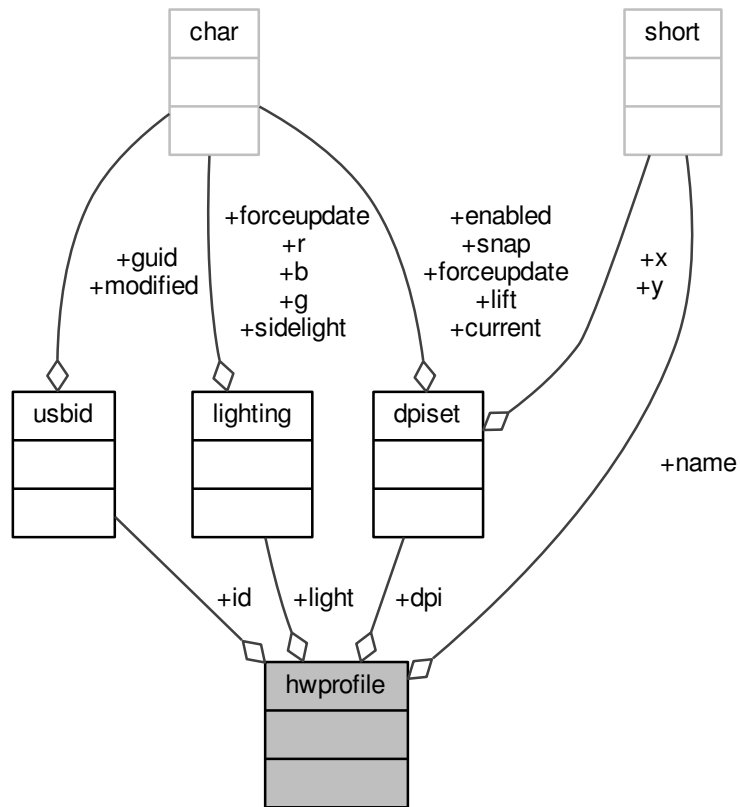
<a href="#">binding</a>	bind	
<a href="#">dpiset</a>	dpi	
<a href="#">usb_id</a>	id	
<a href="#">uchar</a>	inotify[10]	
<a href="#">uchar</a>	ioff	
<a href="#">uchar</a>	ion	
<a href="#">lighting</a>	light	
<a href="#">ushort</a>	name[16]	
<a href="#">uchar</a>	notify[10][((((152+3+12)+25)+7)/8)]	

#### 9.40.1.8 struct usbprofile

Definition at line 101 of file structures.h.



Collaboration diagram for hwprofile:



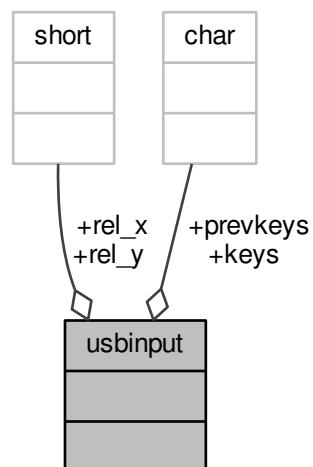
#### Data Fields

<a href="#">dpiset</a>	<code>dpi[3]</code>	
<a href="#">usbid</a>	<code>id[3+1]</code>	
<a href="#">lighting</a>	<code>light[3]</code>	
<a href="#">ushort</a>	<code>name[3+1][16]</code>	

#### 9.40.1.10 struct usbinput

Definition at line 129 of file structures.h.

Collaboration diagram for usbinput:



#### Data Fields

uchar	keys[((((152+3+12)+25)+7)/8)]	
uchar	prevkeys[((((152+3+12)+25)+7)/8)]	
short	rel_x	
short	rel_y	

#### 9.40.1.11 struct usbdevice

Definition at line 178 of file structures.h.



char	active	
uint	delay	
char	dither	
int	epcount	
ushort	features	
ushort	fwversion	
int	handle	
hwprofile *	hw	
uchar	hw_ileds	
uchar	hw_ileds_old	
uchar	ileds	
int	infifo	
usbinput	input	
pthread_t	inputthread	
char	name[40+1]	
int	outfifo[10]	
char	pollrate	

short	product	
<a href="#">usbprofile</a> *	profile	
char	serial[34]	
pthread_t	thread	
struct udev_device *	udev	
int	uinput_kb	
int	uinput_mouse	
char	usbdelay	
short	vendor	
const union <a href="#">devcmd</a> *	vtable	

## 9.40.2 Macro Definition Documentation

### 9.40.2.1 `#define CLEAR_KEYBIT( array, index ) do { (array)[(index) / 8] &= ~(1 << ((index) % 8)); } while(0)`

Definition at line 16 of file structures.h.

Referenced by `cmd_notify()`, `corsair_mousecopy()`, `hid_kb_translate()`, and `hid_mouse_translate()`.

### 9.40.2.2 `#define DPI_COUNT 6`

Definition at line 54 of file structures.h.

Referenced by `cmd_dpi()`, `cmd_dpisel()`, `loaddpi()`, `printdpi()`, `savedpi()`, and `updatedpi()`.

### 9.40.2.3 `#define FEAT_ADJRATE 0x008`

Definition at line 139 of file structures.h.

Referenced by `_mkdevpath()`, `_setupusb()`, and `_start_dev()`.

### 9.40.2.4 `#define FEAT_ANSI 0x200`

Definition at line 146 of file structures.h.

Referenced by `readcmd()`.

### 9.40.2.5 `#define FEAT_BIND 0x010`

Definition at line 140 of file structures.h.

Referenced by `_mkdevpath()`, `main()`, and `readcmd()`.

### 9.40.2.6 `#define FEAT_COMMON (FEAT_BIND | FEAT_NOTIFY | FEAT_FWVERSION | FEAT_MOUSEACCEL | FEAT_HWLOAD)`

Definition at line 151 of file structures.h.

### 9.40.2.7 `#define FEAT_FWUPDATE 0x080`

Definition at line 143 of file structures.h.

Referenced by `_mkdevpath()`, `_start_dev()`, and `cmd_fwupdate()`.

#### 9.40.2.8 `#define FEAT_FWVERSION 0x040`

Definition at line 142 of file structures.h.

Referenced by `_mkdevpath()`, and `_start_dev()`.

#### 9.40.2.9 `#define FEAT_HWLOAD 0x100`

Definition at line 144 of file structures.h.

Referenced by `_start_dev()`.

#### 9.40.2.10 `#define FEAT_ISO 0x400`

Definition at line 147 of file structures.h.

Referenced by `readcmd()`.

#### 9.40.2.11 `#define FEAT_LMASK (FEAT_ANSI | FEAT_ISO)`

Definition at line 154 of file structures.h.

Referenced by `readcmd()`.

#### 9.40.2.12 `#define FEAT_MONOCHROME 0x002`

Definition at line 137 of file structures.h.

Referenced by `_mkdevpath()`, and `_setupusb()`.

#### 9.40.2.13 `#define FEAT_MOUSEACCEL 0x800`

Definition at line 148 of file structures.h.

Referenced by `main()`, and `readcmd()`.

#### 9.40.2.14 `#define FEAT_NOTIFY 0x020`

Definition at line 141 of file structures.h.

Referenced by `_mkdevpath()`, `main()`, and `readcmd()`.

#### 9.40.2.15 `#define FEAT_POLLRATE 0x004`

Definition at line 138 of file structures.h.

Referenced by `_mkdevpath()`, `_start_dev()`, and `getfwversion()`.

#### 9.40.2.16 `#define FEAT_RGB 0x001`

Definition at line 136 of file structures.h.

Referenced by `_mkdevpath()`, `_start_dev()`, `revertusb()`, and `usbunclaim()`.

**9.40.2.17 #define FEAT\_STD\_NRGB (FEAT\_COMMON)**

Definition at line 153 of file structures.h.

Referenced by `_setupusb()`.

**9.40.2.18 #define FEAT\_STD\_RGB (FEAT\_COMMON | FEAT\_RGB | FEAT\_POLLRATE | FEAT\_FWUPDATE)**

Definition at line 152 of file structures.h.

Referenced by `_setupusb()`.

**9.40.2.19 #define HAS\_ANY\_FEATURE( kb, feat ) (!((kb)->features & (feat)))**

Definition at line 158 of file structures.h.

**9.40.2.20 #define HAS\_FEATURES( kb, feat ) (((kb)->features & (feat)) == (feat))**

Definition at line 157 of file structures.h.

Referenced by `_mkdevpath()`, `_start_dev()`, `cmd_fwupdate()`, `readcmd()`, `revertusb()`, and `usbunclaim()`.

**9.40.2.21 #define HWMODE\_K70 1**

Definition at line 115 of file structures.h.

Referenced by `cmd_hwload_kb()`, and `cmd_hwsave_kb()`.

**9.40.2.22 #define HWMODE\_K95 3**

Definition at line 116 of file structures.h.

Referenced by `cmd_hwload_kb()`, and `cmd_hwsave_kb()`.

**9.40.2.23 #define HWMODE\_MAX 3**

Definition at line 117 of file structures.h.

**9.40.2.24 #define I\_CAPS 2**

Definition at line 20 of file structures.h.

Referenced by `_cmd_get()`, `iselect()`, `nprintind()`, and `updateindicators_kb()`.

**9.40.2.25 #define I\_NUM 1**

Definition at line 19 of file structures.h.

Referenced by `_cmd_get()`, `iselect()`, `nprintind()`, and `updateindicators_kb()`.

**9.40.2.26 #define I\_SCROLL 4**

Definition at line 21 of file structures.h.

Referenced by `_cmd_get()`, `iselect()`, `nprintind()`, and `updateindicators_kb()`.

**9.40.2.27 #define IFACE\_MAX 4**

Definition at line 177 of file structures.h.

**9.40.2.28 #define KB\_NAME\_LEN 40**

Definition at line 174 of file structures.h.

Referenced by `_setupusb()`, and `os_setupusb()`.

**9.40.2.29 #define LIFT\_MAX 5**

Definition at line 56 of file structures.h.

Referenced by `cmd_lift()`, and `loaddpi()`.

**9.40.2.30 #define LIFT\_MIN 1**

Definition at line 55 of file structures.h.

Referenced by `cmd_lift()`, and `loaddpi()`.

**9.40.2.31 #define MACRO\_MAX 1024**

Definition at line 51 of file structures.h.

Referenced by `_cmd_macro()`.

**9.40.2.32 #define MD\_NAME\_LEN 16**

Definition at line 82 of file structures.h.

Referenced by `cmd_hwsave_kb()`, `cmd_hwsave_mouse()`, `cmd_name()`, `gethwmodename()`, `gethwprofilename()`, `getmodename()`, `hwloadmode()`, `hwtonative()`, and `nativetohw()`.

**9.40.2.33 #define MODE\_COUNT 6**

Definition at line 100 of file structures.h.

Referenced by `_freeprofile()`, `allocprofile()`, and `readcmd()`.

**9.40.2.34 #define MSG\_SIZE 64**

Definition at line 176 of file structures.h.

Referenced by `_usbend()`, `cmd_hwload_kb()`, `cmd_hwload_mouse()`, `cmd_hwsave_kb()`, `cmd_hwsave_mouse()`, `cmd_pollrate()`, `fwupdate()`, `getfwversion()`, `hwloadmode()`, `loaddpi()`, `loadrgb_kb()`, `loadrgb_mouse()`, `os_inputmain()`, `os_usbrecev()`, `os_usbend()`, `savedpi()`, `savergb_kb()`, `savergb_mouse()`, `setactive_kb()`, `setactive_mouse()`, `updatedpi()`, `updatergb_kb()`, and `updatergb_mouse()`.

**9.40.2.35 #define NEEDS\_FW\_UPDATE( kb ) ((kb)->fwversion == 0 && HAS\_FEATURES((kb), FEAT\_FWUPDATE | FEAT\_FWVERSION))**

Definition at line 161 of file structures.h.

Referenced by `_start_dev()`, `readcmd()`, `revertusb()`, `setactive_kb()`, and `setactive_mouse()`.

#### 9.40.2.36 `#define OUTFIFO_MAX 10`

Definition at line 24 of file structures.h.

Referenced by `_mknotifynode()`, `_rmnotifynode()`, `inputupdate_keys()`, `nprintf()`, `readcmd()`, `rmdevpath()`, and `updateindicators_kb()`.

#### 9.40.2.37 `#define PR_NAME_LEN 16`

Definition at line 99 of file structures.h.

Referenced by `cmd_hwload_kb()`, `cmd_hwload_mouse()`, `cmd_profilename()`, `getprofilename()`, `hwtonative()`, and `nativeohw()`.

#### 9.40.2.38 `#define SCROLL_ACCELERATED 0`

Definition at line 164 of file structures.h.

Referenced by `readcmd()`.

#### 9.40.2.39 `#define SCROLL_MAX 10`

Definition at line 166 of file structures.h.

Referenced by `readcmd()`.

#### 9.40.2.40 `#define SCROLL_MIN 1`

Definition at line 165 of file structures.h.

Referenced by `readcmd()`.

#### 9.40.2.41 `#define SERIAL_LEN 34`

Definition at line 175 of file structures.h.

Referenced by `_setupusb()`, and `os_setupusb()`.

#### 9.40.2.42 `#define SET_KEYBIT( array, index ) do { (array)[(index) / 8] |= 1 << ((index) % 8); } while(0)`

Definition at line 15 of file structures.h.

Referenced by `_cmd_macro()`, `cmd_notify()`, `corsair_mousecopy()`, `hid_kb_translate()`, and `hid_mouse_translate()`.

### 9.40.3 Variable Documentation

#### 9.40.3.1 `const union devcmd vtable_keyboard`

Definition at line 29 of file device\_vtable.c.

Referenced by `get_vtable()`.

#### 9.40.3.2 `const union devcmd vtable_keyboard_nonrgb`

Definition at line 76 of file device\_vtable.c.

Referenced by `get_vtable()`.

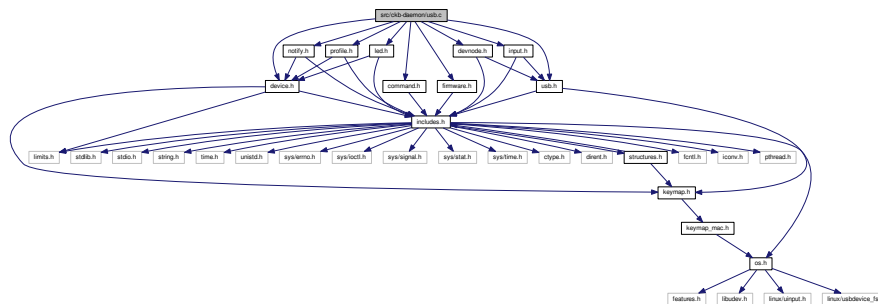
#### 9.40.3.3 const union devcmd vtable\_mouse

Definition at line 123 of file device\_vtable.c.

Referenced by `get_vtable()`.

## 9.41 src/ckb-daemon/usb.c File Reference

```
#include "command.h"
#include "device.h"
#include "devnode.h"
#include "firmware.h"
#include "input.h"
#include "led.h"
#include "notify.h"
#include "profile.h"
#include "usb.h"
Include dependency graph for usb.c:
```



## Functions

- `const char * vendor_str` (short vendor)  
*brief .*
- `const char * product_str` (short product)  
*brief .*
- `static const devcmd * get_vtable` (short vendor, short product)  
*brief .*
- `static void * devmain` (`usbdevice *kb`)  
*brief .*
- `static void * _setupusb` (`void *context`)  
*brief .*
- `void setupusb` (`usbdevice *kb`)
- `int revertusb` (`usbdevice *kb`)
- `int _resetusb` (`usbdevice *kb`, `const char *file`, `int line`)
- `int usb_tryreset` (`usbdevice *kb`)
- `int _usbsend` (`usbdevice *kb`, `const uchar *messages`, `int count`, `const char *file`, `int line`)
- `int _usbrecv` (`usbdevice *kb`, `const uchar *out_msg`, `uchar *in_msg`, `const char *file`, `int line`)
- `int closeusb` (`usbdevice *kb`)

## Variables

- pthread\_mutex\_t [usbmutex](#) = PTHREAD\_MUTEX\_INITIALIZER  
*brief .*
- volatile int [reset\\_stop](#) = 0  
*brief .*
- int [features\\_mask](#) = -1  
*brief .*
- int [hload\\_mode](#)  
*hload\_mode is defined in [device.c](#)*

## 9.41.1 Function Documentation

### 9.41.1.1 int \_resetusb ( usbdevice \* kb, const char \* file, int line )

`_resetusb` Reset a USB device.

First reset the device via [os\\_resetusb\(\)](#) after a long delay (it may send something to the host). If this worked (retval == 0), give the device another long delay Then perform the initialization via the device specific start() function entry in kb->vtable and if this is successful also, return the result of the device depenten updatetrgb() with force=true.

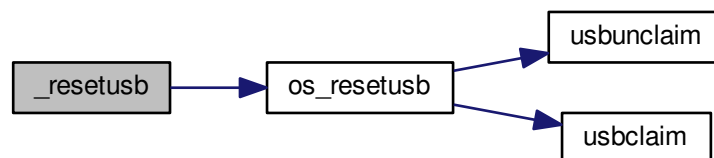
Definition at line 426 of file `usb.c`.

References `usbdevice::active`, `DELAY_LONG`, `os_resetusb()`, and `usbdevice::vtable`.

```

426                                     {
427     // Perform a USB reset
428     DELAY_LONG(kb);
429     int res = os_resetusb(kb, file, line);
430     if(res)
431         return res;
432     DELAY_LONG(kb);
433     // Re-initialize the device
434     if(kb->vtable->start(kb, kb->active) != 0)
435         return -1;
436     if(kb->vtable->updatetrgb(kb, 1) != 0)
437         return -1;
438     return 0;
439 }
```

Here is the call graph for this function:



### 9.41.1.2 static void\* \_setupusb ( void \* context ) [static]

`_setupusb` A horrible function for setting up an usb device



## Parameters

<i>context</i>	As <a href="#">_setupusb()</a> is called as a new thread, the kb* is transferred as void*
----------------	---

## Returns

a pthread\_t\* 0, here casted as void\*. Retval is always null

The basic structure of the function is somewhat habituated. It is more like an assembler routine than a structured program. This is not really bad, but just getting used to.

After every action, which can be practically fault-prone, the routine goes into the same error handling: It goes via goto to one of two exit labels. The difference is whether or not an unlock has to be performed on the imutex variable. In both cases, [closeusb\(\)](#) is called, then an unlock is performed on the dmutex.

The only case where this error handling is not performed is the correct return of the call to [devmain\(\)](#). Here simply the return value of [devmain\(\)](#) is passed to the caller.

In either case, the routine terminates with a void\* 0 because either [devmain\(\)](#) has returned constant null or the routine itself returns zero.

The basic idea of this routine is the following:

First some initialization of kb standard structured and local vars is done.

- **kb** is set to the pointer given from start environment
- local vars **vendor** and **product** are set to the values from the corresponding fields of kb
- local var **vt** and the **kb->vtable** are both set to the retval of [get\\_vtable\(\)](#)
- **kb->features** are set depending on the type of hardware connected:
  - set either to standard non rgb (all common flags like binding, notify, FW, hardware-loading etc) or in case of RGB-device set to standard + RGB, pollrate-change and fw-update
  - exclude all features which are disabled via feature\_mask (set by daemon CLI parameters)
  - if it is a mouse, add adjust-rate
  - if it is a monochrome device, set the flag for RGB-protocol, but single color
- the standard delay time is initialized in kb->usbdelay
- A fixed 100ms wait is the start. **Although the DELAY\_LONG macro is given a parameter, it is ignored. Occasionally refactor it.**
- The first relevant point is the operating system-specific opening of the interface in [os\\_setupusb\(\)](#). As a result, some parameters should be set in kb (name, serial, fwversion, epcount = number of usb endpoints), and all endpoints should be claimed with [usbclaim\(\)](#). Claiming is the only point where [os\\_setupusb\(\)](#) can produce an error (-1, otherwise 0).
- The following two statements deal with possible errors when setting the kb values in the current routine: If the version or the name was not read correctly, they are set to default values:
  - serial is set to "<vendor>: <product> -NoID"
  - the name is set to "<vendor> <product>".
- Then the user level input subsystem is activated via [os\\_openinput\(\)](#). There are two file descriptors, one for the mouse and one for the keyboard. **As mentioned in [structures.h](#), not the just opened FD numbers are stored under kb->uinput\_kb or kb->uinput\_mouse, but the values increased by 1!** The reason is, if the open fails or not open has been done until now, that struct member is set to 0, not to -1 or other negative value. So all usage of this kb->handle must be something like "kb->handle - 1", as you can find it in the code.
- The next action is to create a separate thread, which gets as parameter kb and starts with [os\\_inputmain\(\)](#). The thread is immediately detached so that it can return its resource completely independently if it should terminate.

- The same happens with `os_setupindicators()`, which initially initializes all LED variables in kb to off and then starts the `_ledthread()` thread with kb as parameter and then detaches it. Here again only the generation of the thread can fail.
- Via an entry in the vtable (allocprofile, identical for all three vtable types), `allocprofile()` is called in `profile.c`. With a valid parameter kb, a usbprofile structure is allocated and stored as a `kb->profile`. Then `initmode()` is called for each of the initializable modes (MODE\_COUNT, currently 6). This procedure creates the memory space for the mode information, initializes the range to 0, and then sets the `light.forceupdate` and `dpi.forceupdate` to true. This forces an update later in the initialization of the device.

The first mode is set as the current mode and two force flags are set (this seems to be mode-intersecting flags for light and update).

#### Warning

There is no error handling for the `allocprofile()` and `initmode()` procedures. However, since they allocate storage areas, the subsequent assignments and initializations can run in a SEGV.

- Not completely understandable is why now via the vtable the function `updateindicators()` is called. But this actually happens in the just started thread `_ledthread()`. Either the initialization is wrong und must done here with force or the overview is lost, what happens when...

Regardless: For a mouse nothing happens here, for a keyboard `updateindicators_kb()` is called via the entry in `kb->vtable`. The first parameter is kb again, the second is constant 1 (means force = true). This causes the LED status to be sent after a 5ms delay via `os_sendindicators()` (ioctl with a `usbdevfs_ctrltransfer`).

The notification is sent to all currently open notification channels then.

`Setupindicators()` and with it `updateindicators_kb()` can fail.

- From this point - if an error is detected - the error label is addressed by goto statement, which first performs an unlock on the imutex. This is interesting because the next statement is exactly this: An unlock on the imutex.
- Via vtable the `kb->start()` function is called next. This is the same for a mouse and an RGB keyboard: `start_dev()`, for a non RGB keyboard it is `start_kb_nrgb()`.

First parameter is as always kb, second is 0 (makeactive = false).

- In `start_kb_nrgb()` set the keyboard into a so-called software mode (NK95\_HWOFF) via ioctl with `usbdevfs_ctrltransfer` in function `_nk95cmd()`, which will in turn is called via macro `nk95cmd()` via `start_kb_nrgb()`.

Then two dummy values (active and pollrate) are set in the kb structure and ready.

- `start_dev()` does a bit more - because this function is for both mouse and keyboard. `start_dev()` calls - after setting an extended timeout parameter - `_start_dev()`. Both are located in `device.c`.

- First, `_start_dev()` attempts to determine the firmware version of the device, but only if two conditions are met: `hwload-mode` is not null (then hw-loading is disabled) and the device has the FEAT\_HWLOAD feature. Then the firmware and the poll rate are fetched via `getfwversion()`.

If `hwload_mode` is set to "load only once" (==1), then the HWLOAD feature is masked, so that no further reading can take place.

- Now check if device needs a firmware update. If so, set it up and leave the function without error.
- Else load the hardware profile from device if the hw-pointer is not set and hw-loading is possible and allowed.

Return error if mode == 2 (load always) and loading got an error. Else mask the HWLOAD feature, because `hwload` must be 1 and the error could be a repeated hw-reading.

**Puh, that is real Horror code. It seems to be not faulty, but completely unreadable.**

- Finally, the second parameter of `_startdev()` is used to check whether the device is to be activated. Depending on the parameter, the active or the idle-member in the correspondig vtable is called. These are device-dependent again:

Device	active	idle
RGB Keyboard	<a href="#">cmd_active_kb()</a> means: start the device with a lot of kb-specific initializers (software controlled mode)	<a href="#">cmd_idle_kb()</a> set the device with a lot of kb-specific initializers into the hardware controlled mode)
non RGB Keyboard	<a href="#">cmd_io_none()</a> means: Do nothing	<a href="#">cmd_io_none()</a> means: Do nothing
Mouse	<a href="#">cmd_active_mouse()</a> similar to <a href="#">cmd_active_kb()</a>	<a href="#">cmd_idle_mouse</a> similar to <a href="#">cmd_idle_kb()</a>

- If either *start()* succeeded or the next following [usb\\_tryreset\(\)](#), it goes on, otherwise again a hard abort occurs.
- Next, go to [mkdevpath\(\)](#). After securing the EUID (effective UID) especially for macOS, work starts really in [\\_mkdevpath\(\)](#). Create - no matter how many devices were registered - either the ckb0/ files **version**, **pid** and **connected** or the **cmd** command fifo, the first notification fifo **notify0**, **model** and **serial** as well as the **features** of the device and the **pollrate**.
- If all this is done and no error has occurred, a debug info is printed ("Setup finished for ckbx") [updateconnected\(\)](#) writes the new device into the text file under ckb0/ and [devmain\(\)](#) is called.

[devmain\(\)](#)'s return value is returned by [\\_setupusb\(\)](#) when we terminate.

- The remaining code lines are the two exit labels as described above

Definition at line 214 of file usb.c.

References [ckb\\_info](#), [closeusb\(\)](#), [DELAY\\_LONG](#), [devmain\(\)](#), [devpath](#), [dmutex](#), [FEAT\\_ADJRATE](#), [FEAT\\_MONOCHROME](#), [FEAT\\_STD\\_NRGB](#), [FEAT\\_STD\\_RGB](#), [usbdevice::features](#), [features\\_mask](#), [get\\_vtable\(\)](#), [imutex](#), [INDEX\\_OF](#), [usbdevice::inputthread](#), [IS\\_MONOCHROME](#), [IS\\_MOUSE](#), [IS\\_RGB](#), [KB\\_NAME\\_LEN](#), [keyboard](#), [mkdevpath\(\)](#), [usbdevice::name](#), [os\\_inputmain\(\)](#), [os\\_inputopen\(\)](#), [os\\_setupindicators\(\)](#), [os\\_setupusb\(\)](#), [usbdevice::product](#), [product\\_str\(\)](#), [usbdevice::serial](#), [SERIAL\\_LEN](#), [updateconnected\(\)](#), [USB\\_DELAY\\_DEFAULT](#), [usb\\_tryreset\(\)](#), [usbdevice::usbdelay](#), [usbdevice::vendor](#), [vendor\\_str\(\)](#), and [usbdevice::vtable](#).

Referenced by [setupusb\(\)](#).

```

214                                     {
227     usbdevice* kb = context;
228     // Set standard fields
229     short vendor = kb->vendor, product = kb->product;
230     const devcmd* vt = kb->vtable = get_vtable(vendor, product);
231     kb->features = (IS_RGB(vendor, product) ? FEAT_STD_RGB :
FEAT_STD_NRGB) & features_mask;
232     if(IS_MOUSE(vendor, product)) kb->features |= FEAT_ADJRATE;
233     if(IS_MONOCHROME(vendor, product)) kb->features |=
FEAT_MONOCHROME;
234     kb->usbdelay = USB_DELAY_DEFAULT;
235
236     // Perform OS-specific setup
240     DELAY_LONG(kb);
241
242     if(os_setupusb(kb))
243         goto fail;
244
245     // Make up a device name and serial if they weren't assigned
246     if(!kb->serial[0])
247         snprintf(kb->serial, SERIAL_LEN, "%04x:%04x-NoID", kb->
vendor, kb->product);
248     if(!kb->name[0])
249         snprintf(kb->name, KB_NAME_LEN, "%s %s", vendor_str(kb->
vendor), product_str(kb->product));
250
251     // Set up an input device for key events
252     if(os_inputopen(kb))
253         goto fail;
254     if(pthread_create(&kb->inputthread, 0, os_inputmain, kb))
255         goto fail;
256     pthread_detach(kb->inputthread);
257     if(os_setupindicators(kb))
258         goto fail;
259
260     // Set up device
261     vt->allocprofile(kb);

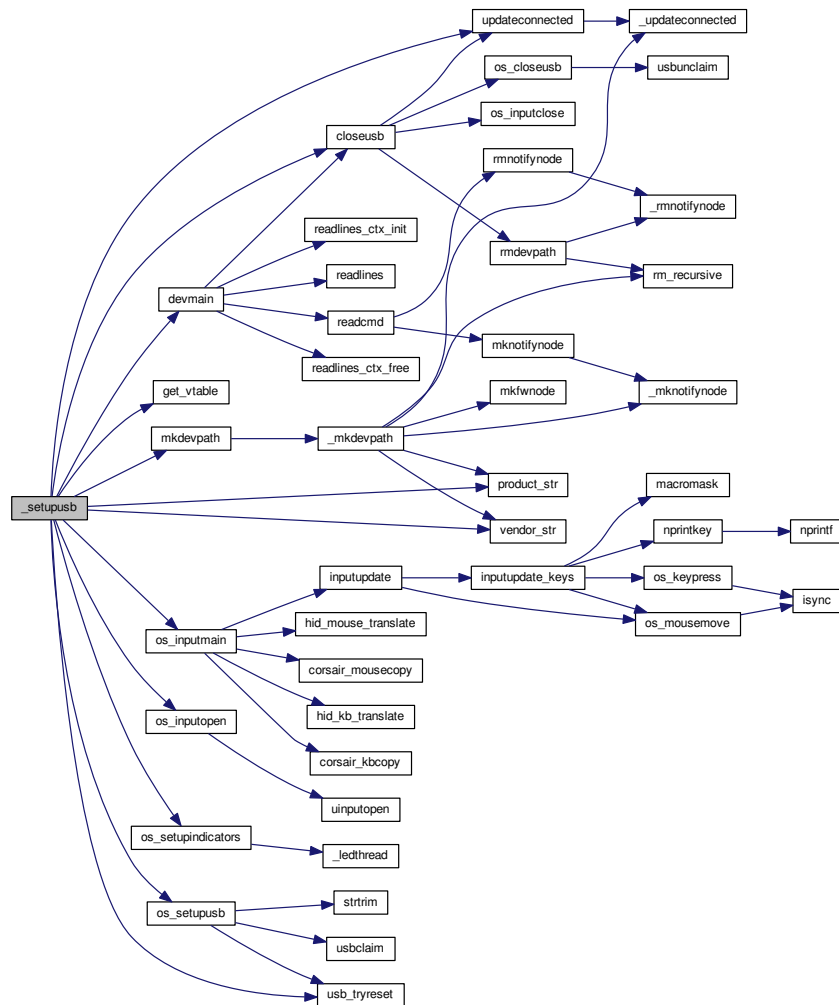
```

```

309     vt->updateindicators(kb, 1);
314     pthread_mutex_unlock(&imutex(kb));
348     if(vt->start(kb, 0) && usb_tryreset(kb))
349         goto fail_noinput;
355     // Make /dev path
356     if(mkdevpath(kb))
357         goto fail_noinput;
363     // Finished. Enter main loop
364     int index = INDEX_OF(kb, keyboard);
365     ckb_info("Setup finished for %s%d\n", devpath, index);
366     updateconnected();
369     return devmain(kb);
372 fail:
373     pthread_mutex_unlock(&imutex(kb));
374     fail_noinput:
375     closeusb(kb);
376     pthread_mutex_unlock(&dmutex(kb));
377     return 0;
378 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.41.1.3 int \_usbrecv ( usbdevice \* kb, const uchar \* out\_msg, uchar \* in\_msg, const char \* file, int line )

\_usbrecv Request data from a USB device by first sending an output packet and then reading the response.

To fully understand this, you need to know about usb: All control is at the usb host (the CPU). If the device wants to communicate something to the host, it must wait for the host to ask. The usb protocol defines the cycles and periods in which actions are to be taken.

So in order to receive a data packet from the device, the host must first send a send request.

This is done by \_usbrecv() in the first block by sending the MSG\_SIZE large data block from **out\_msg** via **os\_**[usb](#)**send()** as it is a machine depending implementation. The usb target device is as always determined over kb.

For **os\_**[usb](#)**send()** to know that it is a receive request, the **is\_recv** parameter is set to true (1). With this, **os\_**[usb](#)**send** () generates a control package for the hardware, not a data packet.

If sending of the control package is not successful, a maximum of 5 times the transmission is repeated (including the first attempt). If a non-cancelable error is signaled or the drive is stopped via **reset\_stop**, [\\_usbrecv\(\)](#) immediately returns 0.

After this, the function waits for the requested response from the device using **os\_**[usb](#)**recv** ().

**os\_**[usb](#)**recv()** returns 0, -1 or something else.

Zero signals a serious error which is not treatable and [\\_usbrecv\(\)](#) also returns 0.

-1 means that it is a treatable error - a timeout for example - and therefore the next transfer attempt is started after a long pause (**DELAY\_LONG**) if not **reset\_stop** or the wrong **hwload\_mode** require a termination with a return value of 0.

After 5 attempts, [\\_usbrecv](#) () returns and returns 0 as well as an error message.

When data is received, the number of received bytes is returned. This should always be **MSG\_SIZE**, but **os\_**[usb](#)**recv()** can also return less. It should not be more, because then there would be an unhandled buffer overflow, but it could be less. This would be signaled in **os\_**[usb](#)**recv** () with a message.

The buffers behind **out\_msg** and **in\_msg** are **MSG\_SIZE** at least (currently 64 Bytes). More is ok but useless, less brings unpredictable behavior.

Definition at line 601 of file usb.c.

References [ckb\\_err\\_fn](#), **DELAY\_LONG**, **DELAY\_MEDIUM**, **DELAY\_SHORT**, **hwload\_mode**, [os\\_](#)[usb](#)**recv()**, [os\\_](#)[usb](#)**send()**, and **reset\_stop**.

```

601
602     // Try a maximum of 5 times
603     for(int try = 0; try < 5; try++){
604         // Send the output message
605         DELAY_SHORT(kb);
606         int res = os\_usbsend(kb, out_msg, 1, file, line);
607         if(res == 0)
608             return 0;
609         else if(res == -1){
610             // Retry on temporary failure
611             if(reset_stop)
612                 return 0;
613             DELAY_LONG(kb);
614             continue;
615         }
616         // Wait for the response

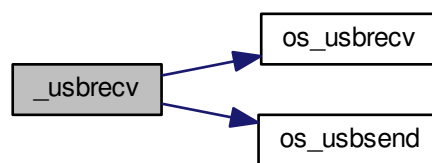
```

```

617     DELAY_MEDIUM(kb);
618     res = os_usbrecv(kb, in_msg, file, line);
619     if(res == 0)
620         return 0;
621     else if(res != -1)
622         return res;
623     if(reset_stop || hwload_mode != 2)
624         return 0;
625     DELAY_LONG(kb);
626 }
627 // Give up
628 ckb_err_fn("Too many send/recv failures. Dropping.\n", file, line);
629 return 0;
630 }

```

Here is the call graph for this function:



#### 9.41.1.4 int \_usbsend ( usbdevice \* kb, const uchar \* messages, int count, const char \* file, int line )

`_usbsend` send a logical message completely to the given device

**Todo** A lot of different conditions are combined in this code. Don't think, it is good in every combination...

The main task of `_usbsend ()` is to transfer the complete logical message from the buffer beginning with *messages* to **count \* MSG\_SIZE**.

According to usb 2.0 specification, a USB transmits a maximum of 64 byte user data packets. For the transmission of longer messages we need a segmentation. And that is exactly what happens here.

The message is given one by one to `os_usbsend()` in MSG\_SIZE (= 64) byte large bites.

#### Attention

This means that the buffer given as argument must be  $n * \text{MSG\_SIZE}$  Byte long.

An essential constant parameter which is relevant for `os_usbsend()` only is `is_rcv = 0`, which means sending.

Now it gets a little complicated again:

- If `os_usbsend()` returns 0, only zero bytes could be sent in one of the packets, or it was an error (-1 from the systemcall), but not a timeout. How many Bytes were sent in total from earlier calls does not seem to matter, `_usbsend()` returns a total of 0.
- Returns `os_usbsend()` -1, first check if **reset\_stop** is set globally or (incomprehensible) `hwload_mode` is not set to "always". In either case, `_usbsend()` returns 0, otherwise it is assumed to be a temporary transfer error and it simply retransmits the physical packet after a long delay.
- If the return value of `os_usbsend()` was neither 0 nor -1, it specifies the number of bytes transferred.

Here is an information hiding conflict with `os_usbsend()` (at least in the Linux version):

If `os_usbsend()` can not transfer the entire packet, errors are thrown and the number of bytes sent is returned. `_usbsend()` interprets this as well and remembers the total number of bytes transferred in the local variable `total_sent`. Subsequently, however, transmission is continued with the next complete `MSG_SIZE` block and not with the first of the possibly missing bytes.

**Todo** Check whether this is the same in the macOS variant. It is not dramatic, but if errors occur, it can certainly irritate the devices completely if they receive incomplete data streams. Do we have errors with the messages "Wrote YY bytes (expected 64)" in the system logs? If not, we do not need to look any further.

When the last packet is transferred, `_usbsend()` returns the effectively counted set of bytes (from `total_sent`). This at least gives the caller the opportunity to check whether something has been lost in the middle.

A bit strange is the structure of the program: Handling the `count` `MSG_SIZE` blocks to be transferred is done in the outer for (...) loop. Repeating the transfer with a treatable error is managed by the inner while(1) loop.

This must be considered when reading the code; The "break" on successful block transfer leaves the inner while, not the for (...).

Definition at line 532 of file usb.c.

References `DELAY_LONG`, `DELAY_SHORT`, `hwload_mode`, `mmutex`, `MSG_SIZE`, `os_usbsend()`, and `reset_stop`.

```

532                                     {
533     int total_sent = 0;
534     for(int i = 0; i < count; i++){
535         // Send each message via the OS function
536         while(1){
537             DELAY_SHORT(kb);
538             pthread_mutex_lock(&mmutex(kb)); // Synchronization between macro output and color
539             information
540             int res = os_usbsend(kb, messages + i * MSG_SIZE, 0, file, line);
541             pthread_mutex_unlock(&mmutex(kb));
542             if(res == 0)
543                 return 0;
544             else if(res != -1){
545                 total_sent += res;
546                 break;
547             }
548             // Stop immediately if the program is shutting down or hardware load is set to tryonce
549             if(reset_stop || hwload_mode != 2)
550                 return 0;
551             // Retry as long as the result is temporary failure
552             DELAY_LONG(kb);
553         }
554     }
555     return total_sent;

```

Here is the call graph for this function:



#### 9.41.15 int closeusb ( usbdevice \* kb )

`closeusb` Close a USB device and remove device entry.

An imutex lock ensures first of all, that no communication is currently running from the viewpoint of the driver to the user input device (ie the virtual driver with which characters or mouse movements are sent from the daemon to the operating system as inputs).

If the **kb** has an acceptable value = 0, the index of the device is looked for and with this index `os_inputclose()` is called. After this no more characters can be sent to the operating system.

Then the connection to the usb device is capped by `os_closeusb()`.

**Todo** What is not yet comprehensible is the call to `updateconnected()` BEFORE `os_closeusb()`. Should that be in the other sequence? Or is `updateconnected()` not displaying the connected usb devices, but the representation which uinput devices are loaded? Questions about questions ...

If there is no valid **handle**, only `updateconnected()` is called. We are probably trying to disconnect a connection under construction. Not clear.

The cmd pipe as well as all open notify pipes are deleted via `rmdevpath()`.

This means that nothing can happen to the input path - so the device-specific imutex is unlocked again and remains unlocked.

Also the dmutex is unlocked now, but only to join the thread, which was originally taken under **kb->thread** (which started with `_setupusb()`) with `pthread_join()` again. Because of the closed devices that thread would have to quit sometime

#### See Also

the hack note with `rmdevpath()`

As soon as the thread is caught, the dmutex is locked again, which is what I do not understand yet: What other thread can do usb communication now?

If the vtable exists for the given kb (why not? It seems to have race conditions here!!), via the vtable the actually device-specific, but still everywhere identical `freeprofile()` is called. This frees areas that are no longer needed. Then the **usbdevice** structure in its array is set to zero completely.

Error handling is rather unusual in `closeusb()`; Everything works (no matter what the called functions return), and `closeusb()` always returns zero (success).

Definition at line 675 of file usb.c.

References `ckb_info`, `devpath`, `dmutex`, `usbdevice::handle`, `imutex`, `INDEX_OF`, `keyboard`, `os_closeusb()`, `os_inputclose()`, `rmdevpath()`, `usbdevice::thread`, `updateconnected()`, and `usbdevice::vtable`.

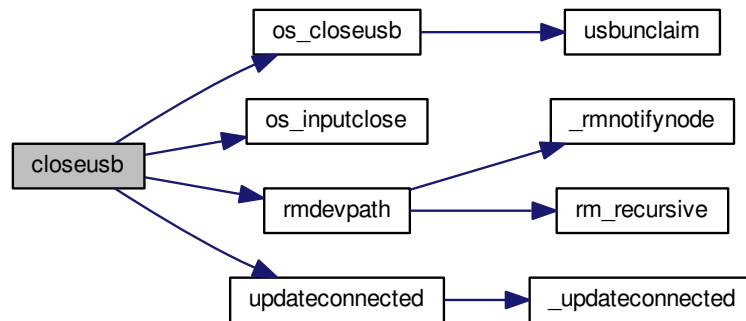
Referenced by `_setupusb()`, `devmain()`, `quitWithLock()`, and `usb_rm_device()`.

```

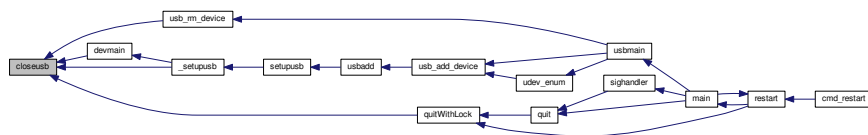
675         {
676     pthread_mutex_lock (imutex (kb));
677     if (kb->handle) {
678         int index = INDEX_OF (kb, keyboard);
679         ckb_info ("Disconnecting %s%d\n", devpath, index);
680         os_inputclose (kb);
681         updateconnected ();
682         // Close USB device
683         os_closeusb (kb);
684     } else
685         updateconnected ();
686     rmdevpath (kb);
687
688     // Wait for thread to close
689     pthread_mutex_unlock (imutex (kb));
690     pthread_mutex_unlock (dmutex (kb));
691     pthread_join (kb->thread, 0);
692     pthread_mutex_lock (dmutex (kb));
693
694     // Delete the profile and the control path
695     if (!kb->vtable)
696         return 0;
697     kb->vtable->freeprofile (kb);
698     memset (kb, 0, sizeof (usbdevice));
699     return 0;
700 }
```



Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.41.1.6 static void\* devmain ( usbdevice \* kb ) [static]

devmain is called by `_setupusb`

##### Parameters

<i>kb</i>	the pointer to the device. Even if it has the name kb, it is valid also for a mouse (the whole driver seems to be implemented first for a keyboard).
-----------	--

##### Returns

always a nullptr

## Synchronization

The syncing via mutexes is interesting:

#### 1. *imutex* (the Input mutex)

This one is locked in `setupusb()`. That function does only two things: Locking the mutex and trying to start a thread at `_setupusb()`. `_setupusb()` unlocks *imutex* after getting some buffers and initializing internal structures from the indicators (this function often gets problems with error messages like "unable to read indicators" or "Timeout bla blubb").

**Warning**

have a look at `updateindicators()` later.  
 if creating the thread is not successful, the `mutex` remains blocked. Have a look at `setupusb()` later.

**2. `dmutex` (the Device mutex)**

This one is very interesting, because it is handled in `devmain()`. It seems that it is locked only in `_ledthread()`, which is a thread created in `os_setupindicators()`. `os_setupindicators()` again is called in `_setupusb()` long before calling `devmain()`. So this mutex is locked when we start the function as the old comment says.

Before reading from the FIFO and direct afterwards an unlock..lock sequence is implemented here. Even if only the function `readlines()` should be surrounded by the unlock..lock, the variable definition of the line pointer is also included here. Not nice, but does not bother either. Probably the Unlock..lock is needed so that now another process can change the control structure `linectx` while we wait in `readlines()`.

**Todo** Hope to find the need for `dmutex` usage later.

Should this function be declared as `pthread_t*` function, because of the definition of `pthread-create`?  
 But `void*` works also...

**Attention**

`dmutex` should still be locked when this is called

First a `readlines_ctx` buffer structure is initialized by `readlines_ctx_init()`.

After some setup functions, beginning in `_setupusb()` which has called `devmain()`, we read the command input-Fifo designated to that device in an endless loop. This loop has two possible exits (plus reaction to signals, not mentioned here).

If the reading via `readlines()` is successful (we might have read multiple lines), the interpretation is done by `readcmd()` iff the connection to the device is still available (checked via `IS_CONNECTED(kb)`). This is true if the `kb`-structure has a handle and an event pointer both `!= Null`). If not, the loop is left (the first exit point).

if nothing is in the line buffer (some magic interrupt?), continue in the endless while without any reaction.

**Todo** `readcmd()` gets a **line**, not **lines**. Have a look on that later.

Is the condition `IS_CONNECTED` valid? What functions change the condition for the macro?

If interpretation and communication with the usb device got errors, they are signalled by `readcmd()` (non zero retcode). In this case the usb device is closed via `closeusb()` and the endless loop is left (the second exit point).

After leaving the endless loop the `readlines_ctx` structure and its buffers are freed by `readlines_ctx_free()`.

Definition at line 135 of file `usb.c`.

References `closeusb()`, `dmutex`, `usbdevice::infifo`, `IS_CONNECTED`, `readcmd()`, `readlines()`, `readlines_ctx_free()`, and `readlines_ctx_init()`.

Referenced by `_setupusb()`.

```

135                                     {
137     int kbfifo = kb->infifo - 1;
140     readlines_ctx linectx;
141     readlines_ctx_init(&linectx);
146     while(1){
153         pthread_mutex_unlock(dmutex(kb));
154         // Read from FIFO
155         const char* line;
156         int lines = readlines(kbfifo, linectx, &line);
157         pthread_mutex_lock(dmutex(kb));
158         // End thread when the handle is removed
159         if(!IS_CONNECTED(kb))
160             break;
164         if(lines){
167             if(readcmd(kb, line)){
173                 // USB transfer failed; destroy device
174                 closeusb(kb);
175                 break;

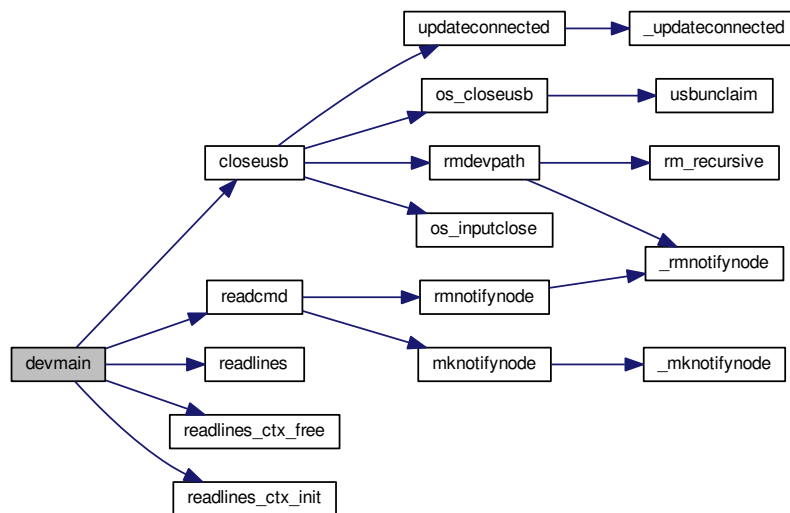
```

```

176         }
177     }
178 }
179 pthread_mutex_unlock (dmutex (kb));
182 readlines_ctx_free (linectx);
183 return 0;
184 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.41.1.7 static const devcmd\* get\_vtable ( short vendor, short product ) [static]

get\_vtable returns the correct vtable pointer

##### Parameters

<i>vendor</i>	short usb vendor ID
<i>product</i>	short usb product ID

##### Returns

Depending on the type and model, the corresponding vtable pointer is returned (see below)

At present, we have three different vttables:

- `vtable_mouse` is used for all mouse types. This may be wrong with some newer mice?
- `vtable_keyboard` is used for all RGB Keyboards.
- `vtable_keyboard_nonrgb` for all the rest.

**Todo** Is the last point really a good decision and always correct?

Definition at line 102 of file usb.c.

References IS\_MOUSE, IS\_RGB, vtable\_keyboard, vtable\_keyboard\_nonrgb, and vtable\_mouse.

Referenced by \_setupusb().

```

102                                     {
103     return IS_MOUSE(vendor, product) ? &vtable_mouse :
104     IS_RGB(vendor, product) ? &vtable_keyboard : &
105     vtable_keyboard_nonrgb;
106 }
```

Here is the caller graph for this function:



#### 9.41.1.8 const char\* product\_str ( short product )

product\_str returns a condensed view on what type of device we have.

At present, various models and their properties are known from corsair products. Some models differ in principle (mice and keyboards), others differ in the way they function (for example, RGB and non RGB), but they are very similar.

Here, only the first point is taken into consideration and we return a unified model string. If the model is not known with its number, *product\_str* returns an empty string.

The model numbers and corresponding strings with the numbers in hex-string are defined in [usb.h](#)

At present, this function is used to initialize `kb->name` and to give information in debug strings.

#### Attention

The combinations below have to fit to the combinations in the macros mentioned above. So if you add a device with a new number, change both.

**Todo** There are macros defined in [usb.h](#) to detect all the combinations below. the only difference is the parameter: The macros need the *kb\**, *product\_str()* needs the *product ID*

Definition at line 70 of file usb.c.

References P\_K65, P\_K65\_LUX, P\_K65\_NRGB, P\_K65\_RFIRE, P\_K70, P\_K70\_LUX, P\_K70\_LUX\_NRGB, P\_K70\_NRGB, P\_K70\_RFIRE, P\_K70\_RFIRE\_NRGB, P\_K95, P\_K95\_NRGB, P\_K95\_PLATINUM, P\_M65, P\_M65\_PRO, P\_SABRE\_L, P\_SABRE\_N, P\_SABRE\_O, P\_SABRE\_O2, P\_SCIMITAR, P\_SCIMITAR\_PRO, P\_STRAFE, and P\_STRAFE\_NRGB.

Referenced by \_mkdevpath(), and \_setupusb().

```

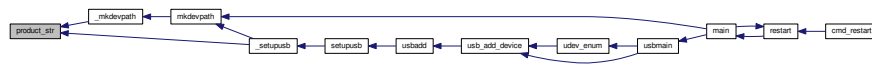
70                                     {
71     if (product == P_K95 || product == P_K95_NRGB || product ==
72     P_K95_PLATINUM)
73         return "k95";
74     if (product == P_K70 || product == P_K70_NRGB || product ==
75     P_K70_LUX || product == P_K70_LUX_NRGB || product ==
76     P_K70_RFIRE || product == P_K70_RFIRE_NRGB)
77         return "k70";
78     if (product == P_K65 || product == P_K65_NRGB || product ==
79     P_K65_LUX || product == P_K65_RFIRE)
80         return "k65";
81     if (product == P_STRAFE || product == P_STRAFE_NRGB)
82         return "strobe";
83     return "";
84 }
```

```

78     return "strafe";
79     if (product == P_M65 || product == P_M65_PRO)
80         return "m65";
81     if (product == P_SABRE_O || product == P_SABRE_L || product ==
P_SABRE_N || product == P_SABRE_O2)
82         return "sabre";
83     if (product == P_SCIMITAR || product == P_SCIMITAR_PRO)
84         return "scimitar";
85     return "";
86 }

```

Here is the caller graph for this function:



#### 9.41.1.9 int revertusb ( usbdevice \* kb )

revertusb sets a given device to inactive (hardware controlled) mode if not a fw-upgrade is indicated

First is checked, whether a firmware-upgrade is indicated for the device. If so, [revertusb\(\)](#) returns 0.

**Todo** Why is this useful? Are there problems seen with deactivating a device with older fw-version??? Why isn't this an error indicating reason and we return success (0)?

Anyway, the following steps are similar to some other procs, dealing with low level usb handling:

- If we do not have an RGB device, a simple setting to Hardware-mode (NK95\_HWON) is sent to the device via `nk95cmd()`.

**Todo** The return value of `nk95cmd()` is ignored (but sending the ioctl may produce an error and `_nk95_cmd` will indicate this), instead `revertusb()` returns success in any case.

- If we have an RGB device, `setactive()` is called with second param `active = false`. That function will have a look on differences between keyboards and mice.

More precisely `setactive()` is just a macro to call via the `kb->vtable` entries either the `active()` or the `idle()` function where the `vtable` points to. `setactive()` may return error indications. If so, `revertusb()` returns -1, otherwise 0 in any other case.

Definition at line 407 of file `usb.c`.

References `FEAT_RGB`, `HAS_FEATURES`, `NEEDS_FW_UPDATE`, `NK95_HWON`, `nk95cmd`, and `setactive`.

Referenced by `quitWithLock()`.

```

407     {
408         if (NEEDS_FW_UPDATE(kb))
409             return 0;
410         if (!HAS_FEATURES(kb, FEAT_RGB)) {
411             nk95cmd(kb, NK95_HWON);
412             return 0;
413         }
414         if (setactive(kb, 0))
415             return -1;
416         return 0;
417     }

```

Here is the caller graph for this function:



#### 9.41.1.10 void setupusb ( usbdevice \* kb )

setupusb starts a thread with kb as parameter and [\\_\\_setupusb\(\)](#) as entrypoint.

Set up a USB device after its handle is open. Spawns a new thread [\\_\\_setupusb\(\)](#) with standard parameter kb. dmutex must be locked prior to calling this function. The function will unlock it when finished. In kb->thread the thread id is mentioned, because [closeusb\(\)](#) needs this info for joining that thread again.

Definition at line 386 of file usb.c.

References [\\_\\_setupusb\(\)](#), [ckb\\_err](#), [imutex](#), and [usbdevice::thread](#).

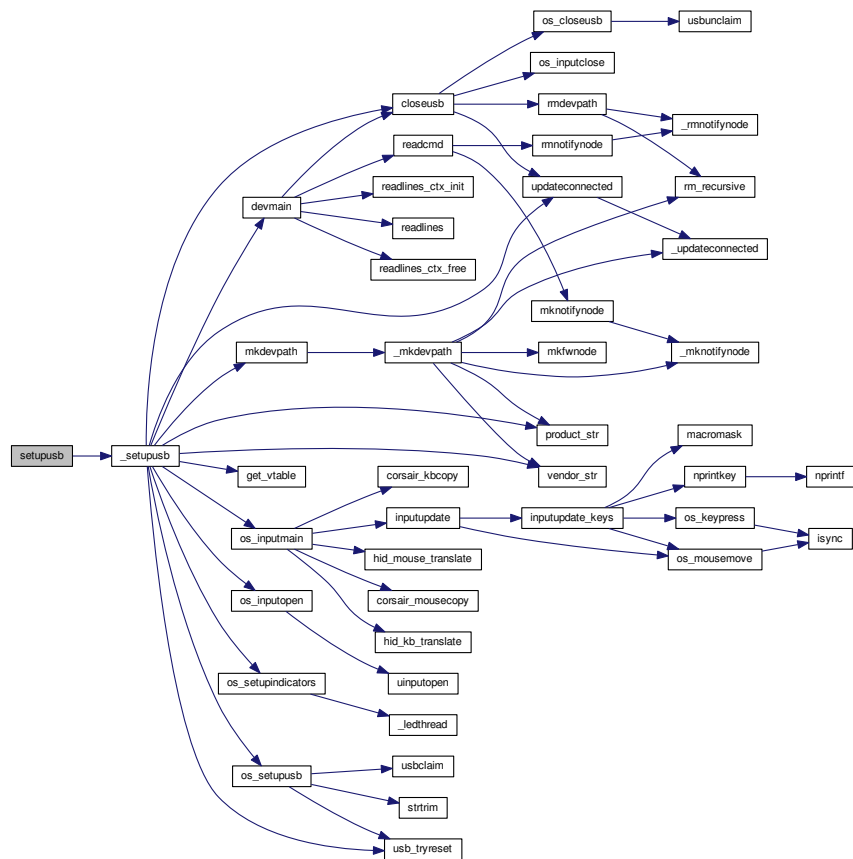
Referenced by [usbadd\(\)](#).

```

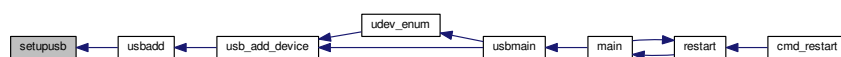
386         {
387     pthread_mutex_lock(&imutex(kb));
388     if(pthread_create(&kb->thread, 0, __setupusb, kb))
389         ckb_err("Failed to create USB thread\n");
390 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.41.1.11 int usb\_tryreset ( usbdevice \* kb )

usb\_tryreset does what the name means: Try to reset the usb via [resetusb\(\)](#)

This function is called if an usb command ran into an error in case of one of the following two situations:

- When setting up a new usb device and the start() function got an error (

See Also

[\\_setupusb\(\)](#)

- If upgrading to a new firmware gets an error (

## See Also

[cmd\\_fwupdate\(\)](#).

The previous action which got the error will NOT be re-attempted.

In an endless loop [usb\\_tryreset\(\)](#) tries to reset the given usb device via the macro [resetusb\(\)](#).

This macro calls [\\_resetusb\(\)](#) with debugging information.

[\\_resetusb\(\)](#) sends a command via the operating system dependent function [os\\_resetusb\(\)](#) and - if successful - reinitializes the device. [os\\_resetusb\(\)](#) returns -2 to indicate a broken device and all structures should be removed for it.

In that case, the loop is terminated, an error message is produced and [usb\\_tryreset\(\)](#) returns -1.

In case [resetusb\(\)](#) has success, the endless loop is left via a return 0 (success).

If the return value from [resetusb\(\)](#) is -1, the loop is continued with the next try.

If the global variable **reset\_stop** is set directly when the function is called or after each try, [usb\\_tryreset\(\)](#) stops working and returns -1.

**Todo** Why does [usb\\_tryreset\(\)](#) hide the information returned from [resetusb\(\)](#)? Isn't it needed by the callers?

Definition at line 465 of file usb.c.

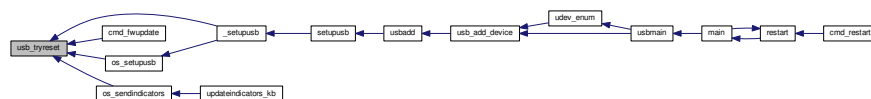
References [ckb\\_err](#), [ckb\\_info](#), [reset\\_stop](#), and [resetusb](#).

Referenced by [\\_setupusb\(\)](#), [cmd\\_fwupdate\(\)](#), [os\\_sendindicators\(\)](#), and [os\\_setupusb\(\)](#).

```

465                                     {
466     if(reset_stop)
467         return -1;
468     ckb_info("Attempting reset...\n");
469     while(1){
470         int res = resetusb(kb);
471         if(!res){
472             ckb_info("Reset success\n");
473             return 0;
474         }
475         if(res == -2 || reset_stop)
476             break;
477     }
478     ckb_err("Reset failed. Disconnecting.\n");
479     return -1;
480 }
```

Here is the caller graph for this function:



#### 9.41.1.12 const char\* vendor\_str ( short vendor )

uncomment the following Define to see USB packets sent to the device

vendor\_str returns "corsair" iff the given *vendor* argument is equal to *V\_CORSAIR* (0x1bc) else it returns ""



### Attention

There is also a string defined `V_CORSAIR_STR`, which returns the device number as string in hex "1b1c".

Definition at line 43 of file `usb.c`.

References `V_CORSAIR`.

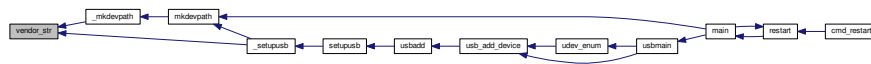
Referenced by `_mkdevpath()`, and `_setupusb()`.

```

43      {
44          if (vendor == V_CORSAIR)
45              return "corsair";
46          return "";
47      }

```

Here is the caller graph for this function:



## 9.41.2 Variable Documentation

### 9.41.2.1 int features\_mask = -1

`features_mask` Mask of features to exclude from all devices

That bit mask is set to enable all (-1). When interpreting the input parameters, some of these bits can be cleared.

At the moment binding, notifying and mouse-acceleration can be disabled via command line.

Have a look at [main\(\)](#) in [main.c](#) for details.

Definition at line 35 of file `usb.c`.

Referenced by `_setupusb()`, and `main()`.

### 9.41.2.2 int hwload\_mode

`hwload_mode` is defined in [device.c](#)

Definition at line 7 of file `device.c`.

Referenced by `_start_dev()`, `_usbrecv()`, and `_usbsend()`.

### 9.41.2.3 volatile int reset\_stop = 0

`reset_stop` is boolean: Reset stopper for when the program shuts down.

Is set only by [quit\(\)](#) to true (1) to inform several `usb_*` functions to end their loops and tries.

Definition at line 25 of file `usb.c`.

Referenced by `_usbrecv()`, `_usbsend()`, `quitWithLock()`, and `usb_tryreset()`.

### 9.41.2.4 pthread\_mutex\_t usbmutex = PTHREAD\_MUTEX\_INITIALIZER

`usbmutex` is a never referenced mutex!

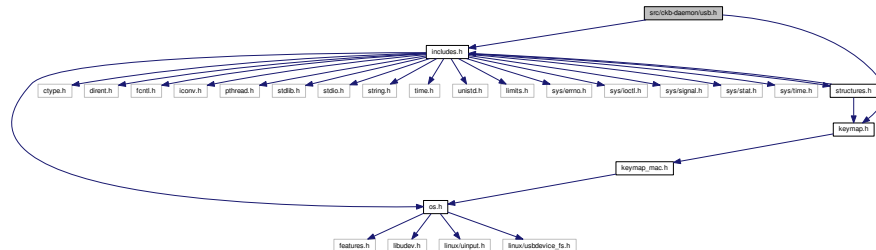
**Todo** We should have a look why this mutex is never used.

Definition at line 17 of file `usb.c`.

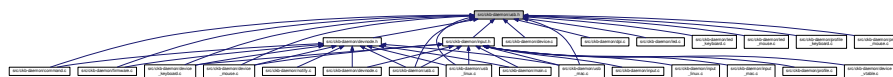
## 9.42 src/ckb-daemon/usb.h File Reference

Definitions for using USB interface.

```
#include "includes.h"
#include "keymap.h"
Include dependency graph for usb.h:
```



This graph shows which files directly or indirectly include this file:



### Macros

- `#define V_CORSAIR 0x1b1c`  
*For the following Defines please see "Detailed Description".*
- `#define V_CORSAIR_STR "1b1c"`
- `#define P_K65 0x1b17`
- `#define P_K65_STR "1b17"`
- `#define P_K65_NRGB 0x1b07`
- `#define P_K65_NRGB_STR "1b07"`
- `#define P_K65_LUX 0x1b37`
- `#define P_K65_LUX_STR "1b37"`
- `#define P_K65_RFIRE 0x1b39`
- `#define P_K65_RFIRE_STR "1b39"`
- `#define IS_K65(kb) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_K65 || (kb)->product == P_K65_NRGB || (kb)->product == P_K65_LUX || (kb)->product == P_K65_RFIRE))`
- `#define P_K70 0x1b13`
- `#define P_K70_STR "1b13"`
- `#define P_K70_NRGB 0x1b09`
- `#define P_K70_NRGB_STR "1b09"`
- `#define P_K70_LUX 0x1b33`
- `#define P_K70_LUX_STR "1b33"`
- `#define P_K70_LUX_NRGB 0x1b36`
- `#define P_K70_LUX_NRGB_STR "1b36"`
- `#define P_K70_RFIRE 0x1b38`
- `#define P_K70_RFIRE_STR "1b38"`
- `#define P_K70_RFIRE_NRGB 0x1b3a`
- `#define P_K70_RFIRE_NRGB_STR "1b3a"`

- #define `IS_K70(kb)` `((kb)->vendor == V_CORSAIR && ((kb)->product == P_K70 || (kb)->product == P_K70_NRGB || (kb)->product == P_K70_RFIRE || (kb)->product == P_K70_RFIRE_NRGB || (kb)->product == P_K70_LUX || (kb)->product == P_K70_LUX_NRGB))`
- #define `P_K95` `0x1b11`
- #define `P_K95_STR` `"1b11"`
- #define `P_K95_NRGB` `0x1b08`
- #define `P_K95_NRGB_STR` `"1b08"`
- #define `P_K95_PLATINUM` `0x1b2d`
- #define `P_K95_PLATINUM_STR` `"1b2d"`
- #define `IS_K95(kb)` `((kb)->vendor == V_CORSAIR && ((kb)->product == P_K95 || (kb)->product == P_K95_NRGB || (kb)->product == P_K95_PLATINUM))`
- #define `P_STRAFE` `0x1b20`
- #define `P_STRAFE_STR` `"1b20"`
- #define `P_STRAFE_NRGB` `0x1b15`
- #define `P_STRAFE_NRGB_STR` `"1b15"`
- #define `IS_STRAFE(kb)` `((kb)->vendor == V_CORSAIR && ((kb)->product == P_STRAFE || (kb)->product == P_STRAFE_NRGB))`
- #define `P_M65` `0x1b12`
- #define `P_M65_STR` `"1b12"`
- #define `P_M65_PRO` `0x1b2e`
- #define `P_M65_PRO_STR` `"1b2e"`
- #define `IS_M65(kb)` `((kb)->vendor == V_CORSAIR && ((kb)->product == P_M65 || (kb)->product == P_M65_PRO))`
- #define `P_SABRE_O` `0x1b14 /* optical */`
- #define `P_SABRE_O_STR` `"1b14"`
- #define `P_SABRE_L` `0x1b19 /* laser */`
- #define `P_SABRE_L_STR` `"1b19"`
- #define `P_SABRE_N` `0x1b2f /* new? */`
- #define `P_SABRE_N_STR` `"1b2f"`
- #define `P_SABRE_O2` `0x1b32 /* Observed on a CH-9000111-EU model SABRE */`
- #define `P_SABRE_O2_STR` `"1b32"`
- #define `IS_SABRE(kb)` `((kb)->vendor == V_CORSAIR && ((kb)->product == P_SABRE_O || (kb)->product == P_SABRE_L || (kb)->product == P_SABRE_N || (kb)->product == P_SABRE_O2))`
- #define `P_SCIMITAR` `0x1b1e`
- #define `P_SCIMITAR_STR` `"1b1e"`
- #define `P_SCIMITAR_PRO` `0x1b3e`
- #define `P_SCIMITAR_PRO_STR` `"1b3e"`
- #define `IS_SCIMITAR(kb)` `((kb)->vendor == V_CORSAIR && ((kb)->product == P_SCIMITAR || (kb)->product == P_SCIMITAR_PRO))`
- #define `IS_RGB(vendor, product)` `((vendor) == (V_CORSAIR) && (product) != (P_K65_NRGB) && (product) != (P_K70_NRGB) && (product) != (P_K95_NRGB))`  
*RGB vs non-RGB test (note: non-RGB Strafe is still considered "RGB" in that it shares the same protocol. The difference is denoted with the "monochrome" feature).*
- #define `IS_MONOCHROME(vendor, product)` `((vendor) == (V_CORSAIR) && (product) == (P_STRAFE_NRGB))`  
*The difference between non RGB and monochrome is, that monochrome has lights, but just in one color. nonRGB has no lights. Change this if new **monochrome** devices are added.*
- #define `IS_RGB_DEV(kb)` `IS_RGB((kb)->vendor, (kb)->product)`  
*For calling with a `usbdevice*`, `vendor` and `product` are extracted and `IS_RGB()` is returned.*
- #define `IS_MONOCHROME_DEV(kb)` `IS_MONOCHROME((kb)->vendor, (kb)->product)`  
*For calling with a `usbdevice*`, `vendor` and `product` are extracted and `IS_MONOCHROME()` is returned.*
- #define `IS_FULLRANGE(kb)` `(IS_RGB((kb)->vendor, (kb)->product) && (kb)->product != P_K65 && (kb)->product != P_K70 && (kb)->product != P_K95)`  
*Full color range (16.8M) vs partial color range (512)*

- `#define IS_MOUSE(vendor, product) ((vendor) == (V_CORSAIR) && ((product) == (P_M65) || (product) == (P_M65_PRO) || (product) == (P_SABRE_O) || (product) == (P_SABRE_L) || (product) == (P_SABRE_N) || (product) == (P_SCIMITAR) || (product) == (P_SCIMITAR_PRO) || (product) == (P_SABRE_O2)))`  
*Mouse vs keyboard test.*
- `#define IS_MOUSE_DEV(kb) IS_MOUSE((kb)->vendor, (kb)->product)`  
*For calling with a usbdevice\*, vendor and product are extracted and IS\_MOUSE() is returned.*
- `#define DELAY_SHORT(kb) usleep((int)(kb)->usbdelay * 1000)`  
*USB delays for when the keyboards get picky about timing That was the original comment, but it is used anytime. The short delay is used before any send or receive.*
- `#define DELAY_MEDIUM(kb) usleep((int)(kb)->usbdelay * 10000)`  
*the medium delay is used after sending a command before waiting for the answer.*
- `#define DELAY_LONG(kb) usleep(100000)`  
*The longest delay takes place where something went wrong (eg when resetting the device)*
- `#define USB_DELAY_DEFAULT 5`  
*This constant is used to initialize kb->usbdelay. It is used in many places (see macros above) but often also overwritten to the fixed value of 10. Pure Hacker code.*
- `#define resetusb(kb) _resetusb(kb, __FILE__ __NOPATH__, __LINE__)`  
*resetusb() is just a macro to call \_resetusb() with debuggin constants (file, lineno)*
- `#define usbsend(kb, messages, count) _usbsend(kb, messages, count, __FILE__ __NOPATH__, __LINE__)`  
*usbsend macro is used to wrap \_usbsend() with debugging information (file and lineno)*
- `#define usbrecv(kb, out_msg, in_msg) _usbrecv(kb, out_msg, in_msg, __FILE__ __NOPATH__, __LINE__)`  
*usbrecv macro is used to wrap \_usbrecv() with debugging information (file and lineno)*
- `#define nk95cmd(kb, command) _nk95cmd(kb, (command) >> 16 & 0xFF, (command) & 0xFFFF, __FILE__ __NOPATH__, __LINE__)`  
*nk95cmd() macro is used to wrap \_nk95cmd() with debugging information (file and lineno). the command structure is different:  
Just the bits 23..16 are used as bits 7..0 for bRequest  
Bits 15..0 are used as wValue*
- `#define NK95_HWOFF 0x020030`  
*Hardware-specific commands for the K95 nonRGB,.*
- `#define NK95_HWON 0x020001`  
*Hardware playback on.*
- `#define NK95_M1 0x140001`  
*Switch to mode 1.*
- `#define NK95_M2 0x140002`  
*Switch to mode 2.*
- `#define NK95_M3 0x140003`  
*Switch to mode 3.*

## Functions

- `const char * vendor_str` (short vendor)  
*uncomment the following Define to see USB packets sent to the device*
- `const char * product_str` (short product)  
*product\_str returns a condensed view on what type of device we have.*
- `int usbmain ()`  
*Start the USB main loop. Returns program exit code when finished.*
- `void usbkill ()`  
*Stop the USB system.*
- `void setupusb (usbdevice *kb)`  
*setupusb starts a thread with kb as parameter and \_setupusb() as entrypt.*
- `int os_setupusb (usbdevice *kb)`

- os\_setupusb* OS-specific setup for a specific usb device.
- void \* [os\\_inputmain](#) (void \*context)
  - os\_inputmain* is run in a separate thread and will be detached from the main thread, so it needs to clean up its own resources.
- int [revertusb](#) ([usbdevice](#) \*kb)
  - revertusb* sets a given device to inactive (hardware controlled) mode if not a fw-upgrade is indicated
- int [closeusb](#) ([usbdevice](#) \*kb)
  - closeusb* Close a USB device and remove device entry.
- void [os\\_closeusb](#) ([usbdevice](#) \*kb)
  - os\_closeusb* unclaim it, destroy the udev device and clear data structures at kb
- int [\\_resetusb](#) ([usbdevice](#) \*kb, const char \*file, int line)
  - \_resetusb* Reset a USB device.
- int [os\\_resetusb](#) ([usbdevice](#) \*kb, const char \*file, int line)
  - os\_resetusb* is the os specific implementation for resetting usb
- int [\\_usbSEND](#) ([usbdevice](#) \*kb, const [uchar](#) \*messages, int count, const char \*file, int line)
  - \_usbSEND* send a logical message completely to the given device
- int [\\_usbrcv](#) ([usbdevice](#) \*kb, const [uchar](#) \*out\_msg, [uchar](#) \*in\_msg, const char \*file, int line)
  - \_usbrcv* Request data from a USB device by first sending an output packet and then reading the response.
- int [os\\_usbSEND](#) ([usbdevice](#) \*kb, const [uchar](#) \*out\_msg, int is\_rcv, const char \*file, int line)
  - os\_usbSEND* sends a data packet (MSG\_SIZE = 64) Bytes long
- int [os\\_usbrcv](#) ([usbdevice](#) \*kb, [uchar](#) \*in\_msg, const char \*file, int line)
  - os\_usbrcv* receives a max MSGSIZE long buffer from usb device
- void [os\\_sendindicators](#) ([usbdevice](#) \*kb)
  - os\_sendindicators* update the indicators for the special keys (Numlock, Capslock and what else?)
- int [\\_nk95cmd](#) ([usbdevice](#) \*kb, [uchar](#) bRequest, [ushort](#) wValue, const char \*file, int line)
  - \_nk95cmd* If we control a non RGB keyboard, set the keyboard via ioctl with `usbdevfs_ctrltransfer`
- int [usb\\_tryreset](#) ([usbdevice](#) \*kb)
  - usb\_tryreset* does what the name means: Try to reset the usb via [resetusb\(\)](#)

### 9.42.1 Detailed Description

#### Vendor/product codes

The list of defines in the first part of the file describes the various types of equipment from Corsair and summarizes them according to specific characteristics.

Each device type is described with two defines:

- On the one hand the device ID with which the device can be recognized on the USB as a short
- and on the other hand the same representation as a string, but without leading "0x".

First entry-pair is the Provider ID (vendorID) from Corsair.

Block No.	contains	Devices are bundled via
1	The first block contains the K65-like keyboards, regardless of their properties (RGB, ...).	In summary, they can be queried using the macro <a href="#">IS_K65()</a> .
2	the K70-like Keyboards with all their configuration types	summarized by <a href="#">IS_K70()</a> .
3	the K95 series keyboards	collected with the macro <a href="#">IS_K95()</a> .

4	strafe keyboards	<a href="#">IS_STRAFE()</a>
5	M65 mice with and without RGB	<a href="#">IS_M65()</a>
6	The SABRE and HARPOON mice. Maybe this will be divided into two different blocks later because of different number of special keys	<a href="#">IS_SABRE()</a>
7	The Scimitar mouse devices	<a href="#">IS_SCIMITAR()</a>

Definition in file [usb.h](#).

## 9.42.2 Macro Definition Documentation

### 9.42.2.1 `#define DELAY_LONG( kb ) usleep(100000)`

Definition at line 151 of file [usb.h](#).

Referenced by [\\_resetusb\(\)](#), [\\_setupusb\(\)](#), [\\_usbrecv\(\)](#), [\\_usbseend\(\)](#), [cmd\\_hwload\\_kb\(\)](#), [cmd\\_hwload\\_mouse\(\)](#), [cmd\\_hwsave\\_kb\(\)](#), and [cmd\\_hwsave\\_mouse\(\)](#).

### 9.42.2.2 `#define DELAY_MEDIUM( kb ) usleep((int)(kb)->usbdelay * 10000)`

Definition at line 148 of file [usb.h](#).

Referenced by [\\_usbrecv\(\)](#), and [setactive\\_kb\(\)](#).

### 9.42.2.3 `#define DELAY_SHORT( kb ) usleep((int)(kb)->usbdelay * 1000)`

Definition at line 145 of file [usb.h](#).

Referenced by [\\_usbrecv\(\)](#), [\\_usbseend\(\)](#), and [updateindicators\\_kb\(\)](#).

### 9.42.2.4 `#define IS_FULLRANGE( kb ) (IS_RGB((kb)->vendor, (kb)->product) && (kb)->product != P_K65 && (kb)->product != P_K70 && (kb)->product != P_K95)`

Definition at line 134 of file [usb.h](#).

Referenced by [readcmd\(\)](#), and [updatergb\\_kb\(\)](#).

### 9.42.2.5 `#define IS_K65( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_K65 || (kb)->product == P_K65_NRGB || (kb)->product == P_K65_LUX || (kb)->product == P_K65_RFIRE))`

Definition at line 49 of file [usb.h](#).

Referenced by [has\\_key\(\)](#).

### 9.42.2.6 `#define IS_K70( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_K70 || (kb)->product == P_K70_NRGB || (kb)->product == P_K70_RFIRE || (kb)->product == P_K70_RFIRE_NRGB || (kb)->product == P_K70_LUX || (kb)->product == P_K70_LUX_NRGB))`

Definition at line 63 of file [usb.h](#).

### 9.42.2.7 `#define IS_K95( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_K95 || (kb)->product == P_K95_NRGB || (kb)->product == P_K95_PLATINUM))`

Definition at line 71 of file [usb.h](#).

Referenced by [cmd\\_hwload\\_kb\(\)](#), [cmd\\_hwsave\\_kb\(\)](#), and [has\\_key\(\)](#).

```
9.42.2.8 #define IS_M65( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_M65 || (kb)->product == P_M65_PRO))
```

Definition at line 83 of file usb.h.

Referenced by isblack().

```
9.42.2.9 #define IS_MONOCHROME( vendor, product ) ((vendor) == (V_CORSAIR) && (product) == (P_STRAFE_NRGB))
```

Definition at line 125 of file usb.h.

Referenced by \_setupusb().

```
9.42.2.10 #define IS_MONOCHROME_DEV( kb ) IS_MONOCHROME((kb)->vendor, (kb)->product)
```

Definition at line 131 of file usb.h.

```
9.42.2.11 #define IS_MOUSE( vendor, product ) ((vendor) == (V_CORSAIR) && ((product) == (P_M65) || (product) == (P_M65_PRO) || (product) == (P_SABRE_O) || (product) == (P_SABRE_L) || (product) == (P_SABRE_N) || (product) == (P_SCIMITAR) || (product) == (P_SCIMITAR_PRO) || (product) == (P_SABRE_O2)))
```

Definition at line 137 of file usb.h.

Referenced by \_setupusb(), get\_vtable(), has\_key(), and os\_inputmain().

```
9.42.2.12 #define IS_MOUSE_DEV( kb ) IS_MOUSE((kb)->vendor, (kb)->product)
```

Definition at line 140 of file usb.h.

Referenced by readcmd().

```
9.42.2.13 #define IS_RGB( vendor, product ) ((vendor) == (V_CORSAIR) && (product) != (P_K65_NRGB) && (product) != (P_K70_NRGB) && (product) != (P_K95_NRGB))
```

Definition at line 120 of file usb.h.

Referenced by \_setupusb(), get\_vtable(), and os\_inputmain().

```
9.42.2.14 #define IS_RGB_DEV( kb ) IS_RGB((kb)->vendor, (kb)->product)
```

Definition at line 128 of file usb.h.

```
9.42.2.15 #define IS_SABRE( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_SABRE_O || (kb)->product == P_SABRE_L || (kb)->product == P_SABRE_N || (kb)->product == P_SABRE_O2))
```

Definition at line 93 of file usb.h.

Referenced by has\_key(), loadrgb\_mouse(), and savergb\_mouse().

```
9.42.2.16 #define IS_SCIMITAR( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_SCIMITAR || (kb)->product == P_SCIMITAR_PRO))
```

Definition at line 99 of file usb.h.

Referenced by has\_key(), loadrgb\_mouse(), and savergb\_mouse().

9.42.2.17 `#define IS_STRAFE( kb ) ((kb)->vendor == V_CORSAIR && ((kb)->product == P_STRAFE || (kb)->product == P_STRAFE_NRGB))`

Definition at line 77 of file usb.h.

Referenced by `savergb_kb()`.

9.42.2.18 `#define NK95_HWOFF 0x020030`

See Also

[usb2.0 documentation for details](#). Set Hardware playback off

Definition at line 297 of file usb.h.

Referenced by `start_kb_nrgb()`.

9.42.2.19 `#define NK95_HWON 0x020001`

Definition at line 300 of file usb.h.

Referenced by `revertusb()`.

9.42.2.20 `#define NK95_M1 0x140001`

Definition at line 303 of file usb.h.

Referenced by `setmodeindex_nrgb()`.

9.42.2.21 `#define NK95_M2 0x140002`

Definition at line 306 of file usb.h.

Referenced by `setmodeindex_nrgb()`.

9.42.2.22 `#define NK95_M3 0x140003`

Definition at line 309 of file usb.h.

Referenced by `setmodeindex_nrgb()`.

9.42.2.23 `#define nk95cmd( kb, command ) _nk95cmd(kb, (command) >> 16 & 0xFF, (command) & 0xFFFF, __FILE_NOPATH__, __LINE__)`

Definition at line 292 of file usb.h.

Referenced by `revertusb()`, `setmodeindex_nrgb()`, and `start_kb_nrgb()`.

9.42.2.24 `#define P_K65 0x1b17`

Definition at line 41 of file usb.h.

Referenced by `product_str()`.



**9.42.2.25 #define P\_K65\_LUX 0x1b37**

Definition at line 45 of file usb.h.

Referenced by product\_str().

**9.42.2.26 #define P\_K65\_LUX\_STR "1b37"**

Definition at line 46 of file usb.h.

**9.42.2.27 #define P\_K65\_NRGB 0x1b07**

Definition at line 43 of file usb.h.

Referenced by product\_str().

**9.42.2.28 #define P\_K65\_NRGB\_STR "1b07"**

Definition at line 44 of file usb.h.

**9.42.2.29 #define P\_K65\_RFIRE 0x1b39**

Definition at line 47 of file usb.h.

Referenced by product\_str().

**9.42.2.30 #define P\_K65\_RFIRE\_STR "1b39"**

Definition at line 48 of file usb.h.

**9.42.2.31 #define P\_K65\_STR "1b17"**

Definition at line 42 of file usb.h.

**9.42.2.32 #define P\_K70 0x1b13**

Definition at line 51 of file usb.h.

Referenced by product\_str().

**9.42.2.33 #define P\_K70\_LUX 0x1b33**

Definition at line 55 of file usb.h.

Referenced by loadrgb\_kb(), and product\_str().

**9.42.2.34 #define P\_K70\_LUX\_NRGB 0x1b36**

Definition at line 57 of file usb.h.

Referenced by loadrgb\_kb(), and product\_str().

9.42.2.35 `#define P_K70_LUX_NRGB_STR "1b36"`

Definition at line 58 of file usb.h.

9.42.2.36 `#define P_K70_LUX_STR "1b33"`

Definition at line 56 of file usb.h.

9.42.2.37 `#define P_K70_NRGB 0x1b09`

Definition at line 53 of file usb.h.

Referenced by `product_str()`.

9.42.2.38 `#define P_K70_NRGB_STR "1b09"`

Definition at line 54 of file usb.h.

9.42.2.39 `#define P_K70_RFIRE 0x1b38`

Definition at line 59 of file usb.h.

Referenced by `product_str()`.

9.42.2.40 `#define P_K70_RFIRE_NRGB 0x1b3a`

Definition at line 61 of file usb.h.

Referenced by `product_str()`.

9.42.2.41 `#define P_K70_RFIRE_NRGB_STR "1b3a"`

Definition at line 62 of file usb.h.

9.42.2.42 `#define P_K70_RFIRE_STR "1b38"`

Definition at line 60 of file usb.h.

9.42.2.43 `#define P_K70_STR "1b13"`

Definition at line 52 of file usb.h.

9.42.2.44 `#define P_K95 0x1b11`

Definition at line 65 of file usb.h.

Referenced by `product_str()`.

9.42.2.45 `#define P_K95_NRGB 0x1b08`

Definition at line 67 of file usb.h.

Referenced by `_nk95cmd()`, and `product_str()`.

9.42.2.46 `#define P_K95_NRGB_STR "1b08"`

Definition at line 68 of file usb.h.

9.42.2.47 `#define P_K95_PLATINUM 0x1b2d`

Definition at line 69 of file usb.h.

Referenced by `product_str()`.

9.42.2.48 `#define P_K95_PLATINUM_STR "1b2d"`

Definition at line 70 of file usb.h.

9.42.2.49 `#define P_K95_STR "1b11"`

Definition at line 66 of file usb.h.

9.42.2.50 `#define P_M65 0x1b12`

Definition at line 79 of file usb.h.

Referenced by `product_str()`.

9.42.2.51 `#define P_M65_PRO 0x1b2e`

Definition at line 81 of file usb.h.

Referenced by `product_str()`.

9.42.2.52 `#define P_M65_PRO_STR "1b2e"`

Definition at line 82 of file usb.h.

9.42.2.53 `#define P_M65_STR "1b12"`

Definition at line 80 of file usb.h.

9.42.2.54 `#define P_SABRE_L 0x1b19 /* laser */`

Definition at line 87 of file usb.h.

Referenced by `product_str()`.

9.42.2.55 `#define P_SABRE_L_STR "1b19"`

Definition at line 88 of file usb.h.

9.42.2.56 `#define P_SABRE_N 0x1b2f /* new? */`

Definition at line 89 of file usb.h.

Referenced by `product_str()`.

9.42.2.57 **#define P\_SABRE\_N\_STR "1b2f"**

Definition at line 90 of file usb.h.

9.42.2.58 **#define P\_SABRE\_O 0x1b14 /\* optical \*/**

Definition at line 85 of file usb.h.

Referenced by product\_str().

9.42.2.59 **#define P\_SABRE\_O2 0x1b32 /\* Observed on a CH-9000111-EU model SABRE \*/**

Definition at line 91 of file usb.h.

Referenced by product\_str().

9.42.2.60 **#define P\_SABRE\_O2\_STR "1b32"**

Definition at line 92 of file usb.h.

9.42.2.61 **#define P\_SABRE\_O\_STR "1b14"**

Definition at line 86 of file usb.h.

9.42.2.62 **#define P\_SCIMITAR 0x1b1e**

Definition at line 95 of file usb.h.

Referenced by product\_str().

9.42.2.63 **#define P\_SCIMITAR\_PRO 0x1b3e**

Definition at line 97 of file usb.h.

Referenced by product\_str().

9.42.2.64 **#define P\_SCIMITAR\_PRO\_STR "1b3e"**

Definition at line 98 of file usb.h.

9.42.2.65 **#define P\_SCIMITAR\_STR "1b1e"**

Definition at line 96 of file usb.h.

9.42.2.66 **#define P\_STRAFE 0x1b20**

Definition at line 73 of file usb.h.

Referenced by product\_str().

**9.42.2.67** `#define P_STRAFE_NRGB 0x1b15`

Definition at line 75 of file usb.h.

Referenced by `product_str()`.

**9.42.2.68** `#define P_STRAFE_NRGB_STR "1b15"`

Definition at line 76 of file usb.h.

**9.42.2.69** `#define P_STRAFE_STR "1b20"`

Definition at line 74 of file usb.h.

**9.42.2.70** `#define resetusb( kb ) _resetusb(kb, __FILE__ __NOPATH__, __LINE__)`

Definition at line 210 of file usb.h.

Referenced by `usb_tryreset()`.

**9.42.2.71** `#define USB_DELAY_DEFAULT 5`

Definition at line 156 of file usb.h.

Referenced by `_setupusb()`, and `start_dev()`.

**9.42.2.72** `#define usbrecv( kb, out_msg, in_msg ) _usbrecv(kb, out_msg, in_msg, __FILE__ __NOPATH__, __LINE__)`**Parameters**

<i>kb</i>	THE usbdevice*
<i>IN]</i>	out_msg What information does the caller want from the device?
<i>OUT]</i>	in_msg Here comes the answer; The names represent the usb view, not the view of this function! So INput from usb is OUTput of this function.

Definition at line 252 of file usb.h.

Referenced by `cmd_hwload_kb()`, `cmd_hwload_mouse()`, `getfwversion()`, `hwloadmode()`, `loaddpi()`, `loadrgb_kb()`, and `loadrgb_mouse()`.

**9.42.2.73** `#define usbsend( kb, messages, count ) _usbsend(kb, messages, count, __FILE__ __NOPATH__, __LINE__)`**Parameters**

<i>kb</i>	THE usbdevice*
<i>IN]</i>	messages a Pointer to the first byte of the logical message
<i>IN]</i>	count how many MSG_SIZE buffers is the logical message long?

Definition at line 235 of file usb.h.

Referenced by `cmd_hwsave_kb()`, `cmd_hwsave_mouse()`, `cmd_pollrate()`, `fwupdate()`, `loadrgb_kb()`, `savedpi()`, `savergb_kb()`, `savergb_mouse()`, `setactive_kb()`, `setactive_mouse()`, `updatedpi()`, `updatergb_kb()`, and `updatergb_mouse()`.

**9.42.2.74** `#define V_CORSAIR 0x1b1c`

**Warning**

When adding new devices please update `src/ckb/fwupgradedialog.cpp` as well.  
 It should contain the same vendor/product IDs for any devices supporting firmware updates.  
 In the same way, all other corresponding files have to be supplemented or modified: Currently known for this are [usb\\_linux.c](#) and [usb\\_mac.c](#)

Definition at line 38 of file `usb.h`.

Referenced by `usb_add_device()`, and `vendor_str()`.

**9.42.2.75 #define V\_CORSAIR\_STR "1b1c"**

Definition at line 39 of file `usb.h`.

Referenced by `udev_enum()`, and `usb_add_device()`.

**9.42.3 Function Documentation****9.42.3.1 int nk95cmd ( usbdevice \* kb, uchar bRequest, ushort wValue, const char \* file, int line )****Parameters**

<i>kb</i>	THE usbdevice*
<i>bRequest</i>	the byte array with the usb request
<i>wValue</i>	a usb wValue
<i>file</i>	for error message
<i>line</i>	for error message

**Returns**

1 (true) on failure, 0 (false) on success.

To send control packets to a non RGB non color K95 Keyboard, use this function. Normally it is called via the [nk95cmd\(\)](#) macro.

If it is the wrong device for which the function is called, 0 is returned and nothing done. Otherwise a `usbdevfs_ctrltransfer` structure is filled and an `USBDEVFS_CONTROL` ioctl() called.

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0x40	see table below to switch hardware-modus at Keyboard	wValue	device	MSG_SIZE	5ms	the message buffer pointer
Host to Device, Type=Vendor, Recipient=Device	bRequest parameter	given wValue Parameter	device 0	0 data to write	5000	null

If a 0 or a negative error number is returned by the ioctl, an error message is shown depending on the `errno` or "No data written" if `retval` was 0. In either case 1 is returned to indicate the error. If the ioctl returned a value > 0, 0 is returned to indicate no error.

Currently the following combinations for `bRequest` and `wValue` are used:

Device	what it might to do	constant	bRequest	wValue
non RGB Keyboard	set HW-modus on (leave the ckb driver)	HWON	0x0002	0x0030
non RGB Keyboard	set HW-modus off (initialize the ckb driver)	HWOFF	0x0002	0x0001
non RGB Keyboard	set light modus M1 in single-color keyboards	NK95_M1	0x0014	0x0001
non RGB Keyboard	set light modus M2 in single-color keyboards	NK95_M2	0x0014	0x0002
non RGB Keyboard	set light modus M3 in single-color keyboards	NK95_M3	0x0014	0x0003

## See Also

[usb.h](#)

Definition at line 189 of file usb\_linux.c.

References `ckb_err_fn`, `usbdevice::handle`, `P_K95_NRGB`, and `usbdevice::product`.

```

189                                     {
190     if(kb->product != P_K95_NRGB)
191         return 0;
192     struct usbdevfs_ctrltransfer transfer = { 0x40, bRequest, wValue, 0, 0, 5000, 0 };
193     int res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
194     if(res <= 0){
195         ckb_err_fn("%s\n", file, line, res ? strerror(errno) : "No data written");
196         return 1;
197     }
198     return 0;
199 }
```

9.42.3.2 `int _resetusb ( usbdevice * kb, const char * file, int line )`

## Parameters

<i>kb</i>	THE <code>usbdevice*</code>
<i>file</i>	filename for error messages
<i>line</i>	line where it is called for error messages

## Returns

Returns 0 on success, -1 if device should be removed

`_resetusb` Reset a USB device.

First reset the device via [os\\_resetusb\(\)](#) after a long delay (it may send something to the host). If this worked (`retval == 0`), give the device another long delay Then perform the initialization via the device specific `start()` function entry in `kb->vtable` and if this is successful also, return the result of the device dependent `updatergb()` with `force=true`.

Definition at line 426 of file `usb.c`.References `usbdevice::active`, `DELAY_LONG`, `os_resetusb()`, and `usbdevice::vtable`.

```

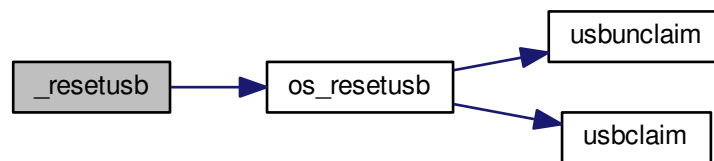
426                                     {
427     // Perform a USB reset
428     DELAY_LONG(kb);
429     int res = os_resetusb(kb, file, line);
```

```

430     if(res)
431         return res;
432     DELAY_LONG(kb);
433     // Re-initialize the device
434     if(kb->vtable->start(kb, kb->active) != 0)
435         return -1;
436     if(kb->vtable->updatergb(kb, 1) != 0)
437         return -1;
438     return 0;
439 }

```

Here is the call graph for this function:



#### 9.42.3.3 int \_usbrecv ( usbdevice \* kb, const uchar \* out\_msg, uchar \* in\_msg, const char \* file, int line )

##### Parameters

<i>kb</i>	THE usbdevice*
<i>IN]</i>	out_msg What information does the caller want from the device?
<i>OUT]</i>	in_msg Here comes the answer; The names represent the usb view, not the view of this function! So INput from usb is OUTput of this function.
<i>IN]</i>	file for debugging
<i>IN]</i>	line for debugging
<i>IN]</i>	reset_stop global variable is read

##### Returns

number of bytes read or zero on failure.

**\_usbrecv** Request data from a USB device by first sending an output packet and then reading the response.

To fully understand this, you need to know about usb: All control is at the usb host (the CPU). If the device wants to communicate something to the host, it must wait for the host to ask. The usb protocol defines the cycles and periods in which actions are to be taken.

So in order to receive a data packet from the device, the host must first send a send request.

This is done by **\_usbrecv()** in the first block by sending the MSG\_SIZE large data block from **out\_msg** via **os\_usbend()** as it is a machine depending implementation. The usb target device is as always determined over kb.

For **os\_usbend()** to know that it is a receive request, the **is\_recv** parameter is set to true (1). With this, **os\_usbend()** generates a control package for the hardware, not a data packet.

If sending of the control package is not successful, a maximum of 5 times the transmission is repeated (including the first attempt). If a non-cancelable error is signaled or the drive is stopped via **reset\_stop**, **\_usbrecv()** immediately returns 0.

After this, the function waits for the requested response from the device using **os\_usbrecv()**.



`os_usbrecv()` returns 0, -1 or something else.

Zero signals a serious error which is not treatable and `_usbrecv()` also returns 0.

-1 means that it is a treatable error - a timeout for example - and therefore the next transfer attempt is started after a long pause (`DELAY_LONG`) if not `reset_stop` or the wrong `hload_mode` require a termination with a return value of 0.

After 5 attempts, `_usbrecv()` returns and returns 0 as well as an error message.

When data is received, the number of received bytes is returned. This should always be `MSG_SIZE`, but `os_usbrecv()` can also return less. It should not be more, because then there would be an unhandled buffer overflow, but it could be less. This would be signaled in `os_usbrecv()` with a message.

The buffers behind `out_msg` and `in_msg` are `MSG_SIZE` at least (currently 64 Bytes). More is ok but useless, less brings unpredictable behavior.

Definition at line 601 of file `usb.c`.

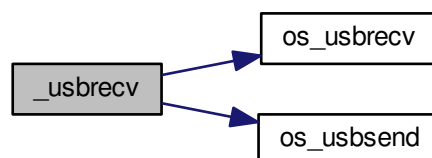
References `ckb_err_fn`, `DELAY_LONG`, `DELAY_MEDIUM`, `DELAY_SHORT`, `hload_mode`, `os_usbrecv()`, `os_usbrecv()`, and `reset_stop`.

```

601                                     {
602     // Try a maximum of 5 times
603     for(int try = 0; try < 5; try++){
604         // Send the output message
605         DELAY_SHORT(kb);
606         int res = os_usbrecv(kb, out_msg, 1, file, line);
607         if(res == 0)
608             return 0;
609         else if(res == -1){
610             // Retry on temporary failure
611             if(reset_stop)
612                 return 0;
613             DELAY_LONG(kb);
614             continue;
615         }
616         // Wait for the response
617         DELAY_MEDIUM(kb);
618         res = os_usbrecv(kb, in_msg, file, line);
619         if(res == 0)
620             return 0;
621         else if(res != -1)
622             return res;
623         if(reset_stop || hload_mode != 2)
624             return 0;
625         DELAY_LONG(kb);
626     }
627     // Give up
628     ckb_err_fn("Too many send/recv failures. Dropping.\n", file, line);
629     return 0;
630 }

```

Here is the call graph for this function:



9.42.3.4 `int _usbrecv ( usbdevice * kb, const uchar * messages, int count, const char * file, int line )`

## Parameters

	<i>kb</i>	THE usbdevice*
	<i>IN]</i>	messages a Pointer to the first byte of the logical message
	<i>IN]</i>	count how many MSG_SIZE buffers is the logical message long?
	<i>IN]</i>	file for debugging
	<i>IN]</i>	line for debugging
<i>in</i>	<i>reset_stop</i>	global variable is read

## Returns

number of Bytes sent (ideal == count \* MSG\_SIZE);  
 0 if a block could not be sent and it was not a timeout OR **reset\_stop** was required or **hwload\_mode** is not set to "always"

`_usbssend` send a logical message completely to the given device

**Todo** A lot of different conditions are combined in this code. Don't think, it is good in every combination...

The main task of `_usbssend()` is to transfer the complete logical message from the buffer beginning with *messages* to **count \* MSG\_SIZE**.

According to usb 2.0 specification, a USB transmits a maximum of 64 byte user data packets. For the transmission of longer messages we need a segmentation. And that is exactly what happens here.

The message is given one by one to `os_usbssend()` in MSG\_SIZE (= 64) byte large bites.

## Attention

This means that the buffer given as argument must be  $n * \text{MSG\_SIZE}$  Byte long.

An essential constant parameter which is relevant for `os_usbssend()` only is `is_rcv = 0`, which means sending.

Now it gets a little complicated again:

- If `os_usbssend()` returns 0, only zero bytes could be sent in one of the packets, or it was an error (-1 from the systemcall), but not a timeout. How many Bytes were sent in total from earlier calls does not seem to matter, `_usbssend()` returns a total of 0.
- Returns `os_usbssend()` -1, first check if **reset\_stop** is set globally or (incomprehensible) `hwload_mode` is not set to "always". In either case, `_usbssend()` returns 0, otherwise it is assumed to be a temporary transfer error and it simply retransmits the physical packet after a long delay.
- If the return value of `os_usbssend()` was neither 0 nor -1, it specifies the number of bytes transferred.

Here is an information hiding conflict with `os_usbssend()` (at least in the Linux version):

If `os_usbssend()` can not transfer the entire packet, errors are thrown and the number of bytes sent is returned. `_usbssend()` interprets this as well and remembers the total number of bytes transferred in the local variable **total\_sent**. Subsequently, however, transmission is continued with the next complete MSG\_SIZE block and not with the first of the possibly missing bytes.

**Todo** Check whether this is the same in the macOS variant. It is not dramatic, but if errors occur, it can certainly irritate the devices completely if they receive incomplete data streams. Do we have errors with the messages "Wrote YY bytes (expected 64)" in the system logs? If not, we do not need to look any further.

When the last packet is transferred, `_usbssend()` returns the effectively counted set of bytes (from **total\_sent**). This at least gives the caller the opportunity to check whether something has been lost in the middle.

A bit strange is the structure of the program: Handling the **count** MSG\_SIZE blocks to be transferred is done in the outer for (...) loop. Repeating the transfer with a treatable error is managed by the inner while(1) loop.

This must be considered when reading the code; The "break" on successful block transfer leaves the inner while, not the for (...).

Definition at line 532 of file usb.c.

References `DELAY_LONG`, `DELAY_SHORT`, `hwload_mode`, `mmutex`, `MSG_SIZE`, `os_usbsend()`, and `reset_stop`.

```

532                                     {
533     int total_sent = 0;
534     for(int i = 0; i < count; i++){
535         // Send each message via the OS function
536         while(1){
537             DELAY_SHORT(kb);
538             pthread_mutex_lock(&mmutex(kb)); // Synchronization between macro output and color
539             information
540             int res = os_usbsend(kb, messages + i * MSG_SIZE, 0, file, line);
541             pthread_mutex_unlock(&mmutex(kb));
542             if(res == 0)
543                 return 0;
544             else if(res != -1){
545                 total_sent += res;
546                 break;
547             }
548             // Stop immediately if the program is shutting down or hardware load is set to tryonce
549             if(reset_stop || hwload_mode != 2)
550                 return 0;
551             // Retry as long as the result is temporary failure
552             DELAY_LONG(kb);
553         }
554     }
555     return total_sent;
556 }
```

Here is the call graph for this function:



#### 9.42.3.5 int closeusb ( usbdevice \* kb )

##### Parameters

<i>IN,OUT</i>	kb
---------------	----

##### Returns

Returns 0 (everytime. No error handling is done!)

`closeusb` Close a USB device and remove device entry.

An imutex lock ensures first of all, that no communication is currently running from the viewpoint of the driver to the user input device (ie the virtual driver with which characters or mouse movements are sent from the daemon to the operating system as inputs).

If the `kb` has an acceptable value = 0, the index of the device is looked for and with this index `os_inputclose()` is called. After this no more characters can be sent to the operating system.

Then the connection to the usb device is capped by `os_closeusb()`.

**Todo** What is not yet comprehensible is the call to `updateconnected()` BEFORE `os_closeusb()`. Should that be in the other sequence? Or is `updateconnected()` not displaying the connected usb devices, but the representation which uinput devices are loaded? Questions about questions ...

If there is no valid **handle**, only `updateconnected()` is called. We are probably trying to disconnect a connection under construction. Not clear.

The cmd pipe as well as all open notify pipes are deleted via `rmdevpath()`.

This means that nothing can happen to the input path - so the device-specific imutex is unlocked again and remains unlocked.

Also the dmutex is unlocked now, but only to join the thread, which was originally taken under **kb->thread** (which started with `_setupusb()`) with `pthread_join()` again. Because of the closed devices that thread would have to quit sometime

### See Also

the hack note with `rmdevpath()`

As soon as the thread is caught, the dmutex is locked again, which is what I do not understand yet: What other thread can do usb communication now?

If the vtable exists for the given kb (why not? It seems to have race conditions here!!), via the vtable the actually device-specific, but still everywhere identical `freeprofile()` is called. This frees areas that are no longer needed. Then the **usbdevice** structure in its array is set to zero completely.

Error handling is rather unusual in `closeusb()`; Everything works (no matter what the called functions return), and `closeusb()` always returns zero (success).

Definition at line 675 of file usb.c.

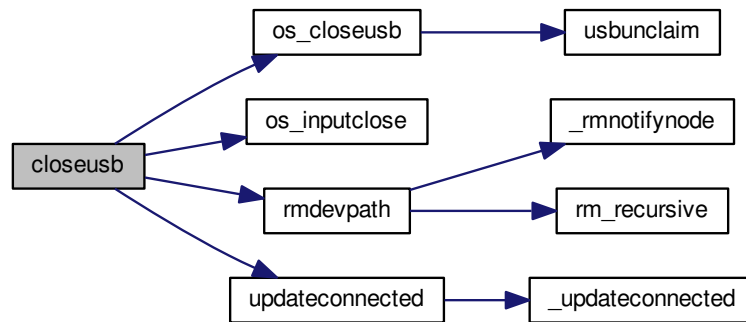
References `ckb_info`, `devpath`, `dmutex`, `usbdevice::handle`, `imutex`, `INDEX_OF`, `keyboard`, `os_closeusb()`, `os_inputclose()`, `rmdevpath()`, `usbdevice::thread`, `updateconnected()`, and `usbdevice::vtable`.

Referenced by `_setupusb()`, `devmain()`, `quitWithLock()`, and `usb_rm_device()`.

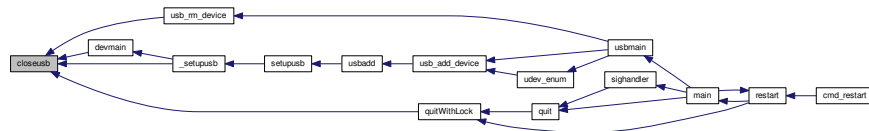
```

675         {
676     pthread_mutex_lock(imutex(kb));
677     if(kb->handle){
678         int index = INDEX_OF(kb, keyboard);
679         ckb_info("Disconnecting %s%d\n", devpath, index);
680         os_inputclose(kb);
681         updateconnected();
682         // Close USB device
683         os_closeusb(kb);
684     } else
685         updateconnected();
686     rmdevpath(kb);
687
688     // Wait for thread to close
689     pthread_mutex_unlock(imutex(kb));
690     pthread_mutex_unlock(dmutex(kb));
691     pthread_join(kb->thread, 0);
692     pthread_mutex_lock(dmutex(kb));
693
694     // Delete the profile and the control path
695     if(!kb->vtable)
696         return 0;
697     kb->vtable->freeprofile(kb);
698     memset(kb, 0, sizeof(usbdevice));
699     return 0;
700 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.42.3.6 void os\_closeusb ( usbdevice \* kb )

##### Parameters

<i>IN,OUT</i>	kb THE usbdevice*
---------------	-------------------

os\_closeusb unclaim it, destroy the udev device and clear data structures at kb

os\_closeusb is the linux specific implementation for closing an active usb port.

If a valid handle is given in the kb structure, the usb port is unclaimed ([usbunclaim\(\)](#)).

The device is unreferenced via library function [udev\\_device\\_unref\(\)](#).

handle, udev and the first char of kbsyspath are cleared to 0 (empty string for kbsyspath).

Definition at line 433 of file [usb\\_linux.c](#).

References [usbdevice::handle](#), [INDEX\\_OF](#), [kbsyspath](#), [keyboard](#), [usbdevice::udev](#), and [usbunclaim\(\)](#).

Referenced by [closeusb\(\)](#).

```

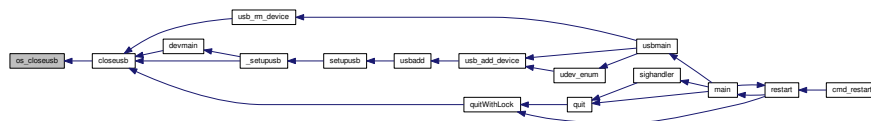
433                                     {
434     if(kb->handle) {
435         usbunclaim(kb, 0);
436         close(kb->handle - 1);
437     }
438     if(kb->udev)
439         udev_device_unref(kb->udev);
440     kb->handle = 0;
441     kb->udev = 0;
442     kbsyspath[INDEX_OF(kb, keyboard)][0] = 0;
443 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.42.3.7 void\* os\_inputmain ( void \* context )

##### Parameters

<i>context</i>	THE usbdevice* ; Because <a href="#">os_inputmain()</a> is started as a new thread, its formal parameter is named "context".
----------------	--

##### Returns

null

os\_inputmain is run in a separate thread and will be detached from the main thread, so it needs to clean up its own resources.

**Todo** This function is a collection of many tasks. It should be divided into several sub-functions for the sake of greater convenience:

1. set up an URB (Userspace Ressource Buffer) to communicate with the USBDEVFS\_\* ioctl()s
2. perform the ioctl()
3. interpretate the information got into the URB buffer or handle error situations and retry operation or leave the endless loop
4. inform the os about the data
5. loop endless via 2.
6. if endless loop has gone, deinitalize the interface, free buffers etc.
7. return null

Here the actions in detail:

Monitor input transfers on all endpoints for non-RGB devices For RGB, monitor all but the last, as it's used for input/output

Get an `usbdevfs_urb` data structure and clear it via `memset()`

Hopefully the buffer lengths are equal for all devices with congruent types. You can find out the correctness for your device with `lsusb -v` or similar on macOS. Currently the following combinations are known and implemented:

device	detect with macro combination	endpoint #	buffer-length
each	none	0	8
RGB Mouse	IS_RGB && IS_MOUSE	1	10
RGB Keyboard	IS_RGB && !IS_MOUSE	1	21
RGB Mouse or Keyboard	IS_RGB	2	MSG_SIZE (64)
non RGB Mouse or Keyboard	!IS_RGB	1	4
non RGB Mouse or Keyboard	!IS_RGB	2	15

Now submit all the URBs via `ioctl(USBDEVFS_SUBMITURB)` with type `USBDEVFS_URB_TYPE_INTERRUPT` (the endpoints are defined as type interrupt). Endpoint number is 0x80..0x82 or 0x83, depending on the model.

The userSpaceFS knows the URBs now, so start monitoring input

if the `ioctl` returns something `!= 0`, let's have a deeper look what happened. Broken devices or shutting down the entire system leads to closing the device and finishing this thread.

If just an EPIPE occurred, give the device a `CLEAR_HALT` and resubmit the URB.

A correct `REAPURB` returns a Pointer to the URB which we now have a closer look into. Lock all following actions with `imutex`.

Process the input depending on type of device. Interpret the actual size of the URB buffer

device	detect with macro combination	seems to be endpoint #	actual buffer-length	function called
mouse (RGB and non RGB)	IS_MOUSE	nA	8, 10 or 11	<a href="#">hid_mouse_translate()</a>
mouse (RGB and non RGB)	IS_MOUSE	nA	MSG_SIZE (64)	<a href="#">corsair_mousecopy()</a>
RGB Keyboard	IS_RGB && !IS_MOUSE	1	8 (BIOS Mode)	<a href="#">hid_kb_translate()</a>
RGB Keyboard	IS_RGB && !IS_MOUSE	2	5 or 21, KB inactive!	<a href="#">hid_kb_translate()</a>
RGB Keyboard	IS_RGB && !IS_MOUSE	3?	MSG_SIZE	<a href="#">corsair_kbcopy()</a>
non RGB Keyboard	!IS_RGB && !IS_MOUSE	nA	nA	<a href="#">hid_kb_translate()</a>

The input data is transformed and copied to the kb structure. Now give it to the OS and unlock the `imutex` afterwards.

Re-submit the URB for the next run.

If the endless loop is terminated, clean up by discarding the URBs via `ioctl(USBDEVFS_DISCARDURB)`, free the URB buffers and return a null pointer as thread exit code.

Definition at line 239 of file `usb_linux.c`.

References `usbdevice::active`, `ckb_err`, `ckb_info`, `corsair_kbcopy()`, `corsair_mousecopy()`, `devpath`, `usbdevice::epcount`, `usbdevice::handle`, `hid_kb_translate()`, `hid_mouse_translate()`, `imutex`, `INDEX_OF`, `usbdevice::input`, `inputupdate()`, `IS_MOUSE`, `IS_RGB`, `keyboard`, `usbinput::keys`, `MSG_SIZE`, `usbdevice::product`, `usbinput::rel_x`, `usbinput::rel_y`, and `usbdevice::vendor`.

Referenced by `_setupusb()`.

```

239                                     {
240     usbdevice* kb = context;
241     int fd = kb->handle - 1;
242     short vendor = kb->vendor, product = kb->product;
243     int index = INDEX_OF(kb, keyboard);
244     ckb_info("Starting input thread for %s%d\n", devpath, index);
245
246     int urbcount = IS_RGB(vendor, product) ? (kb->epcount - 1) : kb->
247     epcount;
248     if (urbcount == 0) {
249         ckb_err("urbcount = 0, so there is nothing to claim in os_inputmain()\n");
250         return 0;
251     }

```



```

255
256 struct usbdevfs_urb urbs[urbcount];
257 memset(urbs, 0, sizeof(urbs));
258
259
260 urbs[0].buffer_length = 8;
261 if(urbcount > 1 && IS_RGB(vendor, product)) {
262     if(IS_MOUSE(vendor, product))
263         urbs[1].buffer_length = 10;
264     else
265         urbs[1].buffer_length = 21;
266     urbs[2].buffer_length = MSG_SIZE;
267     if(urbcount != 3)
268         urbs[urbcount - 1].buffer_length = MSG_SIZE;
269 } else {
270     urbs[1].buffer_length = 4;
271     urbs[2].buffer_length = 15;
272 }
273
274 for(int i = 0; i < urbcount; i++){
275     urbs[i].type = USBDEVFS_URB_TYPE_INTERRUPT;
276     urbs[i].endpoint = 0x80 | (i + 1);
277     urbs[i].buffer = malloc(urbs[i].buffer_length);
278     ioctl(fd, USBDEVFS_SUBMITURB, urbs + i);
279 }
280
281 while (1) {
282     struct usbdevfs_urb* urb = 0;
283
284     if (ioctl(fd, USBDEVFS_REAPURB, &urb)){
285         if (errno == ENODEV || errno == ENOENT || errno == ESHUTDOWN)
286             // Stop the thread if the handle closes
287             break;
288         else if(errno == EPIPE && urb){
289             ioctl(fd, USBDEVFS_CLEAR_HALT, &urb->endpoint);
290             // Re-submit the URB
291             if(urb)
292                 ioctl(fd, USBDEVFS_SUBMITURB, urb);
293             urb = 0;
294         }
295     }
296
297     if (urb) {
298         pthread_mutex_lock(&mutex(kb));
299         if(IS_MOUSE(vendor, product)){
300             switch(urb->actual_length){
301                 case 8:
302                 case 10:
303                 case 11:
304                     // HID mouse input
305                     hid_mouse_translate(kb->input.keys, &kb->
306 input.rel_x, &kb->input.rel_y, -(urb->endpoint & 0xF), urb->actual_length, urb->buffer)
307 ;
308                     break;
309                 case MSG_SIZE:
310                     // Corsair mouse input
311                     corsair_mousecopy(kb->input.keys, -(urb->endpoint & 0xF), urb
312 ->buffer);
313                     break;
314             }
315         } else if(IS_RGB(vendor, product)){
316             switch(urb->actual_length){
317                 case 8:
318                     // RGB EP 1: 6KRO (BIOS mode) input
319                     hid_kb_translate(kb->input.keys, -1, urb->actual_length, urb->
320 buffer);
321                     break;
322                 case 21:
323                 case 5:
324                     // RGB EP 2: NKRO (non-BIOS) input. Accept only if keyboard is inactive
325                     if(!kb->active)
326                         hid_kb_translate(kb->input.keys, -2, urb->actual_length,
327 urb->buffer);
328                     break;
329                 case MSG_SIZE:
330                     // RGB EP 3: Corsair input
331                     corsair_kbcopy(kb->input.keys, -(urb->endpoint & 0xF), urb->
332 buffer);
333                     break;
334             }
335         } else {
336             // Non-RGB input
337             hid_kb_translate(kb->input.keys, urb->endpoint & 0xF, urb->
338 actual_length, urb->buffer);
339         }
340         inputupdate(kb);
341         pthread_mutex_unlock(&mutex(kb));
342         ioctl(fd, USBDEVFS_SUBMITURB, urb);

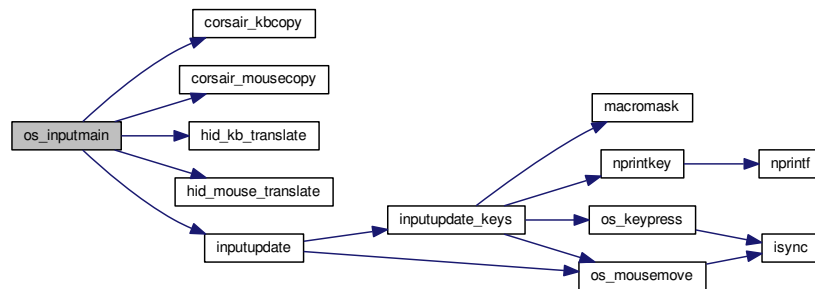
```

```

372         urb = 0;
373     }
374 }
375
379 ckb_info("Stopping input thread for %s%d\n", devpath, index);
380 for(int i = 0; i < urbcount; i++){
381     ioctl(fd, USBDEVFS_DISCARDURB, urbs + i);
382     free(urbs[i].buffer);
383 }
384 return 0;
385 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.42.3.8 int os\_resetusb ( usbdevice \* kb, const char \* file, int line )

##### Parameters

<i>kb</i>	THE usbdevice*
<i>file</i>	filename for error messages
<i>line</i>	line where it is called for error messages

##### Returns

Returns 0 on success, -2 if device should be removed and -1 if reset should be tried again

os\_resetusb is the os specific implementation for resetting usb

Try to reset an usb device in a linux user space driver.

1. unclaim the device, but do not reconnect the system driver (second param resetting = true)
2. reset the device via USBDEVFS\_RESET command
3. claim the device again. Returns 0 on success, -2 if device should be removed and -1 if reset should be tried again

**Todo** it seems that no one wants to try the reset again. But I've seen it somewhere...

Definition at line 495 of file usb\_linux.c.

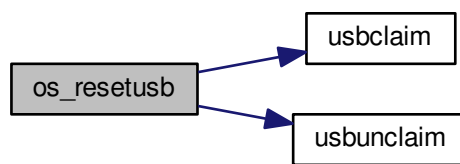
References `usbdevice::handle`, `TEST_RESET`, `usbclaim()`, and `usbunclaim()`.

Referenced by `_resetusb()`.

```

495                                     {
496     TEST_RESET(usbunclaim(kb, 1));
497     TEST_RESET(ioctl(kb->handle - 1, USBDEVFS_RESET));
498     TEST_RESET(usbclaim(kb));
499     // Success!
500     return 0;
501 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.42.3.9 void os\_sendindicators ( usbdevice \* kb )

##### Parameters

<i>kb</i>	THE usbdevice*
-----------	----------------

`os_sendindicators` update the indicators for the special keys (Numlock, Capslock and what else?)

`os_sendindicators` update the indicators for the special keys (Numlock, Capslock and what else?)

Read the data from `kb->ileds` and send them via `ioctl()` to the keyboard.

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0x21	0x09	0x0200	Interface 0	MSG_SIZE 1 Byte	timeout 0,5ms	the message buffer pointer

Host to Device, Type=Class, Recipient=Interface (why not endpoint?)	9 = SEND?	specific	0	1	500	struct* kb->iLEDs
--	-----------	----------	---	---	-----	----------------------

The ioctl command is USBDEVFS\_CONTROL.

Definition at line 214 of file usb\_linux.c.

References ckb\_err, usbdevice::handle, usbdevice::iLEDs, and usb\_tryreset().

Referenced by updateindicators\_kb().

```

214     {
215         static int countForReset = 0;
216         struct usbdevfs_ctrltransfer transfer = { 0x21, 0x09, 0x0200, 0x00, 1, 500, &kb->
iLEDs };
217         int res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
218         if(res <= 0) {
219             ckb_err("%s\n", res ? strerror(errno) : "No data written");
220             if (usb_tryreset(kb) == 0 && countForReset++ < 3) {
221                 os_sendindicators(kb);
222             }
223         }
224     }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.42.3.10 int os\_setupusb ( usbdevice \* kb )

##### Parameters

---

<i>kb</i>	THE usbdevice*
-----------	----------------

## Returns

0 on success, -1 otherwise.

os\_setupusb OS-specific setup for a specific usb device.

Perform the operating system-specific opening of the interface in [os\\_setupusb\(\)](#). As a result, some parameters should be set in kb (name, serial, fwversion, epcount = number of usb endpoints), and all endpoints should be claimed with [usbclaim\(\)](#). Claiming is the only point where [os\\_setupusb\(\)](#) can produce an error (-1).

- Copy device description and serial
- Copy firmware version (needed to determine USB protocol)
- Do some output about connecting interfaces
- Claim the USB interfaces

**Todo** in these modules a pullrequest is outstanding

< Try to reset the device and recall the function

< Don't do this endless in recursion

< [os\\_setupusb\(\)](#) has a return value (used as boolean)

Definition at line 533 of file usb\_linux.c.

References [ckb\\_err](#), [ckb\\_info](#), [devpath](#), [usbdevice::epcount](#), [usbdevice::fwversion](#), [INDEX\\_OF](#), [KB\\_NAME\\_LEN](#), [keyboard](#), [usbdevice::name](#), [usbdevice::serial](#), [SERIAL\\_LEN](#), [strtrim\(\)](#), [usbdevice::udev](#), [usb\\_tryreset\(\)](#), and [usbclaim\(\)](#).

Referenced by [\\_setupusb\(\)](#).

```

533                                     {
534     struct udev_device* dev = kb->udev;
535     const char* name = udev_device_get_sysattr_value(dev, "product");
536     if(name)
537         strncpy(kb->name, name, KB_NAME_LEN);
538     strtrim(kb->name);
539     const char* serial = udev_device_get_sysattr_value(dev, "serial");
540     if(serial)
541         strncpy(kb->serial, serial, SERIAL_LEN);
542     strtrim(kb->serial);
543     const char* firmware = udev_device_get_sysattr_value(dev, "bcdDevice");
544     if(firmware)
545         sscanf(firmware, "%hx", &kb->fwversion);
546     else
547         kb->fwversion = 0;
548     int index = INDEX_OF(kb, keyboard);
549     ckb_info("Connecting %s at %s%d\n", kb->name, devpath, index);
550
551     const char* ep_str = udev_device_get_sysattr_value(dev, "bNumInterfaces");
552     #ifdef DEBUG
553     ckb_info("Connecting %s at %s%d\n", kb->name, devpath, index);
554     ckb_info("claiming interfaces. name=%s, serial=%s, firmware=%s; Got >>%s<< as ep_str\n", name,
555             serial, firmware, ep_str);
556     #endif //DEBUG
557     kb->epcount = 0;
558     if(ep_str)
559         sscanf(ep_str, "%d", &kb->epcount);
560     if(kb->epcount < 2){
561         // IF we have an RGB KB with 0 or 1 endpoints, it will be in BIOS mode.
562         ckb_err("Unable to read endpoint count from udev, assuming %d and reading >>%s<< or device
563 is in BIOS mode\n", kb->epcount, ep_str);
564         if (usb_tryreset(kb) == 0) {
565             static int retryCount = 0;
566             if (retryCount++ < 5) {
567                 return os_setupusb(kb);
568             }
569         }
570     }
571     return -1;

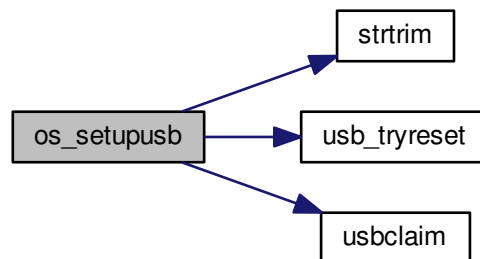
```

```

580         // ToDo are there special versions we have to detect? If there are, that was the old code to handle
581         it: // This shouldn't happen, but if it does, assume EP count based on ckb_warn what the device is
            supposed to have
582         // kb->epcount = (HAS_FEATURES(kb, FEAT_RGB) ? 4 : 3);
583         // ckb_warn("Unable to read endpoint count from udev, assuming %d and reading >>%s<<...\n",
            kb->epcount, ep_str);
584     }
585     if(usbclaim(kb)){
586         ckb_err("Failed to claim interfaces: %s\n", strerror(errno));
587         return -1;
588     }
589     return 0;
590 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.42.3.11 int os\_usbrecv ( usbdevice \* kb, uchar \* in\_msg, const char \* file, int line )

##### Parameters

<i>kb</i>	THE usbdevice*
<i>in_msg</i>	the buffer to fill with the message received
<i>file</i>	for debugging
<i>line</i>	for debugging

##### Returns

-1 on timeout, 0 on hard error, number of bytes received otherwise

os\_usbrecv does what its name says:

The comment at the beginning of the procedure causes the suspicion that the firmware versionspecific distinction is missing for receiving from usb endpoint 3 or 4. The commented code contains only the reception from EP4, but this may be wrong for a software version 2.0 or higher (see the code for os\_usbSEND ()).

So all the receiving is done via an ioctl() like in os\_usbSEND. The ioctl() is given a struct usbdevfs\_ctrltransfer, in which the relevant parameters are entered:

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0xA1	0x01	0x0200	endpoint to be addressed from epcount - 1	MSG_SIZE	5ms	the message buffer pointer
Device to Host, Type=Class, Recipient=Interface	1 = RECEIVE?	specific	Interface #	64	5000	in_msg

The `ioctl()` returns the number of bytes received. Here is the usual check again:

- If the return value is -1 AND the error is a timeout (ETIMEOUT), `os_usbrecv()` will return -1 to indicate that it is probably a recoverable problem and a retry is recommended.
- For another negative value or other error identifier OR 0 bytes are received, 0 is returned as an identifier for a heavy error.
- In all other cases, the function returns the number of bytes received.

If this is not the entire blocksize (MSG\_SIZE bytes), an error message is issued on the standard error channel [warning "Read YY bytes (expected 64)"].

Definition at line 129 of file `usb_linux.c`.

References `ckb_err_fn`, `ckb_warn_fn`, `usbdevice::epcount`, `usbdevice::handle`, and `MSG_SIZE`.

Referenced by `_usbrecv()`.

```

129                                     {
130     int res;
131     // This is what CUE does, but it doesn't seem to work on linux.
132     /*if(kb->fwversion >= 0x130){
133         struct usbdevfs_bulktransfer transfer;
134         memset(&transfer, 0, sizeof(transfer));
135         transfer.ep = 0x84;
136         transfer.len = MSG_SIZE;
137         transfer.timeout = 5000;
138         transfer.data = in_msg;
139         res = ioctl(kb->handle - 1, USBDEVFS_BULK, &transfer);
140     } else {*/
141         struct usbdevfs_ctrltransfer transfer = { 0xa1, 0x01, 0x0300, kb->
142 epcount - 1, MSG_SIZE, 5000, in_msg };
143         res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
144         /*}
145         if(res <= 0){
146             ckb_err_fn("%s\n", file, line, res ? strerror(errno) : "No data read");
147             if(res == -1 && errno == ETIMEDOUT)
148                 return -1;
149             else
150                 return 0;
151         } else if(res != MSG_SIZE)
152             ckb_warn_fn("Read %d bytes (expected %d)\n", file, line, res,
153 MSG_SIZE);
154 #ifdef DEBUG_USB_RECV
155     char converted[MSG_SIZE*3 + 1];
156     for(int i=0;i<MSG_SIZE;i++)
157         sprintf(&converted[i*3], "%02x ", in_msg[i]);
158     ckb_warn_fn("Recv %s\n", file, line, converted);
159 #endif
160     return res;
161 }

```

Here is the caller graph for this function:



9.42.3.12 `int os_usbrecv ( usbdevice * kb, const uchar * out_msg, int is_recv, const char * file, int line )`

#### Parameters

<i>kb</i>	THE usbdevice*
<i>out_msg</i>	the MSGSIZE char long buffer to send
<i>is_recv</i>	if true, just send an ioctl for further reading packets. If false, send the data at <b>out_msg</b> .
<i>file</i>	for debugging
<i>line</i>	for debugging

#### Returns

-1 on timeout (try again), 0 on hard error, number of bytes sent otherwise

os\_usbrecv has two functions:

- if `is_recv == false`, it tries to send a given MSG\_SIZE buffer via the usb interface given with kb.
- otherwise a request is sent via the usb device to initiate the receiving of a message from the remote device.

The functionality for sending distinguishes two cases, depending on the version number of the firmware of the connected device:

If the firmware is less or equal 1.2, the transmission is done via an `ioctl()`. The `ioctl()` is given a struct `usbdevfs_ctrltransfer`, in which the relevant parameters are entered:

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0x21	0x09	0x0200	endpoint / IF to be addressed from epcount-1	MSG_SIZE	5000 (=5ms)	the message buffer pointer
Host to Device, Type=Class, Recipient=Interface	9 = Send data?	specific	last or pre-last device #	64	5000	out_msg

The `ioctl` command is `USBDEVFS_CONTROL`.

The same constellation is used if the device is requested to send its data (`is_recv = true`).

For a more recent firmware and `is_recv = false`, the `ioctl` command `USBDEVFS_CONTROL` is not used (this tells the bus to enter the control mode), but the bulk method is used: `USBDEVFS_BULK`. This is astonishing, because all of the endpoints are type Interrupt, not bulk.



Anyhow, for this purpose a different structure is used for the `ioctl()` (struct **usbdevfs\_bulktransfer**) and this is also initialized differently:

The length and timeout parameters are given the same values as above. The formal parameter `out_msg` is also passed as a buffer pointer. For the endpoints, the firmware version is differentiated again:

For a firmware version between 1.3 and <2.0 endpoint 4 is used, otherwise (it can only be  $\geq 2.0$ ) endpoint 3 is used.

**Todo** Since the handling of endpoints has already led to problems elsewhere, this implementation is extremely hardware-dependent and critical!

Eg. the new keyboard K95PLATINUMRGB has a version number significantly less than 2.0 - will it run with this implementation?

The `ioctl()` - no matter what type - returns the number of bytes sent. Now comes the usual check:

- If the return value is -1 AND the error is a timeout (ETIMEOUT), [os\\_usbseend\(\)](#) will return -1 to indicate that it is probably a recoverable problem and a retry is recommended.
- For another negative value or other error identifier OR 0 bytes sent, 0 is returned as a heavy error identifier.
- In all other cases, the function returns the number of bytes sent.

If this is not the entire blocksize (MSG\_SIZE bytes), an error message is issued on the standard error channel [warning "Wrote YY bytes (expected 64)"].

If `DEBUG_USB` is set during compilation, the number of bytes sent and their representation are logged to the error channel.

Definition at line 68 of file `usb_linux.c`.

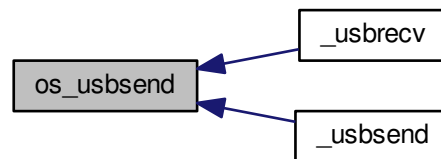
References `ckb_err_fn`, `ckb_warn_fn`, `usbdevice::epcount`, `usbdevice::fwversion`, `usbdevice::handle`, and `MSG_SIZE`.

Referenced by `_usbrecv()`, and `_usbseend()`.

```

68                                     {
69     int res;
70     if(kb->fwversion >= 0x120 && !is_recv){
71         struct usbdevfs_bulktransfer transfer;
72         memset(&transfer, 0, sizeof(transfer));
73         transfer.ep = (kb->fwversion >= 0x130 && kb->fwversion < 0x200) ? 4 : 3;
74         transfer.len = MSG_SIZE;
75         transfer.timeout = 5000;
76         transfer.data = (void*)out_msg;
77         res = ioctl(kb->handle - 1, USBDEVFS_BULK, &transfer);
78     } else {
79         struct usbdevfs_ctrltransfer transfer = { 0x21, 0x09, 0x0200, kb->
80         epcount - 1, MSG_SIZE, 5000, (void*)out_msg };
81         res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
82     }
83     if(res <= 0){
84         ckb_err_fn("%s\n", file, line, res ? strerror(errno) : "No data written");
85         if(res == -1 && errno == ETIMEOUT)
86             return -1;
87         else
88             return 0;
89     } else if(res != MSG_SIZE)
90         ckb_warn_fn("Wrote %d bytes (expected %d)\n", file, line, res,
91         MSG_SIZE);
92 #ifdef DEBUG_USB
93     char converted[MSG_SIZE*3 + 1];
94     for(int i=0;i<MSG_SIZE;i++)
95         sprintf(&converted[i*3], "%02x ", out_msg[i]);
96     ckb_warn_fn("Sent %s\n", file, line, converted);
97 #endif
98     return res;
99 }
```

Here is the caller graph for this function:



#### 9.42.3.13 `const char* product_str ( short product )`

##### Parameters

<i>product</i>	is the <i>short</i> USB device product ID
----------------	---

##### Returns

string to identify a type of device (see below)

`product_str` returns a condensed view on what type of device we have.

At present, various models and their properties are known from corsair products. Some models differ in principle (mice and keyboards), others differ in the way they function (for example, RGB and non RGB), but they are very similar.

Here, only the first point is taken into consideration and we return a unified model string. If the model is not known with its number, `product_str` returns an empty string.

The model numbers and corresponding strings with the numbers in hex-string are defined in [usb.h](#)

At present, this function is used to initialize `kb->name` and to give information in debug strings.

##### Attention

The combinations below have to fit to the combinations in the macros mentioned above. So if you add a device with a new number, change both.

**Todo** There are macros defined in [usb.h](#) to detect all the combinations below. the only difference is the parameter: The macros need the `kb*`, `product_str()` needs the *product ID*

Definition at line 70 of file `usb.c`.

References `P_K65`, `P_K65_LUX`, `P_K65_NRGB`, `P_K65_RFIRE`, `P_K70`, `P_K70_LUX`, `P_K70_LUX_NRGB`, `P_K70_NRGB`, `P_K70_RFIRE`, `P_K70_RFIRE_NRGB`, `P_K95`, `P_K95_NRGB`, `P_K95_PLATINUM`, `P_M65`, `P_M65_PRO`, `P_SABRE_L`, `P_SABRE_N`, `P_SABRE_O`, `P_SABRE_O2`, `P_SCIMITAR`, `P_SCIMITAR_PRO`, `P_STRAFE`, and `P_STRAFE_NRGB`.

Referenced by `_mkdevpath()`, and `_setupusb()`.

```

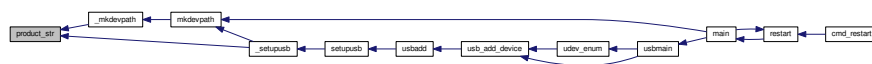
70
71     if (product == P_K95 || product == P_K95_NRGB || product ==
    P_K95_PLATINUM)
72         return "k95";
73     if (product == P_K70 || product == P_K70_NRGB || product ==
    P_K70_LUX || product == P_K70_LUX_NRGB || product ==
  
```

```

P_K70_RFIRE || product == P_K70_RFIRE_NRGB)
74     return "k70";
75     if (product == P_K65 || product == P_K65_NRGB || product ==
P_K65_LUX || product == P_K65_RFIRE)
76     return "k65";
77     if (product == P_STRAFE || product == P_STRAFE_NRGB)
78     return "strafe";
79     if (product == P_M65 || product == P_M65_PRO)
80     return "m65";
81     if (product == P_SABRE_O || product == P_SABRE_L || product ==
P_SABRE_N || product == P_SABRE_O2)
82     return "sabre";
83     if (product == P_SCIMITAR || product == P_SCIMITAR_PRO)
84     return "scimitar";
85     return "";
86 }

```

Here is the caller graph for this function:



#### 9.42.3.14 int revertusb ( usbdevice \* kb )

##### Parameters

<i>kb</i>	THE usbdevice*
-----------	----------------

##### Returns

0 on success or if device needs firmware upgrade, -1 otherwise

revertusb sets a given device to inactive (hardware controlled) mode if not a fw-upgrade is indicated

First is checked, whether a firmware-upgrade is indicated for the device. If so, [revertusb\(\)](#) returns 0.

**Todo** Why is this useful? Are there problems seen with deactivating a device with older fw-version??? Why isn't this an error indicating reason and we return success (0)?

Anyway, the following steps are similar to some other procs, dealing with low level usb handling:

- If we do not have an RGB device, a simple setting to Hardware-mode (NK95\_HWON) is sent to the device via `nk95cmd()`.

**Todo** The return value of `nk95cmd()` is ignored (but sending the ioctl may produce an error and `_nk95_cmd` will indicate this), instead `revertusb()` returns success in any case.

- If we have an RGB device, `setactive()` is called with second param active = false. That function will have a look on differences between keyboards and mice.

More precisely `setactive()` is just a macro to call via the `kb->vtable` entries either the `active()` or the `idle()` function where the `vtable` points to. `setactive()` may return error indications. If so, `revertusb()` returns -1, otherwise 0 in any other case.

Definition at line 407 of file `usb.c`.

References `FEAT_RGB`, `HAS_FEATURES`, `NEEDS_FW_UPDATE`, `NK95_HWON`, `nk95cmd`, and `setactive`.

Referenced by `quitWithLock()`.

```

407     {
408         if (NEEDS_FW_UPDATE(kb))
409             return 0;
410         if (!HAS_FEATURES(kb, FEAT_RGB)) {
411             nk95cmd(kb, NK95_HWON);
412             return 0;
413         }
414         if (setactive(kb, 0))
415             return -1;
416         return 0;
417     }

```

Here is the caller graph for this function:



#### 9.42.3.15 void setupusb ( usbdevice \* kb )

##### Attention

Lock a device's dmutex (see [device.h](#)) before accessing the USB interface.

##### Parameters

<i>kb</i>	THE usbdevice* used everywhere
<i>OUT]</i>	kb->thread is used to store the thread ID of the fresh created thread.

setupusb starts a thread with kb as parameter and [\\_setupusb\(\)](#) as entrypoint.

Set up a USB device after its handle is open. Spawns a new thread [\\_setupusb\(\)](#) with standard parameter kb. dmutex must be locked prior to calling this function. The function will unlock it when finished. In kb->thread the thread id is mentioned, because [closeusb\(\)](#) needs this info for joining that thread again.

Definition at line 386 of file usb.c.

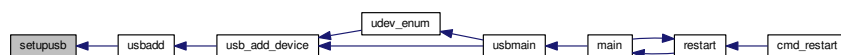
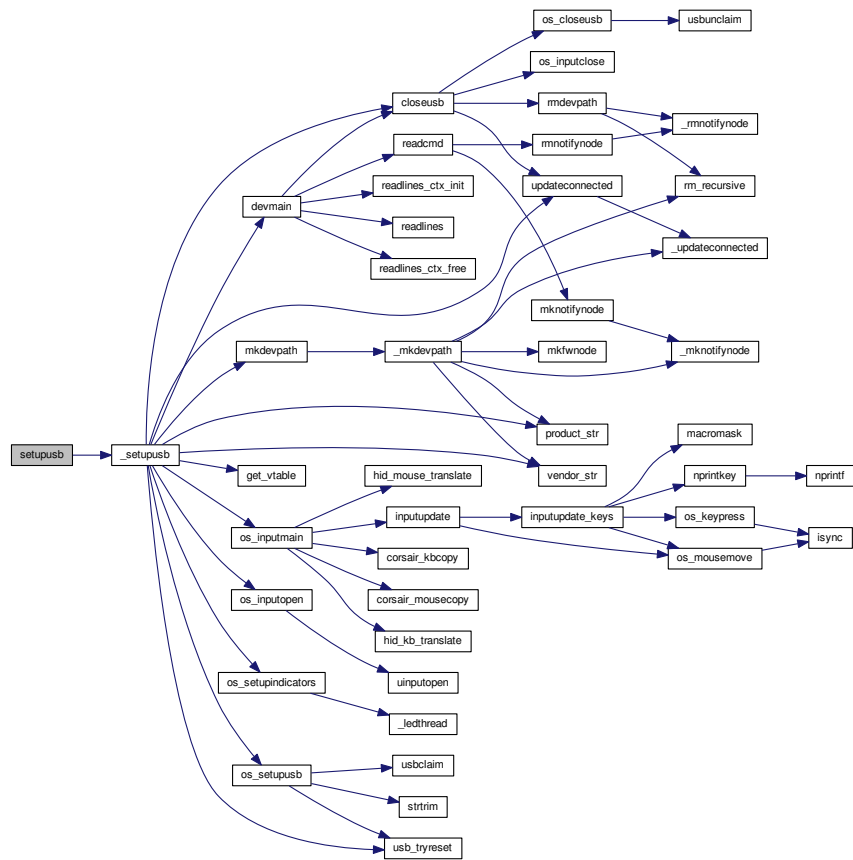
References [\\_setupusb\(\)](#), [ckb\\_err](#), [imutex](#), and [usbdevice::thread](#).

Referenced by [usbadd\(\)](#).

```

386     {
387         pthread_mutex_lock(&imutex(kb));
388         if(pthread_create(&kb->thread, 0, _setupusb, kb))
389             ckb_err("Failed to create USB thread\n");
390     }

```



in, out	<i>kb</i>	THE usbdevice*
in	<i>reset stop</i>	global variable is read

See Also

[\\_setupusb\(\)](#)

- If upgrading to a new firmware gets an error (

See Also

[cmd\\_fwupdate\(\)](#).

The previous action which got the error will NOT be re-attempted.

In an endless loop [usb\\_tryreset\(\)](#) tries to reset the given usb device via the macro [resetusb\(\)](#).

This macro calls [\\_resetusb\(\)](#) with debugging information.

[\\_resetusb\(\)](#) sends a command via the operating system dependent function [os\\_resetusb\(\)](#) and - if successful - reinitializes the device. [os\\_resetusb\(\)](#) returns -2 to indicate a broken device and all structures should be removed for it.

In that case, the loop is terminated, an error message is produced and [usb\\_tryreset\(\)](#) returns -1.

In case [resetusb\(\)](#) has success, the endless loop is left via a return 0 (success).

If the return value from [resetusb\(\)](#) is -1, the loop is continued with the next try.

If the global variable **reset\_stop** is set directly when the function is called or after each try, [usb\\_tryreset\(\)](#) stops working and returns -1.

**Todo** Why does [usb\\_tryreset\(\)](#) hide the information returned from [resetusb\(\)](#)? Isn't it needed by the callers?

Definition at line 465 of file usb.c.

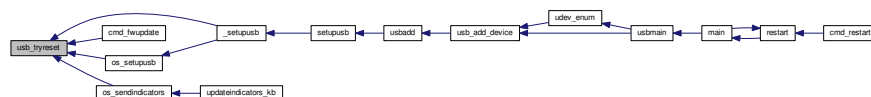
References [ckb\\_err](#), [ckb\\_info](#), [reset\\_stop](#), and [resetusb](#).

Referenced by [\\_setupusb\(\)](#), [cmd\\_fwupdate\(\)](#), [os\\_sendindicators\(\)](#), and [os\\_setupusb\(\)](#).

```

465                                     {
466     if(reset_stop)
467         return -1;
468     ckb_info("Attempting reset...\n");
469     while(1) {
470         int res = resetusb(kb);
471         if(!res) {
472             ckb_info("Reset success\n");
473             return 0;
474         }
475         if(res == -2 || reset_stop)
476             break;
477     }
478     ckb_err("Reset failed. Disconnecting.\n");
479     return -1;
480 }
```

Here is the caller graph for this function:



#### 9.42.3.17 void usbkill ( )

Definition at line 834 of file usb\_linux.c.

Referenced by [quitWithLock\(\)](#).

```

834     {
835         udev_unref(udev);
836         udev = 0;
837     }

```

Here is the caller graph for this function:



#### 9.42.3.18 int usbmain ( )

Start the USB main loop. Returns program exit code when finished.

`usbmain` is called by `main()` after setting up all other stuff.

##### Returns

0 normally or -1 if fatal error occurs (up to now only if no new devices are available)

First check whether the `uinput` module is loaded by the kernel.

**Todo** Why isn't missing of `uinput` a fatal error?

Create the `udev` object with `udev_new()` (is a function from `libudev.h`) terminate -1 if error

Enumerate all currently connected devices

**Todo** lae. here the work has to go on...

Definition at line 774 of file `usb_linux.c`.

References `ckb_fatal`, `ckb_warn`, `udev_enum()`, `usb_add_device()`, and `usb_rm_device()`.

Referenced by `main()`.

```

774     {
779         // Load the uinput module (if it's not loaded already)
780         if(system("modprobe uinput") != 0)
781             ckb_warn("Failed to load uinput module\n");
782
786         if(!(udev = udev_new())) {
787             ckb_fatal("Failed to initialize udev in usbmain(), usb_linux.c\n");
788             return -1;
789         }
790
793         udev_enum();
794
797         // Done scanning. Enter a loop to poll for device updates
798         struct udev_monitor* monitor = udev_monitor_new_from_netlink(udev, "udev");
799         udev_monitor_filter_add_match_subsystem_devtype(monitor, "usb", 0);
800         udev_monitor_enable_receiving(monitor);
801         // Get an fd for the monitor
802         int fd = udev_monitor_get_fd(monitor);
803         fd_set fds;
804         while(udev){
805             FD_ZERO(&fds);
806             FD_SET(fd, &fds);
807             // Block until an event is read
808             if(select(fd + 1, &fds, 0, 0, 0) > 0 && FD_ISSET(fd, &fds)){
809                 struct udev_device* dev = udev_monitor_receive_device(monitor);
810                 if(!dev)
811                     continue;

```





## Parameters

<i>vendor</i>	<i>short vendor ID</i>
---------------	------------------------

## Returns

a string: either "" or "corsair"

uncomment the following Define to see USB packets sent to the device

vendor\_str returns "corsair" iff the given *vendor* argument is equal to *V\_CORSAIR* (0x1bc) else it returns ""

## Attention

There is also a string defined *V\_CORSAIR\_STR*, which returns the device number as string in hex "1b1c".

Definition at line 43 of file usb.c.

References *V\_CORSAIR*.

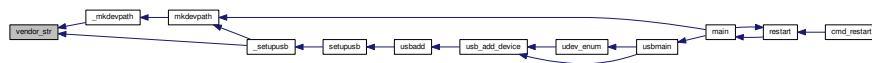
Referenced by *\_mkdevpath()*, and *\_setupusb()*.

```

43     {
44         if (vendor == V_CORSAIR)
45             return "corsair";
46         return "";
47     }

```

Here is the caller graph for this function:



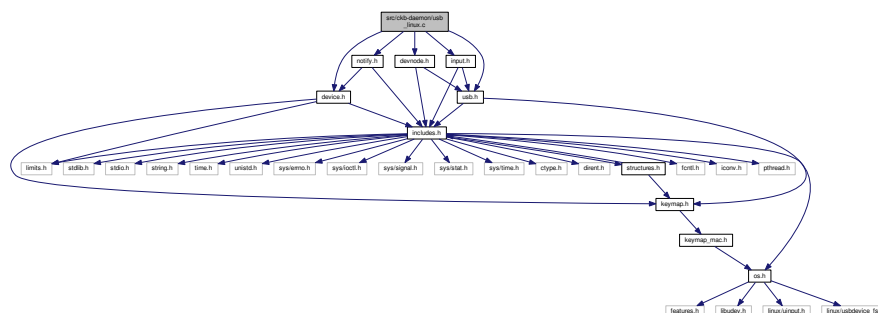
## 9.43 src/ckb-daemon/usb\_linux.c File Reference

```

#include "device.h"
#include "devnode.h"
#include "input.h"
#include "notify.h"
#include "usb.h"

```

Include dependency graph for usb\_linux.c:



## Data Structures

- [struct \\_model](#)

## Macros

- #define `DEBUG`  
*all open usb devices have their system path names here in this array.*
- #define `TEST_RESET`(op)  
*TEST\_RESET does a "try / catch" for resetting the usb interface.*
- #define `N_MODELS` (sizeof(`models`) / sizeof(`_model`))

## Functions

- int `os_usbsend` (`usbdevice` \*kb, const `uchar` \*out\_msg, int is\_recv, const char \*file, int line)  
*os\_usbsend sends a data packet (MSG\_SIZE = 64) Bytes long*
- int `os_usbrecv` (`usbdevice` \*kb, `uchar` \*in\_msg, const char \*file, int line)  
*os\_usbrecv receives a max MSGSIZE long buffer from usb device*
- int `_nk95cmd` (`usbdevice` \*kb, `uchar` bRequest, `ushort` wValue, const char \*file, int line)  
*\_nk95cmd If we control a non RGB keyboard, set the keyboard via ioctl with usbdevfs\_ctrltransfer*
- void `os_sendindicators` (`usbdevice` \*kb)
- void \* `os_inputmain` (void \*context)  
*os\_inputmain This function is run in a separate thread and will be detached from the main thread, so it needs to clean up its own resources.*
- static int `usbunclaim` (`usbdevice` \*kb, int resetting)
- void `os_closeusb` (`usbdevice` \*kb)
- static int `usbclaim` (`usbdevice` \*kb)
- int `os_resetusb` (`usbdevice` \*kb, const char \*file, int line)
- void `strtrim` (char \*string)
- int `os_setupusb` (`usbdevice` \*kb)
- int `usbadd` (struct udev\_device \*dev, short vendor, short product)
- static int `usb_add_device` (struct udev\_device \*dev)  
*Add a udev device. Returns 0 if device was recognized/added.*
- static void `usb_rm_device` (struct udev\_device \*dev)  
*usb\_rm\_device find the usb port to remove and close it via `closeusb()`.*
- static void `udev_enum` ()  
*udev\_enum use the udev\_enumerate\_add\_match\_subsystem() to get all you need but only that.*
- int `usbmain` ()
- void `usbkill` ()  
*Stop the USB system.*

## Variables

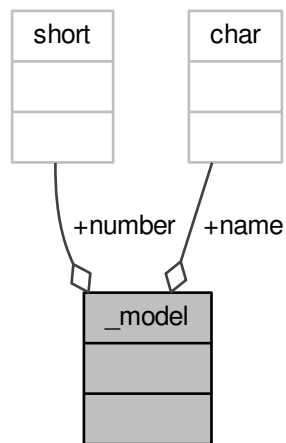
- static char `kbsyspath` [9][FILENAME\_MAX]
- static struct udev \* `udev`  
*struct udev is defined in /usr/include/libudev.h*
- pthread\_t `usbthread`
- pthread\_t `udevthread`
- static `_model` `models` []

### 9.43.1 Data Structure Documentation

#### 9.43.1.1 struct \_model

Definition at line 644 of file usb\_linux.c.

Collaboration diagram for \_model:



#### Data Fields

const char *	name	
short	number	

### 9.43.2 Macro Definition Documentation

#### 9.43.2.1 #define DEBUG

Definition at line 11 of file usb\_linux.c.

#### 9.43.2.2 #define N\_MODELS (sizeof(models) / sizeof(\_model))

Definition at line 681 of file usb\_linux.c.

Referenced by usb\_add\_device().

#### 9.43.2.3 #define TEST\_RESET( op )

#### Value:

```

if (op) {
    ckb_err_fn("resetusb failed: %s\n", file, line, strerror(errno)); \
    if(errno == EINTR || errno == EAGAIN)                             \
        return -1; /* try again if status code says so */           \
    return -2; /* else, remove device */                             \
}
  
```

Definition at line 477 of file usb\_linux.c.

Referenced by os\_resetusb().

### 9.43.3 Function Documentation

#### 9.43.3.1 int \_nk95cmd ( usbdevice \* kb, uchar bRequest, ushort wValue, const char \* file, int line )

To send control packets to a non RGB non color K95 Keyboard, use this function. Normally it is called via the [nk95cmd\(\)](#) macro.

If it is the wrong device for which the function is called, 0 is returned and nothing done. Otherwise a usbdevfs\_ -ctrltransfer structure is filled and an USBDEVFS\_CONTROL ioctl() called.

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0x40	see table below to switch hardware-modus at Keyboard	wValue	device	MSG_SIZE	5ms	the message buffer pointer
Host to Device, Type=Vendor, Recipient=Device	bRequest parameter	given wValue Parameter	device 0	0 data to write	5000	null

If a 0 or a negative error number is returned by the ioctl, an error message is shown depending on the errno or "No data written" if retval was 0. In either case 1 is returned to indicate the error. If the ioctl returned a value > 0, 0 is returned to indicate no error.

Currently the following combinations for bRequest and wValue are used:

Device	what it might to do	constant	bRequest	wValue
non RGB Keyboard	set HW-modus on (leave the ckb driver)	HWON	0x0002	0x0030
non RGB Keyboard	set HW-modus off (initialize the ckb driver)	HWOFF	0x0002	0x0001
non RGB Keyboard	set light modus M1 in single-color keyboards	NK95_M1	0x0014	0x0001
non RGB Keyboard	set light modus M2 in single-color keyboards	NK95_M2	0x0014	0x0002
non RGB Keyboard	set light modus M3 in single-color keyboards	NK95_M3	0x0014	0x0003

See Also

[usb.h](#)

Definition at line 189 of file usb\_linux.c.

References ckb\_err\_fn, usbdevice::handle, P\_K95\_NRGB, and usbdevice::product.

```

189
190     if (kb->product != P_K95_NRGB)

```

```

{

```

```

191         return 0;
192     struct usbdevfs_ctrltransfer transfer = { 0x40, bRequest, wValue, 0, 0, 5000, 0 };
193     int res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
194     if(res <= 0){
195         ckb_err_fn("%s\n", file, line, res ? strerror(errno) : "No data written");
196         return 1;
197     }
198     return 0;
199 }

```

### 9.43.3.2 void os\_closeusb ( usbdevice \* kb )

os\_closeusb unclaim it, destroy the udev device and clear data structures at kb

os\_closeusb is the linux specific implementation for closing an active usb port.

If a valid handle is given in the kb structure, the usb port is unclaimed ([usbunclaim\(\)](#)).

The device is unrefenced via library function udev\_device\_unref().

handle, udev and the first char of kbsyspath are cleared to 0 (empty string for kbsyspath).

Definition at line 433 of file usb\_linux.c.

References [usbdevice::handle](#), [INDEX\\_OF](#), [kbsyspath](#), [keyboard](#), [usbdevice::udev](#), and [usbunclaim\(\)](#).

Referenced by [closeusb\(\)](#).

```

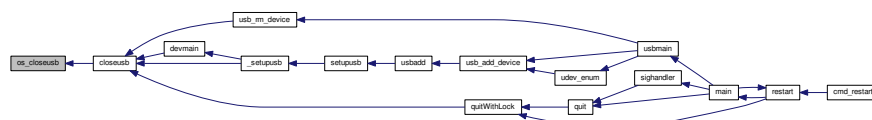
433     {
434         if(kb->handle){
435             usbunclaim(kb, 0);
436             close(kb->handle - 1);
437         }
438         if(kb->udev)
439             udev_device_unref(kb->udev);
440         kb->handle = 0;
441         kb->udev = 0;
442         kbsyspath[INDEX_OF(kb, keyboard)][0] = 0;
443     }

```

Here is the call graph for this function:



Here is the caller graph for this function:



### 9.43.3.3 void\* os\_inputmain ( void \* context )

os\_inputmain is run in a separate thread and will be detached from the main thread, so it needs to clean up its own resources.

**Todo** This function is a collection of many tasks. It should be divided into several sub-functions for the sake of greater convenience:

1. set up an URB (Userspace Resource Buffer) to communicate with the USBDEVFS\_\* ioctl()s
2. perform the ioctl()
3. interpretate the information got into the URB buffer or handle error situations and retry operation or leave the endless loop
4. inform the os about the data
5. loop endless via 2.
6. if endless loop has gone, deinitalize the interface, free buffers etc.
7. return null

Here the actions in detail:

Monitor input transfers on all endpoints for non-RGB devices For RGB, monitor all but the last, as it's used for input/output

Get an usbdevfs\_urb data structure and clear it via memset()

Hopefully the buffer lengths are equal for all devices with congruent types. You can find out the correctness for your device with lsusb -v or similar on macOS. Currently the following combinations are known and implemented:

device	detect with macro combination	endpoint #	buffer-length
each	none	0	8
RGB Mouse	IS_RGB && IS_MOUSE	1	10
RGB Keyboard	IS_RGB && !IS_MOUSE	1	21
RGB Mouse or Keyboard	IS_RGB	2	MSG_SIZE (64)
non RGB Mouse or Keyboard	!IS_RGB	1	4
non RGB Mouse or Keyboard	!IS_RGB	2	15

Now submit all the URBs via ioctl(USBDEVFS\_SUBMITURB) with type USBDEVFS\_URB\_TYPE\_INTERRUPT (the endpoints are defined as type interrupt). Endpoint number is 0x80..0x82 or 0x83, depending on the model.

The userSpaceFS knows the URBs now, so start monitoring input

if the ioctl returns something != 0, let's have a deeper look what happened. Broken devices or shutting down the entire system leads to closing the device and finishing this thread.

If just an EPIPE occurred, give the device a CLEAR\_HALT and resubmit the URB.

A correct REAPURB returns a Pointer to the URB which we now have a closer look into. Lock all following actions with imutex.

Process the input depending on type of device. Interpret the actual size of the URB buffer

device	detect with macro combination	seems to be endpoint #	actual buffer-length	function called
mouse (RGB and non RGB)	IS_MOUSE	nA	8, 10 or 11	<a href="#">hid_mouse_translate()</a>
mouse (RGB and non RGB)	IS_MOUSE	nA	MSG_SIZE (64)	<a href="#">corsair_mousecopy()</a>
RGB Keyboard	IS_RGB && !IS_MOUSE	1	8 (BIOS Mode)	<a href="#">hid_kb_translate()</a>

RGB Keyboard	IS_RGB && !IS_MOUSE	2	5 or 21, KB inactive!	<a href="#">hid_kb_translate()</a>
RGB Keyboard	IS_RGB && !IS_MOUSE	3?	MSG_SIZE	<a href="#">corsair_kbcopy()</a>
non RGB Keyboard	!IS_RGB && !IS_MOUSE	nA	nA	<a href="#">hid_kb_translate()</a>

The input data is transformed and copied to the kb structure. Now give it to the OS and unlock the imutex afterwards.

Re-submit the URB for the next run.

If the endless loop is terminated, clean up by discarding the URBs via `ioctl(USBDEVFS_DISCARDURB)`, free the URB buffers and return a null pointer as thread exit code.

Definition at line 239 of file `usb_linux.c`.

References `usbdevice::active`, `ckb_err`, `ckb_info`, `corsair_kbcopy()`, `corsair_mousecopy()`, `devpath`, `usbdevice::epcount`, `usbdevice::handle`, `hid_kb_translate()`, `hid_mouse_translate()`, `imutex`, `INDEX_OF`, `usbdevice::input`, `inputupdate()`, `IS_MOUSE`, `IS_RGB`, `keyboard`, `usbinput::keys`, `MSG_SIZE`, `usbdevice::product`, `usbinput::rel_x`, `usbinput::rel_y`, and `usbdevice::vendor`.

Referenced by `_setupusb()`.

```

239         {
240             usbdevice* kb = context;
241             int fd = kb->handle - 1;
242             short vendor = kb->vendor, product = kb->product;
243             int index = INDEX_OF(kb, keyboard);
244             ckb_info("Starting input thread for %s%d\n", devpath, index);
245
250             int urbcount = IS_RGB(vendor, product) ? (kb->epcount - 1) : kb->
                epcount;
251             if (urbcount == 0) {
252                 ckb_err("urbcount = 0, so there is nothing to claim in os_inputmain()\n");
253                 return 0;
254             }
255
257             struct usbdevfs_urb urbs[urbcount];
258             memset(urbs, 0, sizeof(urbs));
259
273             urbs[0].buffer_length = 8;
274             if (urbcount > 1 && IS_RGB(vendor, product)) {
275                 if (IS_MOUSE(vendor, product))
276                     urbs[1].buffer_length = 10;
277                 else
278                     urbs[1].buffer_length = 21;
279                 urbs[2].buffer_length = MSG_SIZE;
280                 if (urbcount != 3)
281                     urbs[urbcount - 1].buffer_length = MSG_SIZE;
282             } else {
283                 urbs[1].buffer_length = 4;
284                 urbs[2].buffer_length = 15;
285             }
286
289             for (int i = 0; i < urbcount; i++) {
290                 urbs[i].type = USBDEVFS_URB_TYPE_INTERRUPT;
291                 urbs[i].endpoint = 0x80 | (i + 1);
292                 urbs[i].buffer = malloc(urbs[i].buffer_length);
293                 ioctl(fd, USBDEVFS_SUBMITURB, urbs + i);
294             }
295
297             while (1) {
298                 struct usbdevfs_urb* urb = 0;
299
302                 if (ioctl(fd, USBDEVFS_REAPURB, &urb)) {
303                     if (errno == ENODEV || errno == ENOENT || errno == ESHUTDOWN)
304                         // Stop the thread if the handle closes
305                         break;
306                     else if (errno == EPIPE && urb) {
308                         ioctl(fd, USBDEVFS_CLEAR_HALT, &urb->endpoint);
309                         // Re-submit the URB
310                         if (urb)
311                             ioctl(fd, USBDEVFS_SUBMITURB, urb);
312                         urb = 0;
313                     }
314                 }
315
319                 if (urb) {
331                     pthread_mutex_lock(&imutex(kb));
332                     if (IS_MOUSE(vendor, product)) {
333                         switch (urb->actual_length) {

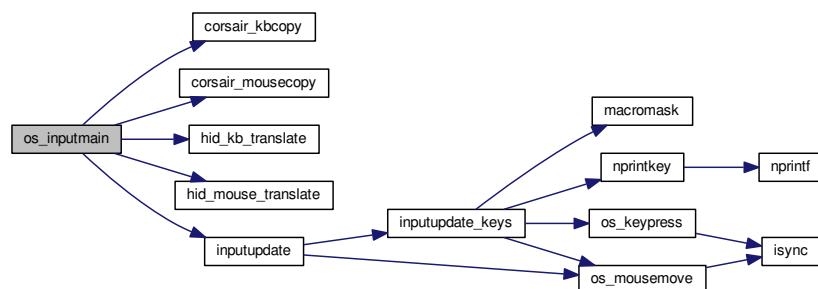
```

```

334         case 8:
335         case 10:
336         case 11:
337             // HID mouse input
338             hid_mouse_translate(kb->input.keys, &kb->
input.rel_x, &kb->input.rel_y, -(urb->endpoint & 0xF), urb->actual_length, urb->buffer)
;
339             break;
340         case MSG_SIZE:
341             // Corsair mouse input
342             corsair_mousecopy(kb->input.keys, -(urb->endpoint & 0xF), urb
->buffer);
343             break;
344     }
345     } else if(IS_RGB(vendor, product)){
346         switch(urb->actual_length){
347         case 8:
348             // RGB EP 1: 6KRO (BIOS mode) input
349             hid_kb_translate(kb->input.keys, -1, urb->actual_length, urb->
buffer);
350             break;
351         case 21:
352         case 5:
353             // RGB EP 2: NKRO (non-BIOS) input. Accept only if keyboard is inactive
354             if(!kb->active)
355                 hid_kb_translate(kb->input.keys, -2, urb->actual_length,
urb->buffer);
356             break;
357         case MSG_SIZE:
358             // RGB EP 3: Corsair input
359             corsair_kbcopy(kb->input.keys, -(urb->endpoint & 0xF), urb->
buffer);
360             break;
361         }
362     } else {
363         // Non-RGB input
364         hid_kb_translate(kb->input.keys, urb->endpoint & 0xF, urb->
actual_length, urb->buffer);
365     }
366     inputupdate(kb);
367     pthread_mutex_unlock(&mutex(kb));
368     ioctl(fd, USBDEVFS_SUBMITURB, urb);
369     urb = 0;
370 }
371 }
372 }
373 }
374 }
375
376 ckb_info("Stopping input thread for %s%d\n", devpath, index);
377 for(int i = 0; i < urbcount; i++){
378     ioctl(fd, USBDEVFS_DISCARDURB, urbs + i);
379     free(urbs[i].buffer);
380 }
381 return 0;
382 }
383 }
384 }
385 }

```

Here is the call graph for this function:





Here is the caller graph for this function:



#### 9.43.3.4 int os\_resetusb ( usbdevice \* kb, const char \* file, int line )

os\_resetusb is the os specific implementation for resetting usb

Try to reset an usb device in a linux user space driver.

1. unclaim the device, but do not reconnect the system driver (second param resetting = true)
2. reset the device via USBDEVFS\_RESET command
3. claim the device again. Returns 0 on success, -2 if device should be removed and -1 if reset should be tried again

**Todo** it seems that no one wants to try the reset again. But I've seen it somewhere...

Definition at line 495 of file usb\_linux.c.

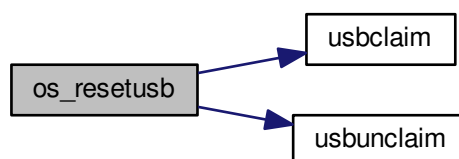
References usbdevice::handle, TEST\_RESET, usbclaim(), and usbunclaim().

Referenced by \_resetusb().

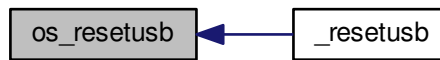
```

495                                     {
496     TEST_RESET(usbunclaim(kb, 1));
497     TEST_RESET(ioctl(kb->handle - 1, USBDEVFS_RESET));
498     TEST_RESET(usbclaim(kb));
499     // Success!
500     return 0;
501 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.43.3.5 void os\_sendindicators ( usbdevice \* kb )

os\_sendindicators update the indicators for the special keys (Numlock, Capslock and what else?)

os\_sendindicators update the indicators for the special keys (Numlock, Capslock and what else?)

Read the data from kb->ileds ans send them via ioctl() to the keyboard.

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0x21	0x09	0x0200	Interface 0	MSG_SIZE 1 Byte	timeout 0,5ms	the message buffer pointer
Host to Device, Type=Class, Recipient=Interface (why not endpoint?)	9 = SEND?	specific	0	1	500	struct* kb->ileds

The ioctl command is USBDEVFS\_CONTROL.

Definition at line 214 of file usb\_linux.c.

References ckb\_err, usbdevice::handle, usbdevice::ileds, and usb\_tryreset().

Referenced by updateindicators\_kb().

```

214                                     {
215     static int countForReset = 0;
216     struct usbdevfs_ctrltransfer transfer = { 0x21, 0x09, 0x0200, 0x00, 1, 500, &kb->
ileds };
217     int res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
218     if(res <= 0) {
219         ckb_err("%s\n", res ? strerror(errno) : "No data written");
220         if (usb_tryreset(kb) == 0 && countForReset++ < 3) {
221             os_sendindicators(kb);
222         }
223     }
224 }
  
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.43.3.6 int os\_setupusb( usbdevice \* kb )

os\_setupusb OS-specific setup for a specific usb device.

Perform the operating system-specific opening of the interface in [os\\_setupusb\(\)](#). As a result, some parameters should be set in kb (name, serial, fwversion, epcount = number of usb endpoints), and all endpoints should be claimed with [usbclaim\(\)](#). Claiming is the only point where [os\\_setupusb\(\)](#) can produce an error (-1).

- Copy device description and serial
- Copy firmware version (needed to determine USB protocol)
- Do some output about connecting interfaces
- Claim the USB interfaces

**Todo** in these modules a pullrequest is outstanding

< Try to reset the device and recall the function

< Don't do this endless in recursion

< [os\\_setupusb\(\)](#) has a return value (used as boolean)

Definition at line 533 of file usb\_linux.c.

References [ckb\\_err](#), [ckb\\_info](#), [devpath](#), [usbdevice::epcount](#), [usbdevice::fwversion](#), [INDEX\\_OF](#), [KB\\_NAME\\_LEN](#), [keyboard](#), [usbdevice::name](#), [usbdevice::serial](#), [SERIAL\\_LEN](#), [strtrim\(\)](#), [usbdevice::udev](#), [usb\\_tryreset\(\)](#), and [usbclaim\(\)](#).

Referenced by [\\_setupusb\(\)](#).

```

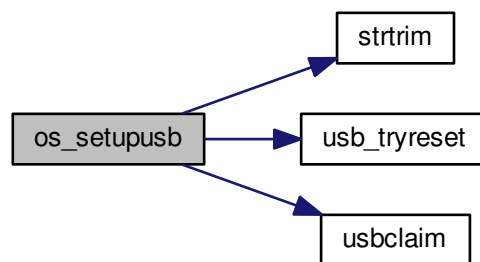
533     {
534     struct udev_device* dev = kb->udev;
535     const char* name = udev_device_get_sysattr_value(dev, "product");
536     if(name)
537         strncpy(kb->name, name, KB_NAME_LEN);
538     strtrim(kb->name);
539     const char* serial = udev_device_get_sysattr_value(dev, "serial");
540     if(serial)
541         strncpy(kb->serial, serial, SERIAL_LEN);
542     strtrim(kb->serial);
543     const char* firmware = udev_device_get_sysattr_value(dev, "bcdDevice");
544     if(firmware)
545         sscanf(firmware, "%hx", &kb->fwversion);
546     else
547         kb->fwversion = 0;
548     int index = INDEX_OF(kb, keyboard);
549     ckb_info("Connecting %s at %s%d\n", kb->name, devpath, index);
550
551     const char* ep_str = udev_device_get_sysattr_value(dev, "bNumInterfaces");
552     #ifdef DEBUG
553     ckb_info("Connecting %s at %s%d\n", kb->name, devpath, index);
554     ckb_info("claiming interfaces. name=%s, serial=%s, firmware=%s; Got >>%s<< as ep_str\n", name,
555             serial, firmware, ep_str);
556     #endif //DEBUG
  
```

```

567     kb->epcount = 0;
568     if(ep_str)
569         sscanf(ep_str, "%d", &kb->epcount);
570     if(kb->epcount < 2){
571         // IF we have an RGB KB with 0 or 1 endpoints, it will be in BIOS mode.
572         ckb_err("Unable to read endpoint count from udev, assuming %d and reading >>%s<< or device
is in BIOS mode\n", kb->epcount, ep_str);
573         if (usb_tryreset(kb) == 0) {
574             static int retryCount = 0;
575             if (retryCount++ < 5) {
576                 return os_setupusb(kb);
577             }
578         }
579         return -1;
580         // ToDo are there special versions we have to detect? If there are, that was the old code to handle
it:
581         // This shouldn't happen, but if it does, assume EP count based on ckb_warn what the device is
supposed to have
582         // kb->epcount = (HAS_FEATURES(kb, FEAT_RGB) ? 4 : 3);
583         // ckb_warn("Unable to read endpoint count from udev, assuming %d and reading >>%s<<...\n",
kb->epcount, ep_str);
584     }
585     if(usbclaim(kb)) {
586         ckb_err("Failed to claim interfaces: %s\n", strerror(errno));
587         return -1;
588     }
589     return 0;
590 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.43.3.7 int os\_usbrecv ( usbdevice \* kb, uchar \* in\_msg, const char \* file, int line )

`os_usbrecv` does what its name says:

The comment at the beginning of the procedure causes the suspicion that the firmware versionspecific distinction is missing for receiving from usb endpoint 3 or 4. The commented code contains only the reception from EP4, but this may be wrong for a software version 2.0 or higher (see the code for `os_usbsend`()).

So all the receiving is done via an `ioctl()` like in `os_usbsend`. The `ioctl()` is given a struct `usbdevfs_ctrltransfer`, in which the relevant parameters are entered:

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0xA1	0x01	0x0200	endpoint to be addressed from epcount - 1	MSG_SIZE	5ms	the message buffer pointer
Device to Host, Type=Class, Recipient=Interface	1 = RECEIVE?	specific	Interface #	64	5000	in_msg

The `ioctl()` returns the number of bytes received. Here is the usual check again:

- If the return value is -1 AND the error is a timeout (ETIMEOUT), `os_usbrecv()` will return -1 to indicate that it is probably a recoverable problem and a retry is recommended.
- For another negative value or other error identifier OR 0 bytes are received, 0 is returned as an identifier for a heavy error.
- In all other cases, the function returns the number of bytes received.

If this is not the entire blocksize (MSG\_SIZE bytes), an error message is issued on the standard error channel [warning "Read YY bytes (expected 64)"].

Definition at line 129 of file `usb_linux.c`.

References `ckb_err_fn`, `ckb_warn_fn`, `usbdevice::epcount`, `usbdevice::handle`, and `MSG_SIZE`.

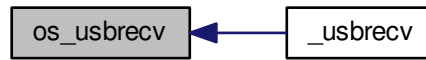
Referenced by `_usbrecv()`.

```

129                                     {
130     int res;
131     // This is what CUE does, but it doesn't seem to work on linux.
132     /*if(kb->fwversion >= 0x130){
133         struct usbdevfs_bulktransfer transfer;
134         memset(&transfer, 0, sizeof(transfer));
135         transfer.ep = 0x84;
136         transfer.len = MSG_SIZE;
137         transfer.timeout = 5000;
138         transfer.data = in_msg;
139         res = ioctl(kb->handle - 1, USBDEVFS_BULK, &transfer);
140     } else {*/
141         struct usbdevfs_ctrltransfer transfer = { 0xa1, 0x01, 0x0300, kb->
142 epcount - 1, MSG_SIZE, 5000, in_msg };
143         res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
144         /*}
145         if(res <= 0){
146             ckb_err_fn("%s\n", file, line, res ? strerror(errno) : "No data read");
147             if(res == -1 && errno == ETIMEDOUT)
148                 return -1;
149             else
150                 return 0;
151         } else if(res != MSG_SIZE)
152             ckb_warn_fn("Read %d bytes (expected %d)\n", file, line, res,
153 MSG_SIZE);
154 #ifdef DEBUG_USB_RECV
155     char converted[MSG_SIZE*3 + 1];
156     for(int i=0;i<MSG_SIZE;i++)
157         sprintf(&converted[i*3], "%02x ", in_msg[i]);
158     ckb_warn_fn("Recv %s\n", file, line, converted);
159 #endif
160     return res;
161 }

```

Here is the caller graph for this function:



9.43.3.8 `int os_usbrecv ( usbdevice * kb, const uchar * out_msg, int is_recv, const char * file, int line )`

`os_usbrecv` has two functions:

- if `is_recv == false`, it tries to send a given `MSG_SIZE` buffer via the usb interface given with `kb`.
- otherwise a request is sent via the usb device to initiate the receiving of a message from the remote device.

The functionality for sending distinguishes two cases, depending on the version number of the firmware of the connected device:

If the firmware is less or equal 1.2, the transmission is done via an `ioctl()`. The `ioctl()` is given a struct `usbdevfs_ctrltransfer`, in which the relevant parameters are entered:

bRequest-Type	bRequest	wValue	EP	size	Timeout	data
0x21	0x09	0x0200	endpoint / IF to be addressed from epcount-1	MSG_SIZE	5000 (=5ms)	the message buffer pointer
Host to Device, Type=Class, Recipient=Interface	9 = Send data?	specific	last or pre-last device #	64	5000	out_msg

The `ioctl` command is `USBDEVFS_CONTROL`.

The same constellation is used if the device is requested to send its data (`is_recv = true`).

For a more recent firmware and `is_recv = false`, the `ioctl` command `USBDEVFS_CONTROL` is not used (this tells the bus to enter the control mode), but the bulk method is used: `USBDEVFS_BULK`. This is astonishing, because all of the endpoints are type Interrupt, not bulk.

Anyhow, for this purpose a different structure is used for the `ioctl()` (struct `usbdevfs_bulktransfer`) and this is also initialized differently:

The length and timeout parameters are given the same values as above. The formal parameter `out_msg` is also passed as a buffer pointer. For the endpoints, the firmware version is differentiated again:

For a firmware version between 1.3 and <2.0 endpoint 4 is used, otherwise (it can only be  $\geq 2.0$ ) endpoint 3 is used.

**Todo** Since the handling of endpoints has already led to problems elsewhere, this implementation is extremely hardware-dependent and critical!

Eg. the new keyboard K95PLATINUMRGB has a version number significantly less than 2.0 - will it run with this implementation?

The `ioctl()` - no matter what type - returns the number of bytes sent. Now comes the usual check:

- If the return value is -1 AND the error is a timeout (ETIMEDOUT), `os_usbsend()` will return -1 to indicate that it is probably a recoverable problem and a retry is recommended.
- For another negative value or other error identifier OR 0 bytes sent, 0 is returned as a heavy error identifier.
- In all other cases, the function returns the number of bytes sent.

If this is not the entire blocksize (MSG\_SIZE bytes), an error message is issued on the standard error channel [warning "Wrote YY bytes (expected 64)"].

If `DEBUG_USB` is set during compilation, the number of bytes sent and their representation are logged to the error channel.

Definition at line 68 of file `usb_linux.c`.

References `ckb_err_fn`, `ckb_warn_fn`, `usbdevice::epcount`, `usbdevice::fwversion`, `usbdevice::handle`, and `MSG_SIZE`.

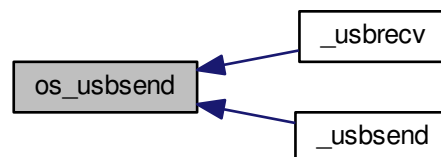
Referenced by `_usbrecv()`, and `_usbrecv()`.

```

68                                     {
69     int res;
70     if(kb->fwversion >= 0x120 && !is_recv){
71         struct usbdevfs_bulktransfer transfer;
72         memset(&transfer, 0, sizeof(transfer));
73         transfer.ep = (kb->fwversion >= 0x130 && kb->fwversion < 0x200) ? 4 : 3;
74         transfer.len = MSG_SIZE;
75         transfer.timeout = 5000;
76         transfer.data = (void*)out_msg;
77         res = ioctl(kb->handle - 1, USBDEVFS_BULK, &transfer);
78     } else {
79         struct usbdevfs_ctrltransfer transfer = { 0x21, 0x09, 0x0200, kb->
epcount - 1, MSG_SIZE, 5000, (void*)out_msg };
80         res = ioctl(kb->handle - 1, USBDEVFS_CONTROL, &transfer);
81     }
82     if(res <= 0){
83         ckb_err_fn("%s\n", file, line, res ? strerror(errno) : "No data written");
84         if(res == -1 && errno == ETIMEDOUT)
85             return -1;
86         else
87             return 0;
88     } else if(res != MSG_SIZE)
89         ckb_warn_fn("Wrote %d bytes (expected %d)\n", file, line, res,
MSG_SIZE);
90 #ifdef DEBUG_USB
91     char converted[MSG_SIZE*3 + 1];
92     for(int i=0;i<MSG_SIZE;i++)
93         sprintf(&converted[i*3], "%02x ", out_msg[i]);
94     ckb_warn_fn("Sent %s\n", file, line, converted);
95 #endif
96     return res;
97 }

```

Here is the caller graph for this function:



#### 9.43.3.9 void `strtrim` ( char \* *string* )

`strtrim` trims a string by removing leading and trailing spaces.



## Parameters

<i>string</i>
---------------

Definition at line 508 of file usb\_linux.c.

Referenced by `os_setupusb()`.

```

508     {
509         // Find last non-space
510         char* last = string;
511         for(char* c = string; *c != 0; c++){
512             if(!isspace(*c))
513                 last = c;
514         }
515         last[1] = 0;
516         // Find first non-space
517         char* first = string;
518         for(; *first != 0; first++){
519             if(!isspace(*first))
520                 break;
521         }
522         if(first != string)
523             memmove(string, first, last - first);
524     }

```

Here is the caller graph for this function:



#### 9.43.3.10 static void udev\_enum ( ) [static]

Reduce the hits of the enumeration by limiting to usb as technology and corsair as idVendor. Then filter with `udev_enumerate_scan_devices()` all hits.

The following call to `udev_enumerate_get_list_entry()` fetches the entire hitlist as `udev_list_entry *`.

Use `udev_list_entry_foreach()` to iterate through the hit set.

If both the device name exists (`udev_list_entry_get_name`) and the subsequent creation of a new `udev_device` (`udev_device_new_from_syspath`) is ok, the new device is added to the list with `usb_add_device()`.

If the latter does not work, the new device is released again (`udev_device_unref()`).

After the last iteration, the enumerator is released with `udev_enumerate_unref()`.

Definition at line 746 of file usb\_linux.c.

References `usb_add_device()`, and `V_CORSAIR_STR`.

Referenced by `usbmain()`.

```

746     {
747         struct udev_enumerate* enumerator = udev_enumerate_new(udev);
748         udev_enumerate_add_match_subsystem(enumerator, "usb");
749         udev_enumerate_add_match_sysattr(enumerator, "idVendor", V_CORSAIR_STR);
750         udev_enumerate_scan_devices(enumerator);
751         struct udev_list_entry* devices, *dev_list_entry;
752         devices = udev_enumerate_get_list_entry(enumerator);
753
754         udev_list_entry_foreach(dev_list_entry, devices){
755             const char* path = udev_list_entry_get_name(dev_list_entry);
756             if(!path)
757                 continue;
758             struct udev_device* dev = udev_device_new_from_syspath(udev, path);
759             if(!dev)
760                 continue;
761             // If the device matches a recognized device ID, open it
762             if(usb_add_device(dev))
763                 // Release device if not

```



**Todo** So why the hell not a transformation between the string and the short presentation? Lets check if the string representation is used elsewhere.

Definition at line 694 of file usb\_linux.c.

References `N_MODELS`, `usbadd()`, `V_CORSAIR`, and `V_CORSAIR_STR`.

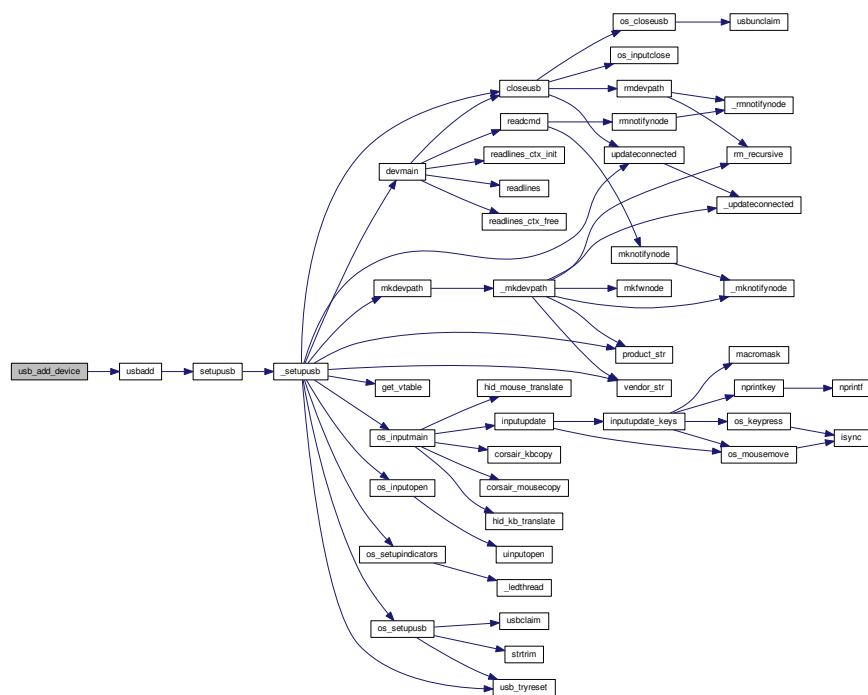
Referenced by `udev_enum()`, and `usbmain()`.

```

694
695     const char* vendor = udev_device_get_sysattr_value(dev, "idVendor");
696     if (vendor && !strcmp(vendor, V_CORSAIR_STR)){
697         const char* product = udev_device_get_sysattr_value(dev, "idProduct");
698         if (product){
699             for (_model* model = models; model < models +
N_MODELS; model++){
700                 if (!strcmp(product, model->name)){
701                     return usbadd(dev, V_CORSAIR, model->number);
702                 }
703             }
704         }
705     }
706     return 1;
707 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



9.43.3.12 `static void usb_rm_device ( struct udev_device * dev )` `[static]`

## Parameters

<i>dev</i>	the functions <code>usb_*_device</code> get a struct <code>udev*</code> with the necessary hardware-related information.
------------	--

First try to find the system path of the device given in parameter `dev`. The index where the name is found is the same index we need to address the global keyboard array. That array holds all usbdevices.

Searching for the correct name in `kbsyspath`-array and closing the usb via `closeusb()` are protected by lock..unlock of the corresponding `devmutex` arraymember.

Definition at line 719 of file `usb_linux.c`.

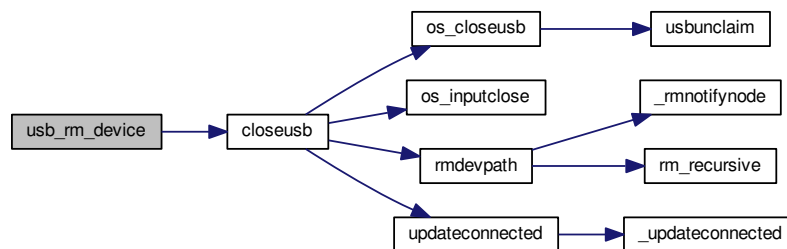
References `closeusb()`, `DEV_MAX`, `devmutex`, `kbsyspath`, and `keyboard`.

Referenced by `usbmain()`.

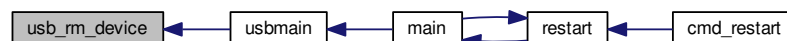
```

719                                     {
720     // Device removed. Look for it in our list of keyboards
721     const char* syspath = udev_device_get_syspath(dev);
722     if(!syspath || syspath[0] == 0)
723         return;
724     for(int i = 1; i < DEV_MAX; i++){
725         pthread_mutex_lock(devmutex + i);
726         if(!strcmp(syspath, kbsyspath[i]))
727             closeusb(keyboard + i);
728         pthread_mutex_unlock(devmutex + i);
729     }
730 }
```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.43.3.13 int usbadd ( struct udev\_device \* dev, short vendor, short product )

Definition at line 592 of file `usb_linux.c`.

References `ckb_err`, `ckb_info`, `DEV_MAX`, `dmutex`, `usbdevice::handle`, `IS_CONNECTED`, `kbsyspath`, `keyboard`, `usbdevice::product`, `setupusb()`, `usbdevice::udev`, and `usbdevice::vendor`.

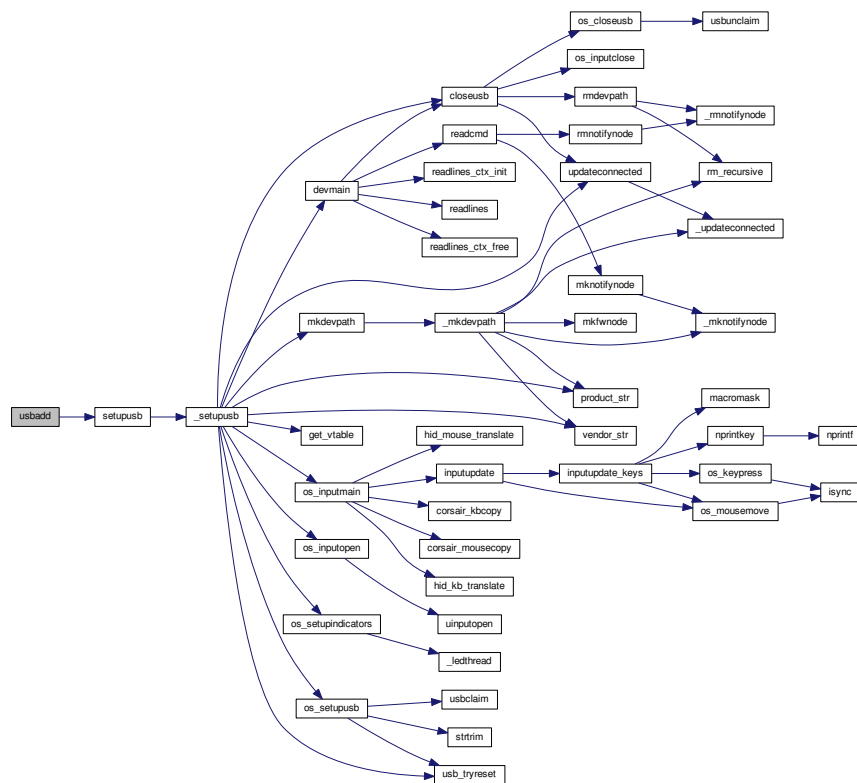
Referenced by `usb_add_device()`.

```

592                                     {
593     const char* path = udev_device_get_devnode(dev);
594     const char* syspath = udev_device_get_syspath(dev);
595     if(!path || !syspath || path[0] == 0 || syspath[0] == 0){
596         ckb_err("Failed to get device path\n");
597         return -1;
598     }
599 #ifdef DEBUG
600     ckb_info(">>>vendor = 0x%x, product = 0x%x, path = %s, syspath = %s\n", vendor, product, path,
        syspath);
601 #endif // DEDBUG
602     // Find a free USB slot
603     for(int index = 1; index < DEV_MAX; index++){
604         usbdevice* kb = keyboard + index;
605         if(pthread_mutex_trylock(dmutex(kb)){
606             // If the mutex is locked then the device is obviously in use, so keep going
607             if(!strcmp(syspath, kbsyspath[index])){
608                 // Make sure this existing keyboard doesn't have the same syspath (this shouldn't happen)
609                 return 0;
610             }
611             continue;
612         }
613         if(!IS_CONNECTED(kb)){
614             // Open the sysfs device
615             kb->handle = open(path, O_RDWR) + 1;
616             if(kb->handle <= 0){
617                 ckb_err("Failed to open USB device: %s\n", strerror(errno));
618                 kb->handle = 0;
619                 pthread_mutex_unlock(dmutex(kb));
620                 return -1;
621             } else {
622                 // Set up device
623                 kb->udev = dev;
624                 kb->vendor = vendor;
625                 kb->product = product;
626                 strncpy(kbsyspath[index], syspath, FILENAME_MAX);
627                 // Mutex remains locked
628                 setupusb(kb);
629                 return 0;
630             }
631         }
632         pthread_mutex_unlock(dmutex(kb));
633     }
634     ckb_err("No free devices\n");
635     return -1;
636 }

```

Here is the call graph for this function:



Here is the caller graph for this function:



#### 9.43.3.14 static int usbclaim ( usbdevice \* kb ) [static]

usbclaim does claiming all EPs for the usb device gicen by kb.

##### Parameters

<i>kb</i>	THE usbdevice*
-----------	----------------

##### Returns

0 on success, -1 otherwise.

Claim all endpoints for a given device (remeber the decrementing of the file descriptor) via `ioctl(USBDEVFS_DISCONNECT)` and `ioctl(USBDEVFS_CLAIMINTERFACE)`.

Error handling is done for the `ioctl(USBDEVFS_CLAIMINTERFACE)` only. If this fails, now an error message is thrown and -1 is returned. Function is called in [usb\\_linux.c](#) only, so it is declared as static now.

Definition at line 457 of file usb\_linux.c.

References `ckb_err`, `ckb_info`, `usbdevice::epcount`, and `usbdevice::handle`.

Referenced by `os_resetusb()`, and `os_setupusb()`.

```

457     {
458         int count = kb->epcount;
459         #ifdef DEBUG
460         ckb_info("claiming %d endpoints\n", count);
461         #endif // DEBUG
462
463         for(int i = 0; i < count; i++){
464             struct usbdevfs_ioctl ctl = { i, USBDEVFS_DISCONNECT, 0 };
465             ioctl(kb->handle - 1, USBDEVFS_IOCTL, &ctl);
466             if(ioctl(kb->handle - 1, USBDEVFS_CLAIMINTERFACE, &i)) {
467                 ckb_err("Failed to claim interface %d: %s\n", i, strerror(errno));
468                 return -1;
469             }
470         }
471         return 0;
472     }

```

Here is the caller graph for this function:



#### 9.43.3.15 void usbkill ( )

Definition at line 834 of file usb\_linux.c.

Referenced by `quitWithLock()`.

```

834     {
835         udev_unref(udev);
836         udev = 0;
837     }

```

Here is the caller graph for this function:



#### 9.43.3.16 int usbmain ( )

Start the USB main loop. Returns program exit code when finished.

`usbmain` is called by `main()` after setting up all other stuff.

##### Returns

0 normally or -1 if fatal error occurs (up to now only if no new devices are available)

First check whether the uinput module is loaded by the kernel.



**Todo** Why isn't missing of uinput a fatal error?

Create the udev object with `udev_new()` (is a function from `libudev.h`) terminate -1 if error

Enumerate all currently connected devices

**Todo** lae. here the work has to go on...

Definition at line 774 of file `usb_linux.c`.

References `ckb_fatal`, `ckb_warn`, `udev_enum()`, `usb_add_device()`, and `usb_rm_device()`.

Referenced by `main()`.

```

774         {
775             // Load the uinput module (if it's not loaded already)
776             if(system("modprobe uinput") != 0)
777                 ckb_warn("Failed to load uinput module\n");
778
779             if(!(udev = udev_new())) {
780                 ckb_fatal("Failed to initialize udev in usbmain(), usb_linux.c\n");
781                 return -1;
782             }
783
784             udev_enum();
785
786             // Done scanning. Enter a loop to poll for device updates
787             struct udev_monitor* monitor = udev_monitor_new_from_netlink(udev, "udev");
788             udev_monitor_filter_add_match_subsystem_devtype(monitor, "usb", 0);
789             udev_monitor_enable_receiving(monitor);
790             // Get an fd for the monitor
791             int fd = udev_monitor_get_fd(monitor);
792             fd_set fds;
793             while(udev){
794                 FD_ZERO(&fds);
795                 FD_SET(fd, &fds);
796                 // Block until an event is read
797                 if(select(fd + 1, &fds, 0, 0, 0) > 0 && FD_ISSET(fd, &fds)){
798                     struct udev_device* dev = udev_monitor_receive_device(monitor);
799                     if(!dev)
800                         continue;
801                     const char* action = udev_device_get_action(dev);
802                     if(!action){
803                         udev_device_unref(dev);
804                         continue;
805                     }
806                     // Add/remove device
807                     if(!strcmp(action, "add")){
808                         int res = usb_add_device(dev);
809                         if(res == 0)
810                             continue;
811                         // If the device matched but the handle wasn't opened correctly, re-enumerate (this
812                         // sometimes solves the problem)
813                         if(res == -1)
814                             udev_enum();
815                     } else if(!strcmp(action, "remove")){
816                         usb_rm_device(dev);
817                         udev_device_unref(dev);
818                     }
819                 }
820             }
821             udev_monitor_unref(monitor);
822             return 0;
823         }
824     }

```



References `usbdevice::epcount`, `FEAT_RGB`, `usbdevice::handle`, and `HAS_FEATURES`.

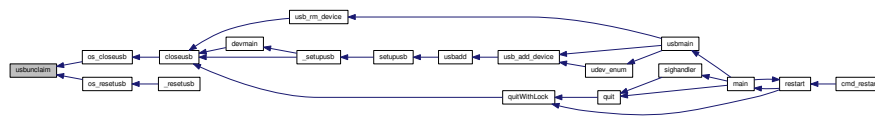
Referenced by `os_closeusb()`, and `os_resetusb()`.

```

404                                     {
405     int handle = kb->handle - 1;
406     int count = kb->epcount;
407     for (int i = 0; i < count; i++) {
408         ioctl(handle, USBDEVFS_RELEASEINTERFACE, &i);
409     }
410     // For RGB keyboards, the kernel driver should only be reconnected to interfaces 0 and 1 (HID), and
411     // only if we're not about to do a USB reset.
412     // Reconnecting any of the others causes trouble.
413     if (!resetting) {
414         struct usbdevfs_ioctl ctl = { 0, USBDEVFS_CONNECT, 0 };
415         ioctl(handle, USBDEVFS_IOCTL, &ctl);
416         ctl.ifno = 1;
417         ioctl(handle, USBDEVFS_IOCTL, &ctl);
418         // Also reconnect iface #2 (HID) for non-RGB keyboards
419         if (!HAS_FEATURES(kb, FEAT_RGB)) {
420             ctl.ifno = 2;
421             ioctl(handle, USBDEVFS_IOCTL, &ctl);
422         }
423     }
424     return 0;

```

Here is the caller graph for this function:



## 9.43.4 Variable Documentation

### 9.43.4.1 `char kbsyspath[9][FILENAME_MAX]` [static]

Definition at line 13 of file `usb_linux.c`.

Referenced by `os_closeusb()`, `usb_rm_device()`, and `usbadd()`.

### 9.43.4.2 `_model models[]` [static]

Initial value:

```

= {
    { "1b17", 0x1b17 },
    { "1b07", 0x1b07 },
    { "1b37", 0x1b37 },
    { "1b39", 0x1b39 },
    { "1b13", 0x1b13 },
    { "1b09", 0x1b09 },
    { "1b33", 0x1b33 },
    { "1b36", 0x1b36 },
    { "1b38", 0x1b38 },
    { "1b3a", 0x1b3a },
    { "1b11", 0x1b11 },
    { "1b08", 0x1b08 },
    { "1b2d", 0x1b2d },
    { "1b20", 0x1b20 },
    { "1b15", 0x1b15 },

    { "1b12", 0x1b12 },
    { "1b2e", 0x1b2e },
    { "1b14", 0x1b14 },
    { "1b19", 0x1b19 },
    { "1b2f", 0x1b2f },
    { "1b1e", 0x1b1e },

```



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