libfakekey

0.3

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1.1 Modules

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2.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 3

Module Documentation

3.1 FakeKey -

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Typedefs

- typedef struct FakeKey **FakeKey**

  Opaque structure used for all operations.

Enumerations

- enum FakeKeyModifier

  enumerated types for #mb_pixbuf_img_transform

Functions

- FakeKey ∗ fakekey_init (Display ∗xdpy)

  Initiates FakeKey.
- int fakekey_press (FakeKey ∗fk, const unsigned char ∗utf8_char_in, int len_bytes, int modifiers)

  Sends a Keypress to the server for the supplied UTF8 character.
- void fakekey_repeat (FakeKey ∗fk)

  Repreats a press of the currently held key (from fakekey_press)
- void fakekey_release (FakeKey ∗fk)

  Releases the currently held key (from fakekey_press)
- int fakekey_reload_keysyms (FakeKey ∗fk)

  Resyncs the internal list of keysyms with the server.
- int fakekey_press_keysym (FakeKey ∗fk, KeySym keysym, int flags)

  fakekey_press but with an X keysym rather than a UTF8 Char.
- int fakekey_send_keyevent (FakeKey ∗fk, KeyCode keycode, Bool is_press, int modifiers)

3.1.1 Detailed Description

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Always remember to release held keys

3.1.2 Function Documentation

3.1.2.1 fakekey_init()

```
FakeKey * fakekey_init (
             Display * xdpy )
```

Initiates FakeKey.

Parameters

xdpy	X Display connection.

Returns

new FakeKey reference on success, NULL on fail.

3.1.2.2 fakekey_press()

```
int fakekey_press (
             FakeKey * fk,
             const unsigned char * utf8_char_in,
             int len_bytes,
             int modifiers )
```

Sends a Keypress to the server for the supplied UTF8 character.

Parameters

fk	FakeKey refernce from fakekey_init
utf8_char↩ _in	Pointer to a single UTF8 Character data.
len_bytes	Lenth in bytes of character, or -1 in ends with 0
modifiers	OR'd list of FakeKeyModifier modifiers keys to press with the key.

Returns

3.1.2.3 fakekey_press_keysym()

```
int fakekey_press_keysym (
            FakeKey * fk,
            KeySym keysym,
            int flags )
```

fakekey_press but with an X keysym rather than a UTF8 Char.

Parameters

fk	FakeKey refernce from fakekey_init
keysym	X Keysym to send
flags	

Returns

3.1.2.4 fakekey_release()

```
void fakekey_release (
            FakeKey * fk )
```

Releases the currently held key (from fakekey_press)

Parameters

fk	FakeKey refernce from fakekey_init

3.1.2.5 fakekey_reload_keysyms()

```
int fakekey_reload_keysyms (
            FakeKey * fk )
```

Resyncs the internal list of keysyms with the server.

Should be called if a MappingNotify event is recieved.

Parameters

fk	FakeKey refernce from fakekey_init

Returns

3.1.2.6 fakekey_repeat()

```
void fakekey_repeat (
            FakeKey * fk )
```

Repreats a press of the currently held key (from fakekey_press)

Parameters

fk	FakeKey refernce from fakekey_init

3.1.2.7 fakekey_send_keyevent()

```
int fakekey_send_keyevent (
            FakeKey * fk,
            KeyCode keycode,
            Bool is_press,
            int modifiers )
```

Parameters

fk	FakeKey refernce from fakekey_init
keycode	X Keycode to send
is_press	Is this a press (or release)
modifiers	

Returns

Chapter 4

File Documentation

4.1 fakekey.h

```
00001 #ifndef _HAVE_LIBFAKEKEY_H
00002 #define _HAVE_LIBFAKEKEY_H
00003
00004 #include <stdio.h>
00005 #include <stdlib.h>
00006 #include <X11/X.h>
00007 #include <X11/Xlib.h>
00008 #include <X11/Xlibint.h>
00009 #include <X11/Xutil.h>
00010 #include <X11/cursorfont.h>
00011 #include <X11/keysymdef.h>
00012 #include <X11/keysym.h>
00013 #include <X11/extensions/XTest.h>
00014 #include <X11/Xos.h>
00015 #include <X11/Xproto.h>
00016
00017 #ifdef __cplusplus
00018 extern "C" {
00019 #endif
00020
00035 typedef struct FakeKey FakeKey;
00036
00042 typedef enum
00043 {
00044   FAKEKEYMOD_SHIFT   = (1<<1),
00045   FAKEKEYMOD_CONTROL = (1<<2),
00046   FAKEKEYMOD_ALT     = (1<<3),
00047   FAKEKEYMOD_META    = (1<<4)
00048
00049 } FakeKeyModifier;
00050
00058 FakeKey*
00059 fakekey_init(Display *xdpy);
00060
00061
00074 int
00075 fakekey_press(FakeKey             *fk,
00076               const unsigned char *utf8_char_in,
00077               int                  len_bytes,
00078               int                  modifiers);
00079
00085 void
00086 fakekey_repeat(FakeKey *fk);
00087
00088
00094 void
00095 fakekey_release(FakeKey *fk);
00096
00105 int
00106 fakekey_reload_keysyms(FakeKey *fk);
00107
00117 int
00118 fakekey_press_keysym(FakeKey *fk,
00119                      KeySym   keysym,
00120                      int      flags);
00121
00131 int
00132 fakekey_send_keyevent(FakeKey *fk,
```

```
00133                       KeyCode  keycode,
00134                       Bool     is_press,
00135                       int      modifiers);
00136
00139 #ifdef __cplusplus
00140 }
00141 #endif
00142
00143 #endif /* _HAVE_LIBFAKEKEY_H */
```

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