

libfakekey

0.3

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1 Module Index	1
1.1 Modules	1
2 Module Documentation	3
2.1 FakeKey -	3
2.1.1 Detailed Description	4
2.1.2 Function Documentation	4
2.1.2.1 fakekey_init()	4
2.1.2.2 fakekey_press()	4
2.1.2.3 fakekey_press_keysym()	5
2.1.2.4 fakekey_release()	5
2.1.2.5 fakekey_reload_keysyms()	5
2.1.2.6 fakekey_repeat()	6
2.1.2.7 fakekey_send_keyevent()	6
Index	7

Chapter 1

Module Index

1.1 Modules

Here is a list of all modules:

FakeKey -	3
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Chapter 2

Module Documentation

2.1 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)
Repeats 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)

2.1.1 Detailed Description

yada yada yada

Always remember to release held keys

2.1.2 Function Documentation

2.1.2.1 fakekey_init()

```
FakeKey* fakekey_init (
    Display * xdpv )
```

Initiates FakeKey.

Parameters

<i>xdpv</i>	X Display connection.
-------------	-----------------------

Returns

new [FakeKey](#) reference on success, NULL on fail.

2.1.2.2 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

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

Returns

2.1.2.3 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

<i>fk</i>	FakeKey refernce from fakekey_init
<i>keysym</i>	X Keysym to send
<i>flags</i>	

Returns

2.1.2.4 fakekey_release()

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

Releases the currently held key (from [fakekey_press](#))

Parameters

<i>fk</i>	FakeKey refernce from fakekey_init
-----------	--

2.1.2.5 fakekey_reload_keysyms()

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

Resyns the internal list of keysyms with the server.

Should be called if a MappingNotify event is recieved.

Parameters

<i>fk</i>	FakeKey refernce from fakekey_init
-----------	--

Returns**2.1.2.6 fakekey_repeat()**

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

Repeats a press of the currently held key (from [fakekey_press](#))

Parameters

<i>fk</i>	FakeKey refernce from fakekey_init
-----------	--

2.1.2.7 fakekey_send_keyevent()

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

Parameters

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

Returns

Index

- FakeKey -, [3](#)
 - fakekey_init, [4](#)
 - fakekey_press, [4](#)
 - fakekey_press_keysym, [5](#)
 - fakekey_release, [5](#)
 - fakekey_reload_keysyms, [5](#)
 - fakekey_repeat, [6](#)
 - fakekey_send_keyevent, [6](#)
- fakekey_init
 - FakeKey -, [4](#)
- fakekey_press
 - FakeKey -, [4](#)
- fakekey_press_keysym
 - FakeKey -, [5](#)
- fakekey_release
 - FakeKey -, [5](#)
- fakekey_reload_keysyms
 - FakeKey -, [5](#)
- fakekey_repeat
 - FakeKey -, [6](#)
- fakekey_send_keyevent
 - FakeKey -, [6](#)