

libfakekey

0.3

Generated by Doxygen 1.11.0

| | |
|--|-----------|
| 1 Topic Index | 1 |
| 1.1 Topics | 1 |
| 2 File Index | 3 |
| 2.1 File List | 3 |
| 3 Topic Documentation | 5 |
| 3.1 FakeKey - | 5 |
| 3.1.1 Detailed Description | 6 |
| 3.1.2 Function Documentation | 6 |
| 3.1.2.1 fakekey_init() | 6 |
| 3.1.2.2 fakekey_press() | 6 |
| 3.1.2.3 fakekey_press_keysym() | 6 |
| 3.1.2.4 fakekey_release() | 7 |
| 3.1.2.5 fakekey_reload_keysyms() | 7 |
| 3.1.2.6 fakekey_repeat() | 7 |
| 3.1.2.7 fakekey_send_keyevent() | 8 |
| 4 File Documentation | 9 |
| 4.1 fakekey.h | 9 |
| Index | 11 |

Chapter 1

Topic Index

1.1 Topics

Here is a list of all topics with brief descriptions:

| | |
|---------------------|---|
| FakeKey - | 5 |
|---------------------|---|

Chapter 2

File Index

2.1 File List

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

| | |
|-------------------------------------|---|
| fakekey.h | 9 |
|-------------------------------------|---|

Chapter 3

Topic Documentation

3.1 FakeKey -

yada yada yada

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)

3.1.1 Detailed Description

yada yada yada

Always remember to release held keys

3.1.2 Function Documentation

3.1.2.1 fakekey_init()

```
FakeKey * fakekey_init (
    Display * xdp)
```

Initiates FakeKey.

Parameters

| | |
|------------|-----------------------|
| <i>xdp</i> | 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

| | |
|---------------------|--|
| <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

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

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

Returns

3.1.2.4 fakekey_release()

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

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

Parameters

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

3.1.2.5 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

3.1.2.6 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 |
|-----------|--|

3.1.2.7 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

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 } 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 */
```

Index

- FakeKey -, [5](#)
 - fakekey_init, [6](#)
 - fakekey_press, [6](#)
 - fakekey_press_keysym, [6](#)
 - fakekey_release, [7](#)
 - fakekey_reload_keysyms, [7](#)
 - fakekey_repeat, [7](#)
 - fakekey_send_keyevent, [8](#)
- fakekey.h, [9](#)
- fakekey_init
 - FakeKey -, [6](#)
- fakekey_press
 - FakeKey -, [6](#)
- fakekey_press_keysym
 - FakeKey -, [6](#)
- fakekey_release
 - FakeKey -, [7](#)
- fakekey_reload_keysyms
 - FakeKey -, [7](#)
- fakekey_repeat
 - FakeKey -, [7](#)
- fakekey_send_keyevent
 - FakeKey -, [8](#)