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Subject: X11App.cpp: GetKbdDelay()/GetkbdSpeed()

Posted by [guido](#) on Wed, 28 Jun 2006 18:49:55 GMT

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I noticed GetKbdDelay()/GetkbdSpeed() are only returning default values yet, so I gave it a go, equipped with the source of Xorg's xset utility.

It doesn't compile yet due to X11/XKBlib.h importing union structs, incompatible with C++. After getting it to compile, it should work alright.

I think the xkb is ubiquitous enough that no extra PLATFORM\_ variable needs to be introduced.

```
#include <X11/XKBlib.h>
```

```
static int xkbdelay = 660, xkbrate = (1000/40);
```

```
static void GetXkbControls()
```

```
{
    int xkbmajor = XkbMajorVersion, xkbminor = XkbMinorVersion;
    int xkbopcode, xkbevent, xkberror;
    XkbDescPtr xkb;

    if (XkbQueryExtension(Xdisplay, &xkbopcode, &xkbevent,
                        &xkberror, &xkbmajor, &xkbminor)
        && (xkb = XkbAllocKeyboard()) != NULL)
    {
        if (XkbGetControls(Xdisplay, XkbRepeatKeysMask, xkb) == Success)
        {
            xkbdelay = xkb->ctrls->repeat_delay;
            xkbrate = 1000/xkb->ctrls->repeat_interval;
        }
        XkbFreeKeyboard(xkb, 0, XTrue);
    }
}
```

```
int Ctrl::GetKbdDelay()
```

```
{
    GetXkbControls();
    return xkbdelay;
}
```

```
int Ctrl::GetKbdSpeed()
```

```
{
    GetXkbControls();
    return xkbrate;
}
```

PS:  
What does upp use those methods for anyway?

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