
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?

Subject: Re: X11App.cpp: GetKbdDelay()/GetkbdSpeed()
Posted by [mirek](#) on Thu, 29 Jun 2006 03:45:38 GMT
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For "MouseRepeat". In other words, if you push scrollbar up arrow.

There is LeftRepeat / RightRepeat virtual method in Ctrl. Both initial delay and repeat rate are derived from keyboard settings.

Mirek
