



This is part of **Family API** which allow to create dual-os version of program runs under OS/2 and DOS

**Note:** This is legacy API call. It is recommended to use 32-bit equivalent

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## KbdXlate

This call translates scan codes with shift states into ASCII codes.

### Syntax

```
KbdXlate (XlataRecord, KbdHandle)
```

### Parameters

- XlataRecord (PKBDTRANS) - input: Address of the translation record structure:
  - chardata (KBDKEYINFO): Character data information structure as defined in KbdCharIn call.
  - kbdflag (USHORT): See the KbdDDFlagWord call in the “Keyboard Device Driver” section of IBM Operating System/2 Version 1.2 I/O Subsystems And Device Support Volume 1.
  - xlate (USHORT): Translation flag:
    - 0 - Translation incomplete.
    - 1 - Translation complete.
  - xlatestate1 (USHORT): Identifies the state of translation across successive calls; initially the value should be zero. It may take several calls to this function to complete a character. The value should not be changed unless a new translation is required, that is, reset value to zero.
  - xlatestate2 (USHORT): See description for xlatestate1.
- KbdHandle (HKBD) - input: Default keyboard or the logical keyboard.

### Return Code

rc (USHORT) - return:Return code descriptions are:

- 0 NO\_ERROR
- 439 ERROR\_KBD\_INVALID\_HANDLE
- 445 ERROR\_KBD\_FOCUS\_REQUIRED
- 447 ERROR\_KBD\_KEYBOARD\_BUSY

- 464 ERROR\_KBD\_DETACHED
- 504 ERROR\_KBD\_EXTENDED\_SG

## Remarks

It may take several calls to complete a translation because of accent key combinations, or other complex operations.

The Xlstate1 and Xlstate2 are for use by the keyboard translation routines. These fields are reserved and must only be accessed by the caller prior to starting a translation sequence and then they must be set to zero. The KbdXlate function is intended to be used for translating a particular scan code for a given shift state. The KbdXlate function is not intended to be a replacement for the OS/2 system keystroke translation function.

## Bindings

### C

```
typedef struct _KBDTRANS { /* kbxl */
    UCHAR    chChar;      /* ASCII character code */
    UCHAR    chScan;     /* Scan code */
    UCHAR    fbStatus;   /* State of the character */
    UCHAR    bNlsShift;  /* Shift status (reserved set to zero) */
    USHORT   fsState;    /* Shift state */
    ULONG    time;
    USHORT   fsDD;
    USHORT   fsXlate;
    USHORT   fsShift;
    USHORT   sZero;
} KBDTRANS;

#define INCL_KBD

USHORT rc = KbdXlate(XlstateRecord, KbdHandle);

PKBDTRANS XlstateRecord; /* Translation Record */
HKBD      KbdHandle;     /* Keyboard handle */

USHORT    rc;           /* return code */
```

### MASM

```
KBDTRANS struc
    kbxl_chChar    db ? ;ASCII character code
    kbxl_chScan    db ? ;scan code
    kbxl_fbStatus  db ? ;State of the character
```

```
kbxl_bNlsShift db ? ;shift status (reserved set to zero)
kbxl_fsState dw ? ;shift state
kbxl_time dd ?
kbxl_fsDD dw ?
kbxl_fsXlate dw ?
kbxl_fsShift dw ?
kbxl_sZero dw ?
KBDTRANS ends
```

```
EXTRN KbdXlate:FAR
```

```
INCL_KBD EQU 1
```

```
PUSH@ OTHER XlateRecord ;Translation Record
```

```
PUSH WORD KbdHandle ;Keyboard handle
```

```
CALL KbdXlate
```

```
Returns WORD
```

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