

## KbdClose

Bindings:

C:

```
#define INCL_KBD

USHORT rc = KbdClose(KbdHandle);

HKBD      KbdHandle;      /* Keyboard handle */

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

MASM:

```
EXTRN KbdClose:FAR
INCL_KBD EQU 1

PUSH WORD KbdHandle ;Keyboard handle
CALL KbdClose

Returns WORD
```

□

This call closes the existing logical keyboard identified by the keyboard handle.

KbdClose (KbdHandle)

*KbdHandle* (**HKBD**) - input Default keyboard or the logical keyboard.

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

0	NO_ERROR
439	ERROR_KBD_INVALID_HANDLE
464	ERROR_KBD_DETACHED
504	ERROR_KBD_EXTENDED_SG

### Remarks

*KbdClose* blocks while another thread has the keyboard focus (by way of [KbdGetFocus](#)) until the thread with the focus issues [KbdFreeFocus](#). Therefore, to prevent *KbdClose* from blocking, it is recommended that *KbdClose* be issued only while the current thread has the focus. For example:

- *KbdGetFocus* Wait until focus available on handle 0.
- *KbdClose* Close a logical keyboard handle.
- *KbdClose* Close another logical keyboard handle.
- *KbdClose* Close still another logical keyboard handle.
- *KbdFreeFocus* Give up the focus on handle 0.

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Last update: **2014/05/13 14:22**

