XChangeKeyboardDevice – change which device is used as the X keyboard

**Status XChangeKeyboardDevice**(*display*, *device*)

```c
Display *display;
XDevice *device;
```

*display* Specifies the connection to the X server. *device* Specifies the device to be used as the X keyboard.

The `XChangeKeyboardDevice` request causes the server to use the specified device as the X keyboard. The device must have been previously opened by the requesting client via `XOpenDevice` or a `BadDevice` error will result. The device must support input class `Keys`, or a `BadMatch` error will result. If the server implementation does not support using the requested device as the X keyboard, a `BadDevice` error will result.

If the specified device is grabbed by another client, `AlreadyGrabbed` is returned. If the specified device is frozen by a grab on another device, `GrabFrozen` is returned. If the request is successful, `Success` is returned.

If the request succeeds, a `ChangeDeviceNotify` event is sent to all clients that have selected that event. A `MappingNotify` event with `request = MappingKeyboard` is sent to all clients. The specified device becomes the X keyboard and the old X keyboard becomes accessible through the input extension protocol requests. `XChangeKeyboardDevice` can generate a `BadDevice` or a `BadMatch` error.

**BadDevice** An invalid device was specified. The specified device does not exist, has not been opened by this client via `XOpenInputDevice`, or is already one of the core X device (pointer or keyboard). This error may also occur if the server implementation does not support using the specified device as the X keyboard. **BadMatch** This error may occur if an `XChangeKeyboardDevice` request was made specifying a device that has no keys.

**XChangePointerDevice**

*Programming With Xlib*