



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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## KbdClose

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

### Syntax

```
KbdClose (KbdHandle)
```

### Parameters

- 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
- 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.
```

# Bindings

## C

```
#define INCL_KBD

USHORT rc = KbdOpen(KbdHandle);
PHKBD KbdHandle; /* Keyboard handle */
USHORT rc; /* return code */
```

## MASM

```
EXTRN KbdOpen:FAR
INCL_KBD EQU 1

PUSH@ WORD KbdHandle ;Keyboard handle
CALL KbdOpen

Returns WORD
```

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