

## KbdXlate

**Bindings:** C, MASM

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

KbdXlate (XlateRecord, KbdHandle)

*XlateRecord* (**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:

Value	Definition
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.

*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 *Xlatestate1* and *Xlatestate2* 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.

## C bindings

```

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(XlateRecord, KbdHandle);

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

USHORT         rc;          /* return code

```

## MASM bindings

```

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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