XChangeKeyboardDevice − change which device is used as the X keyboard

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