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

Syntax

KbdXlate (XlateRecord, KbdHandle)

Parameters

;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: :::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.

Return Code

;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.

Bindings

C

<PRE> 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 */ </PRE>

MASM

<PRE> 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 </PRE>

Kbd