KbdClose

Bindings:

C:

```
#define INCL_KBD

USHORT  rc = KbdClose(KbdHandle);

HKBD            KbdHandle;      /* Keyboard handle */

USHORT          rc;             /* return code */
```

MASM:

```
EXTRN  KbdClose:FAR
INCL_KBD            EQU 1

PUSH   WORD    KbdHandle     ;Keyboard handle
CALL   KbdClose

Returns WORD
```

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

KbdClose (KbdHandle)

KbdHandle (**HKBD**) - input Default keyboard or the logical keyboard.

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.

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