

XtAppCreateShell, XtVaAppCreateShell – create top-level widget instance

Widget XtAppCreateShell(*application_name*, *application_class*, *widget_class*, *display*, *args*, *num_args*)

String *application_name*;
String *application_class*;
WidgetClass *widget_class*;
Display **display*;
ArgList *args*;
Cardinal *num_args*;

Widget XtVaAppCreateShell(*application_name*, *application_class*, *widget_class*, *display*, ...)

String *application_name*;
String *application_class*;
WidgetClass *widget_class*;
Display **display*;

application_name Specifies the name of the application instance.

application_class Specifies the class name of this application.

widget_class Specifies the widget class that the application top-level widget should be.

display Specifies the display from which to get the resources.

args Specifies the argument list from which to get the resources.

num_args Specifies the number of arguments in the argument list.

... Specifies the variable argument list from which to get the resources.

The XtAppCreateShell function saves the specified application name and application class for qualifying all widget resource specifiers. The application name and application class are used as the left-most components in all widget resource names for this application. **XtAppCreateShell** should be used to create a new logical application within a program or to create a shell on another display. In the first case, it allows the specification of a new root in the resource hierarchy. In the second case, it uses the resource database associated with the other display.

Note that the widget returned by **XtAppCreateShell** has the WM_COMMAND property set for session managers (see Chapter 4).

XtCreateWidget(3Xt)

X Toolkit Intrinsics – C Language Interface

Xlib – C Language X Interface