XtCreatePopupShell, XtVaCreatePopupShell – create a popup shell

**Widget XtCreatePopupShell**(name, widget_class, parent, args, num_args)

- **String name**;
- **WidgetClass widget_class**;
- **Widget parent**;
- **ArgList args**;
- **Cardinal num_args**;

**Widget XtVaCreatePopupShell**(name, widget_class, parent, ...)

- **String name**;
- **WidgetClass widget_class**;
- **Widget parent**;

**args** Specifies the argument list to override the resource defaults.

**name** Specifies the text name for the created shell widget.

**num_args** Specifies the number of arguments in the argument list.

**parent** Specifies the parent widget.

**widget_class** Specifies the widget class pointer for the created shell widget.

**...** Specifies the variable argument list to override the resource defaults.

The **XtCreatePopupShell** function ensures that the specified class is a subclass of **Shell** and, rather than using **insert_child** to attach the widget to the parent’s children list, attaches the shell to the parent’s pop-ups list directly.

A spring-loaded pop-up invoked from a translation table already must exist at the time that the translation is invoked, so the translation manager can find the shell by name. Pop-ups invoked in other ways can be created “on-the-fly” when the pop-up actually is needed. This delayed creation of the shell is particularly useful when you pop up an unspecified number of pop-ups. You can look to see if an appropriate unused shell (that is, not currently popped up) exists and create a new shell if needed.

**XtCreateWidget(3Xt), XtPopdown(3Xt), XtPopup(3Xt)**

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*