**XtGetApplicationResources, XtVaGetApplicationResources – obtain application resources**

```c
void XtGetApplicationResources(w, base, resources, num_resources, args, num_args)
    Widget w;
    XtPointer base;
    XtResourceList resources;
    Cardinal num_resources;
    ArgList args;
    Cardinal num_args;
void XtVaGetApplicationResources(w, base, resources, num_resources,...)
    Widget w;
    XtPointer base;
    XtResourceList resources;
    Cardinal num_resources;
```

**args**
Specifies the argument list to override resources obtained from the resource database.

**base**
Specifies the base address of the subpart data structure where the resources should be written.

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

**num_resources**
Specifies the number of resources in the resource list.

**resources**
Specifies the resource list for the subpart.

**w**
Specifies the widget that wants resources for a subpart or that identifies the resource database to search.

**...**
Specifies the variable arguments to override resources obtained from the resource database.

The **XtGetApplicationResources** function first uses the passed widget, which is usually an application shell, to construct a resource name and class list. Then, it retrieves the resources from the argument list, the resource database, or the resource list default values. After adding base to each address, **XtGetApplicationResources** copies the resources into the address given in the resource list. If args is NULL, num_args must be zero. However, if num_args is zero, the argument list is not referenced. The portable way to specify application resources is to declare them as members of a structure and pass the address of the structure as the base argument.

*X Toolkit Intrinsics – C Language Interface
Xlib – C Language X Interface*