**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*