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# Rocky Enterprise Linux 9.2 Manual Pages on command 'xrdb.1'

# \$ man xrdb.1

XRDB(1)

General Commands Manual

XRDB(1)

NAME

xrdb - X server resource database utility

**SYNOPSIS** 

xrdb [-option ...] [filename]

# **DESCRIPTION**

Xrdb is used to get or set the contents of the RESOURCE\_MANAGER property on the root win? dow of screen 0, or the SCREEN\_RESOURCES property on the root window of any or all screens, or everything combined. You would normally run this program from your X startup file.

Most X clients use the RESOURCE\_MANAGER and SCREEN\_RESOURCES properties to get user pref? erences about color, fonts, and so on for applications. Having this information in the server (where it is available to all clients) instead of on disk, solves the problem in previous versions of X that required you to maintain defaults files on every machine that you might use. It also allows for dynamic changing of defaults without editing files.

The RESOURCE\_MANAGER property is used for resources that apply to all screens of the dis? play. The SCREEN\_RESOURCES property on each screen specifies additional (or overriding) resources to be used for that screen. (When there is only one screen, SCREEN\_RESOURCES is normally not used, all resources are just placed in the RESOURCE\_MANAGER property.)

The file specified by filename (or the contents from standard input if - or no filename is given) is optionally passed through the C preprocessor with the following symbols defined, based on the capabilities of the server being used:

SERVERHOST=hostname Page 1/7

the hostname portion of the display to which you are connected.

# SRVR name

the SERVERHOST hostname string turned into a legal identifier. For example, "mydpy.lcs.mit.edu" becomes SRVR\_my\_dpy\_lcs\_mit\_edu.

#### HOST=hostname

the same as SERVERHOST.

# DISPLAY\_NUM=num

the number of the display on the server host.

# CLIENTHOST=hostname

the name of the host on which xrdb is running.

# CLNT name

the CLIENTHOST hostname string turned into a legal identifier. For example, "expo.lcs.mit.edu" becomes CLNT\_expo\_lcs\_mit\_edu.

### RELEASE=num

the vendor release number for the server. The interpretation of this number will vary depending on VENDOR.

# REVISION=num

the X protocol minor version supported by this server (currently 0).

# VERSION=num

the X protocol major version supported by this server (should always be 11).

# VENDOR="vendor"

a string literal specifying the vendor of the server.

# VNDR name

the VENDOR name string turned into a legal identifier. For example, "MIT X Con? sortium" becomes VNDR\_MIT\_X\_Consortium.

# EXT name

A symbol is defined for each protocol extension supported by the server. Each ex? tension string name is turned into a legal identifier. For example, "X3D-PEX" be? comes EXT\_X3D\_PEX.

### NUM SCREENS=num

the total number of screens.

# SCREEN\_NUM=num

the number of the current screen (from zero).

# BITS PER RGB=num

the number of significant bits in an RGB color specification. This is the log base 2 of the number of distinct shades of each primary that the hardware can gen? erate. Note that it usually is not related to PLANES.

#### CLASS=visualclass

one of StaticGray, GrayScale, StaticColor, PseudoColor, TrueColor, DirectColor.

This is the visual class of the root window.

# CLASS\_visualclass=visualid

the visual class of the root window in a form you can #ifdef on. The value is the numeric id of the visual.

COLOR defined only if CLASS is one of StaticColor, PseudoColor, TrueColor, or Direct?

Color.

# CLASS\_visualclass\_depth=num

A symbol is defined for each visual supported for the screen. The symbol includes the class of the visual and its depth; the value is the numeric id of the visual.

(If more than one visual has the same class and depth, the numeric id of the first one reported by the server is used.)

# HEIGHT=num

the height of the root window in pixels.

### WIDTH=num

the width of the root window in pixels.

# PLANES=num

the number of bit planes (the depth) of the root window.

# X\_RESOLUTION=num

the x resolution of the screen in pixels per meter.

# Y RESOLUTION=num

the y resolution of the screen in pixels per meter.

SRVR\_name, CLNT\_name, VNDR\_name, and EXT\_name identifiers are formed by changing all char? acters other than letters and digits into underscores (\_).

Lines that begin with an exclamation mark (!) are ignored and may be used as comments.

Note that since xrdb can read from standard input, it can be used to the change the con? tents of properties directly from a terminal or from a shell script.

OPTIONS Page 3/7

xrdb program accepts the following options:

-help This option (or any unsupported option) will cause a brief description of the al? lowable options and parameters to be printed.

#### -version

This option will cause the xrdb version to be printed and the program to exit without performing any other operations.

# -display display

This option specifies the X server to be used; see X(7). It also specifies the screen to use for the -screen option, and it specifies the screen from which pre? processor symbols are derived for the -global option.

- This option indicates that operation should be performed on the screen-independent resource property (RESOURCE\_MANAGER), as well as the screen-specific property (SCREEN\_RESOURCES) on every screen of the display. For example, when used in con? junction with -query, the contents of all properties are output. For -load, -override and -merge, the input file is processed once for each screen. The re? sources which occur in common in the output for every screen are collected, and these are applied as the screen-independent resources. The remaining resources are applied for each individual per-screen property. This the default mode of op? eration.
- -global This option indicates that the operation should only be performed on the screenindependent RESOURCE\_MANAGER property.
- -screen This option indicates that the operation should only be performed on the SCREEN\_RESOURCES property of the default screen of the display.

# -screens

This option indicates that the operation should be performed on the SCREEN\_RE? SOURCES property of each screen of the display. For -load, -override and -merge, the input file is processed for each screen.

- This option indicates that changes to the specified properties (when used with -load, -override or -merge) or to the resource file (when used with -edit) should be shown on the standard output, but should not be performed.
- -quiet This option indicates that warning about duplicate entries should not be dis? played.

-cpp filename Page 4/7

This option specifies the pathname of the C preprocessor program to be used. Al? though xrdb was designed to use CPP, any program that acts as a filter and accepts the -D, -I, and -U options may be used.

- -nocpp This option indicates that xrdb should not run the input file through a preproces? sor before loading it into properties.
- -undef This option is passed to the C preprocessor if used. It prevents it from predefin? ing any system specific macros.
- -E This option indicates that any cpp command run and the output from it should be shown on standard output. If -nocpp was also specified, the input file will be shown as read. The specified changes will also be performed unless the -n option is also specified.

### -symbols

This option indicates that the symbols that are defined for the preprocessor should be printed onto the standard output.

-query This option indicates that the current contents of the specified properties should be printed onto the standard output. Note that since preprocessor commands in the input resource file are part of the input file, not part of the property, they won't appear in the output from this option. The -edit option can be used to merge the contents of properties back into the input resource file without damag? ing preprocessor commands.

# -get name

This option indicates that the current content of the property matching name should be printed onto the standard output.

-load This option indicates that the input should be loaded as the new value of the specified properties, replacing whatever was there (i.e. the old contents are re? moved). This is the default action.

#### -override

This option indicates that the input should be added to, instead of replacing, the current contents of the specified properties. New entries override previous en? tries.

- -merge This option indicates that the input should be merged and lexicographically sorted with, instead of replacing, the current contents of the specified properties.
- -remove This option indicates that the specified properties should be removed from the

server.

-retain This option indicates that the server should be instructed not to reset if xrdb is the first client. This should never be necessary under normal conditions, since xdm and xinit always act as the first client.

# -edit filename

This option indicates that the contents of the specified properties should be edited into the given file, replacing any values already listed there. This al? lows you to put changes that you have made to your defaults back into your re? source file, preserving any comments or preprocessor lines.

# -backup string

This option specifies a suffix to be appended to the filename used with -edit to generate a backup file.

# -Dname[=value]

This option is passed through to the preprocessor and is used to define symbols for use with conditionals such as #ifdef.

-Uname This option is passed through to the preprocessor and is used to remove any defi? nitions of this symbol.

# -Idirectory

This option is passed through to the preprocessor and is used to specify a direc? tory to search for files that are referenced with #include.

# **FILES**

Xrdb does not load any files on its own, but many desktop environments use xrdb to load ~/.Xresources files on session startup to initialize the resource database, as a general? ized replacement for ~/.Xdefaults files.

# SEE ALSO

X(7), appres(1), listres(1), Xlib Resource Manager documentation, Xt resource documenta? tion

# **ENVIRONMENT**

DISPLAY to figure out which display to use.

#### **BUGS**

The default for no arguments should be to query, not to overwrite, so that it is consis? tent with other programs.

AUTHORS Page 6/7

X Version 11

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