



Linux Ubuntu 26.04 Manual Pages on command 'XtAppCreateShell.3'

\$ man XtAppCreateShell.3

XtAppCreateShell(3) XT FUNCTIONS XtAppCreateShell(3)

NAME

XtAppCreateShell, XtVaAppCreateShell - create top-level widget instance

SYNTAX

```
#include <X11/Intrinsic.h>
```

```
Widget XtAppCreateShell(const char *application_name, const char *application_class, Widget?
```

```
Class widget_class, Display *display, ArgList args, Cardinal num_args);
```

```
Widget XtVaAppCreateShell(const char * application_name, const char * application_class,
```

```
WidgetClass widget_class, Display *display, ...);
```

ARGUMENTS

application_name

Specifies the name of the application instance.

application_class

Specifies the class name of this application, which usually is the generic name for all instances 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.

DESCRIPTION

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. `XtApp?` `CreateShell` 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).

SEE ALSO

`XtCreateWidget(3)`

X Toolkit Intrinsic - C Language Interface

Xlib - C Language X Interface

X Version 11

libXt 1.2.1

`XtAppCreateShell(3)`