
Contents

Preface	11
1. Introduction to Motif	1
Basic User Interface Concepts	2
What Is Motif?	3
Designing User Interfaces	6
2. The Motif Programming Model	11
Basic X Toolkit Terminology and Concepts	11
The Xm and Xt Libraries	14
Programming With Xt and Motif	16
Summary	39
3. Overview of the Motif Toolkit	41
The Motif Style	41
Application Controls	43
Application Layout	53
Putting Together a Complete Application	65
Changes in Motif 2.1	85
Summary	96
4. The Main Window	97
Creating a MainWindow	98

The MenuBar	103
The Command and Message Areas	118
Using Resources	123
Summary	125
Exercises	125
5. Introduction to Dialogs	127
The Purpose of Dialogs	128
The Anatomy of a Dialog	131
Creating Motif Dialogs	133
Dialog Resources	143
Dialog Callback Routines	147
Piercing the Dialog Abstraction	151
Dialog Modality	156
Summary	167
6. Selection Dialogs.	169
Types of SelectionDialogs	169
SelectionDialogs	170
PromptDialogs	177
The Command Widget	180
FileSelectionDialogs	181
Summary	193
7. Custom Dialogs.	195
Modifying Motif Dialogs	195
Designing New Dialogs	203
Building a Dialog	208
Generalizing the Action Area	221
Using a TopLevelShell for a Dialog	227

Positioning Dialogs	229
Summary	231
8. Manager Widgets	233
Types of Manager Widgets	233
Creating Manager Widgets	235
The BulletinBoard Widget	237
The Form Widget	243
The RowColumn Widget	261
The Frame Widget	271
The PanedWindow Widget	275
Keyboard Traversal	283
Summary	293
9. Containers and IconGadgets	295
Creating a Container	299
Creating IconGadgets	299
Container Resources	299
IconGadget Resources	304
Container Constraints	305
Container Callbacks	310
Container Functions	316
Summary	318
Exercises	318
10. ScrolledWindows and ScrollBars	319
The ScrolledWindow Design Model	319
Creating a ScrolledWindow	323
Working With ScrollBars	330
Implementing True Application-defined Scrolling	342

	Working With Keyboard Traversal in ScrolledWindows	356
	Summary	358
	Exercises	359
11.	The DrawingArea Widget	361
	Creating a DrawingArea Widget	362
	Using DrawingArea Callback Functions	363
	Using Translations on a DrawingArea	372
	Using Color in a DrawingArea	379
	Summary	384
	Exercises	384
12.	Labels and Buttons.	387
	Labels	388
	PushButtons	400
	ToggleButtonButtons	406
	ArrowButtons	421
	DrawnButtons	427
	Summary	430
	Exercise	430
13.	The List Widget	433
	Creating a List Widget	434
	Using ScrolledLists	437
	Manipulating Items	439
	Positioning the List	452
	Navigating the List	454
	List Callback Routines	454
	Summary	460
	Exercises	461

14. The ComboBox Widget	463
Creating a ComboBox	464
ComboBox Resources	467
ComboBox Functions	469
ComboBox Callbacks	471
Summary	473
Exercises	474
15. The SpinBox and SimpleSpinBox Widgets.	475
Creating a SimpleSpinBox	477
Creating a SpinBox	485
SpinBox and SimpleSpinBox Resources	489
SpinBox and SimpleSpinBox Callbacks	490
Summary	496
Exercises	496
16. The Scale Widget	499
Creating a Scale Widget	500
Scale Values	502
Scale Orientation and Movement	503
Scale Resources	504
Scale Callbacks	505
Scale Tick Marks	508
Summary	510
17. The Notebook Widget	511
Creating a Notebook	513
Notebook Resources	518
Notebook Constraints	521
Notebook Callbacks	522

	Notebook Functions	523
	Summary	525
18.	Text Widgets	527
	Interacting With Text Widgets	529
	Text Widget Basics	532
	Text Clipboard Functions	553
	A Text Editor	559
	Text Callbacks	567
	Text Widget Internationalization	582
	Summary	589
	Exercises	589
19.	Menus	591
	Menu Types	591
	Creating Simple Menus	594
	Designing Menu Systems	605
	General Menu Creation Techniques	617
	Summary	638
	Exercises	639
20.	Interacting With the Window Manager	641
	Interclient Communication	642
	Shell Resources	643
	VendorShell Resources	651
	Handling Window Manager Messages	655
	Session Management	659
	Customized Protocols	671
	Summary	675
	Exercises	676

21. The Clipboard	677
Simple Clipboard Copy and Retrieval	679
Copy by Name	688
Clipboard Data Formats	693
The Primary Selection and the Clipboard	696
Implementation Issues	698
Summary	700
22. Drag and Drop	701
Using Drag and Drop	701
The Drag and Drop Model	703
Customizing Built-in Drag and Drop	716
Working With Drag Sources	723
Working With Drop Sites	740
Summary	759
23. The Uniform Transfer Model	761
Overview	762
Exporting the Data	763
Requesting the Data Format	767
Importing the Data	770
Batched Data Transfer	773
An Example	773
Summary	779
24. Render Tables	781
Renditions	782
Render Tables	785
Tab Lists	790
An Example	796

	Render Tables and Resource Files	801
	Missing Fonts and Renditions	803
	Summary	806
25.	Compound Strings	807
	Internationalized Text Output	807
	Creating Compound Strings	809
	Manipulating Compound Strings	823
	Parse Tables	828
	Rendering Compound Strings	843
	Summary	845
26.	Signal Handling	847
	Handling Signals in X11R5	848
	Handling Signals in Xt	850
	Handling Signals in X11R6	859
	Summary	863
27.	Advanced Dialog Programming	865
	Help Systems	865
	Working Dialogs	875
	Dynamic Message Symbols	891
	Summary	896
A.	Additional Example Programs	899
	A Bitmap Display Utility	899
	A Memo Calendar	911
	Index	919