APPENDIX J

OPEN LOOK XVIEW Toolkit Resources

This appendix describes the X resources used by XView toolkit, Sun's toolkit for producing clients that conform to the OPEN LOOK GUI. The XView toolkit is different from the Intrinsics-based toolkits (OLIT, Athena, and Motif) in that it does **not** use a widget hierarchy for assigning resources. This makes it impractical to use Resources to change the third button in the second window from skyblue to flaming-chartreuse, but we think the designers would consider that a blessing. Most of the resources are in fact concerned with the overall behavior of a client rather than with little details of one aspect of the appearance of a client.

J.1 The XView Resources

The following information is primarily obtained from Sun's documentation on the use of the XView toolkit. The section *Arguments* appears only if there are corresponding command line arguments. The sections *Type* and *Default* describe the type of argument that the option accepts. This is followed by a section describing the effect of setting the resource.

J.1.1 Window.Scale

J.1.1.1 Argument(s):

-Wx, or -scale

J.1.1.2 Type:

"small", "medium", "large", or "extra_large"

J.1.1.3 Default:

medium

Sets the initial scale of the application (larger or smaller). small is 10 pixels, medium is 12 pixels, large is 14 pixels and extra_Large is 19 pixels. The font.name resource will override the scale.

J.1.2 Font.Name

J.1.2.1 Argument(s):

-Wt, -fn, or -font

J.1.2.2 Type:

string

J.1.2.3 Default:

lucida-sans

Sets the name of the font used for the application (not control areas). To find out what fonts are available, use the xlsfonts command (see reference manual page for more information). It is also possible to see the available fonts for the Open Windows server with the *text* demo program in the demo Navigator. Start this by choosing "demos..." from the default root menu. If the font you specify cannot be found, you see will an error message such as:

```
XView warning:
Cannot load font 'galant-24' (Font package)
XView warning:
Attempting to load font 'b&h-lucida-medium-r-normal-sans-*-120-*-*-*-*-*-
            *' instead (Font package)
```

J.1.3 Window.Width and Window.Height

J.1.3.1 Argument(s):

-Ws, or -size

J.1.3.2 Type:

integer integer

J.1.3.3 Default:

depends

Sets the width and height of the application's base frame. The values are in pixels.

J.1.4 Window.X and Window.Y

J.1.4.1 Argument(s):

-Wp, or -position

J.1.4.2 Type:

integer

J.1.4.3 Default:

depends on window manager

Sets the initial position of the application's base frame in pixels. See Chapter 3, *Opening Additional Windows*, for information on specifying window geometry.

J.1.4.4 Argument(s):

-WG, or -geometry

J.1.4.5 Type:

X Geometry specification.

J.1.4.6 Default:

depends on window manager

This sets both the size and the placement of the application's base frame. This option has priority over the -size and -position arguments. See Chapter 3, *Opening Additional Windows*, for information on the format and meaning of the X Geometry string.

J.1.5 Icon.X Icon.Y

J.1.5.1 Argument(s):

-WP, -icon_position

J.1.5.2 Type:

integer integer

J.1.5.3 Default:

depends on window manager

Sets the position of the application's icon in pixels. Uses the same semantics as -position for base frames.

J.1.6 Window.Header

J.1.6.1 Argument(s):

-Wl, -label, or -title

J.1.6.2 Type:

string

J.1.6.3 Default:

depends on the application

Sets a default label for the base frame's header.However, the application can overwrite this setting and display its own header.

J.1.7 Window.Iconic

J.1.7.1 Argument(s):

-Wi, and +Wi

J.1.7.2 Type:

boolean

J.1.7.3 Default:

+Wi

These options control how an application will come up, open or closed (iconified).

J.1.8 Window.Color.Foreground

J.1.8.1 Argument(s):

-Wf, or -foreground_color

J.1.8.2 Type:

integer integer integer

J.1.8.3 Default:

0 0 0

See description in -Wb below.

J.1.9 Window.Color.Background

J.1.9.1 Argument(s):

-Wb, or -background

J.1.9.2 Type:

integer integer integer

J.1.9.3 Default:

255 255 255

These options allow the user to specify the foreground color (e.g., the color of the text in a textsw), or the background color (e.g., the color that the text is painted on) of an application. The three values should be integers between 0 and 255. They specify the amount of red, green and blue that is in the color.See -fg and -bg below for information on similar functions.

J.1.10 Window.Color.Foreground

J.1.10.1 Argument(s):

-fg, or -foreground

J.1.10.2 Type:

string (color name, or hexadecimal color specification)

J.1.10.3 Default:

black

See description in -bg below.

J.1.11 Window.Color.Background

J.1.11.1 Argument(s):

-bg, or -background

J.1.11.2 Type:

string (color name, or hexadecimal color specification)

J.1.11.3 Default:

white

These options are similar to the -Wf and -Wb options, except that they take a color argument in the form of a predefined color name (lavender, grey, goldenrod, etc.) from $OPENWINHOME/lib/rbg.txt, or a hexadecimal representation. The hexadecimal representation is of the form pound sign (#) followed by the hexadecimal representation of the red, green and blue aspects of the color.

J.1.12 Icon.Pixmap

J.1.12.1 Argument(s):

-WI, or -icon_image

J.1.12.2 Type:

string

J.1.12.3 Default:

depends on application

Sets the default filename for the icon's image.However, the application can overwrite this setting and display its own icon image. The file must be in XView icon format. The program iconedit will allow one to create an image in the icon format. Several icons have been provided in the directory $OPENWINHOME/include/images. By convention, icon format files end with the suffix ".icon".

J.1.13 Icon.Footer

J.1.13.1 Argument(s):

-WL, or -icon_label

J.1.13.2 Type:

string

J.1.13.3 Default:

depends on application

Sets a default label for the base frame's icon. However, the application can overwrite this setting and display its own icon label.

J.1.14 Icon.Font.Name

J.1.14.1 Argument(s):

-WT, or -icon_font

J.1.14.2 Type:

string

J.1.14.3 Default:

depends

Sets the name of the font used for the application's icon. To find out what fonts are available, use xlsfonts (see reference manual page for more information).

J.1.15 Window.Synchronous

J.1.15.1 Argument(s):

-sync or -synchronous, and +sync or +synchronous

J.1.15.2 Type:

boolean

J.1.15.3 Default:

+synchronous

These options allow you to make the connection that the application has with the X11 server either synchronous (-sync) or asynchronous (+sync).

J.1.16 Server.Name

J.1.16.1 Argument(s):

-Wr, or -display

J.1.16.2 Type:

string (host:display{.screen})

J.1.16.3 Default:

taken from the DISPLAY environment variable

Sets the name of the X11 server on which to connect. host is the name or address of the machine on whose server you have permission to display. display is a number corresponding to the server on which to display for that machine, and screen corresponds to which screen for the server. See reference manual page on xhost for more details on adding to permissions list.

J.1.17 Window.Mono.DisableRetained

J.1.17.1 Argument(s):

-Wdr, or -disable_retained

J.1.17.2 Type:

boolean

J.1.17.3 Default:

Not Retained on color systems, and Retained on monochrome systems

This option is useful for applications running on a monochrome display, where server memory is at a minimum. For performance reasons, monochrome windows are by default retained by the server. Using retained windows will use more memory in the X11 server; however, it also speeds up repainting when the window is covered and uncovered by other windows. When true, monochrome windows are not retained, thus saving server memory.

J.1.18 Fullscreen.Debug

J.1.18.1 Argument(s):

-Wfsdb, or -fullscreendebug

J.1.18.2 Type:

boolean

J.1.18.3 Default:

FALSE

Enables/disables fullscreen debugging mode during which XGrabs (XGrabServer(), XGrabKeyboard(), XGrabPointer()) are not done. When using FULLSCREEN, the X11 server will be grabbed which prevents other windows on the server from responding until the grab has been released by the one window which initiated the grab. Refer to the Appendix F in the XView Reference Manual: Converting SunView Applications for further details.

J.1.19 Fullscreen.Debugserver

J.1.19.1 Argument(s):

-Wfsdbs, or -fullscreendebugserver

J.1.19.2 Type:

boolean

J.1.19.3 Default:

FALSE

Enables/disables server grabbing (XGrabServer()) that is done via the fullscreen package. Refer to Appendix F in the *XView Reference Manual: Converting SunView Applications* for further details.

J.1.20 Fullscreen.Debugkbd

J.1.20.1 Argument(s):

-Wfsdbk, or -fullscreendebugkbd

J.1.20.2 Type:

boolean

J.1.20.3 Default:

FALSE

Enables/disables keyboard grabbing (XGrabKeyboard()) that is done via the fullscreen package. Refer to Appendix F in the *XView Reference Manual: Converting SunView Applications* for further details.

J.1.21 Fullscreen.Debugptr

J.1.21.1 Argument(s):

-Wfsdbp, or -fullscreendebugptr

J.1.21.2 Type:

boolean

J.1.21.3 Default:

FALSE

Enables/disables pointer grabbing (XGrabPointer()) that is done via the fullscreen package. Refer to Appendix F in the *XView Reference Manual: Converting SunView Applications* for further details.

J.1.22 Window.ReverseVideo

J.1.22.1 Argument(s)

-rv (or -reverse), and +rv (or +reverse)

J.1.22.2 Type:

boolean

J.1.22.3 Default:

False

These options control whether the foreground and background colors of the application will be reversed. If True, the foreground and background colors will be swapped. The -rv flag will set this to True, while the +rv will set it to False. This is really only useful on monochrome displays.

J.1.23 window.synchronous, +sync -sync

J.1.23.1 Values:

True, False (False)

Useful when debugging or tracking down a problem since the error codes emitted from Xlib will correspond to the immediate request made. Running in a synchronous mode will cause the application to run significantly slower.

J.1.24 mouse.modifier.button2

J.1.24.1 Values:

Shift, Ctrl, any valid modifier keysym (Shift)

When using a mouse with less than three buttons, this resource gets an equivalent mapping for the second button which is the ADJUST button on a three button mouse. For more information on keysyms, see the xmodmap reference manual page, Xlib documentation, and the include file $OPENWINHOME/include/X11/Xkeymap.h.

J.1.25 mouse.modifier.button3

J.1.25.1 Values:

Shift, Ctrl, any valid modifier keysym (Ctrl)

When using a mouse with less than three buttons, this resource gets an equivalent mapping for the third button which is the MENU button on a three button mouse. For more information on keysyms, see the xmodmap reference manual page, Xlib documentation, and the include file $OPENWINHOME/include/X11/Xkeymap.h.

J.1.26 OpenWindows.beep (Props)

J.1.26.1 Values:

never, notices, always (always)

When the value is notices, the audible bell will ring only when a notice pops up. When the value is never, the audible bell will never ring. When the value is always, the audible bell will always ring when the bell function is called by a program.

J.1.27 alarm.visible

J.1.27.1 Values:

True, False (True)

When ringing the bell in an XView program, flash the window as well to warn the user.

DefaultOpenWindows.windowColor (Props)

J.1.27.2 Values:

any valid X11 color specification (for example, #cccccc produces 80% grey)

Specify the base color for control areas for 3-D look. Takes hexadecimal representation. Three other colors used for shading and highlighting are calculated based upon the value of the specified control color. The actual calculated values are done by the OLGX library to provide a consistent color calculation between XView and OLWM. The desktop properties program allows a full range of customization and previews what the chosen 3-D look will look like. Does not apply to monochrome displays.

J.1.28 OpenWindows.workspaceColor (Props)

J.1.28.1 Values:

any valid X11 color specification (#cccccc-80% grey)

J

Specifies the color for the root window and the background color for icons that blend into the desktop.

J.1.29 xview.icccmcompliant

J.1.29.1 Values:

True, False (True)

When False, tell XView to set window manager hints in a way that was used before the ICCCM was adopted. Useful for window managers that are released before X11R4. Not needed with the Open Look Window Manager provided with Open Windows.

J.1.30 OpenWindows.3DLook.Color

J.1.30.1 Values:

True, False (True on all but monochrome screens)

When False, do not use the 3-D look on a color or grayscale screen.

J.1.31 OpenWindows.dragRightDistance (Props)

J.1.31.1 Values:

N (100)

Used by menus to determine when a pullright submenu would display when dragging over the menu item near a submenu. N is an integer greater than 0. A reasonable value might start at 20 and go to 200 or so. May need to try different values to see what feels right to each person.

J.1.32 Selection.Timeout

J.1.32.1 Values:

N (3)

Selection timeout value. N indicates the number of seconds that a requestor or a selection owner waits for a response.

J.1.33 OpenWindows.MouseChordMenu

J.1.33.1 Values:

True, False (False)

Turns on the mouse chording mechanism. Mouse chording was implemented to make XView work with two button mice. Holding the SELECT and the ADJUST buttons together will act as MENU button.

J.1.34 OpenWindows.MouseChordTimeout

J.1.34.1 Values:

N (100)

Mouse chording time-out value. N is in micro-seconds.

J.1.35 OpenWindows.SelectDisplaysMenu (Props)

J.1.35.1 Values:

True, False (False)

When True, the SELECT button (usually left mouse) will display the menu as well as the MENU button (usually right mouse).

J.1.36 OpenWindows.popupJumpCursor (Props)

J.1.36.1 Values:

True, False (False)

When False, do not warp the mouse to the notice when it appears.

J.1.37 notice.beepCount

J.1.37.1 Values:

N (1)

Where N is an integer to specify how many times to ring the bell when a notice appears. Ringing the bell can consist of either an audible beep and/or a visual flash.

J.1.38 OpenWindows.scrollbarPlacement (Props)

J.1.38.1 Values:

Left, Right (Right)

When set to Left, put all scrollbars on the lefthand side of the window or object.

J.1.39 OpenWindows.multiClickTimeout (Props)

J.1.39.1 Values:

N (4)

Where N is an integer greater than 2. Set the number of tenths of a second between clicks for a multi-click. A click is button-down, button-up pair.

J.1.40 text.delimiterChars

J.1.40.1 Values:

string('\011!\"#$%&\'()*+,./:;<=>?@[\\]^_`{|}~')

This resource allows the user to select the delimiter characters that are used when doing word level selections in the XView package. It was added because of the needs of the international marketplace, and it allows the user to define the local delimiters for the character set that is being used with the current keyboard and Sun workstation.

This resource is provided as a bridge until automatic selection of these characters becomes available.

Note that the octal characters can be scrambled by Xrm during a rewrite of the value of text.delimiter.Chars. Xrm interprets the text.delimiterChar string when it is loaded. Specifically it will decode the backslashed portions of the string and convert them to octal representations. When this is passed to the client application, the logic will function correctly. However, this misbehavior of Xrm causes the string to be stored incorrectly if the user saves the *.Xdefaults* file using the Xrm content of the string. The specific problem(s) that occur are the stripping of the backslash characters and the expansion of the tab character ("\t").

To correct this problem, one can put the text.delimiterChar entry into an *.Xdefaults* file that will not be overwritten when saving the workspace properties (for example, a system wide defaults file). Or a copy of the text.delimiterChar entry can be inserted after *.Xdefaults* file saves.

J.1.41 scrollbar.jumpCursor (Props)

J.1.41.1 Values:

True, False (True)

When False, the scrollbar will not move the mouse pointer when scrolling.

J.1.42 scrollbar.repeatDelay

J.1.42.1 Values:

N (100)

Where N is some integer greater than 2. Specifies the time in milliseconds when a click becomes a repeated action.

J.1.43 scrollbar.pageInterval

J.1.43.1 Values:

N (100)

Where N is some integer greater than 2. Specifies the time in milliseconds between repeats of a single page scroll.

J.1.44 scrollbar.lineInterval

J.1.44.1 Values:

N (1)

Where N is some integer greater than 0. Specifies the time in milliseconds between repeats of a single line scroll. How long to pause scrolling when holding down the SELECT button on the scrollbar elevator. Scrollbar sets up a timer routine for repeats.

J.1.45 keyboard.deleteChar

J.1.45.1 Values:

C (177 = octal for Delete)

Where C is some character either typed into an editor or specified with an octal equivalent. Specifies the delete character. This resource applies to text windows only and not to panel text items. This would work in either cmdtool or textedit or the compose window of mailtool.

J.1.46 keyboard.deleteWord

J.1.46.1 Values:

C (27 = octal for ^W)

Where C is some character either typed into an editor or specified with an octal equivalent. Specifies the delete word character. This resource applies to text windows only and not to panel text items. This would work in either cmdtool or textedit or the compose window of mailtool.

J.1.47 keyboard.deleteLine

J.1.47.1 Values:

C

Where C is some character either typed into an editor or specified with an octal equivalent. Specifies the delete line character. This resource applies to text windows only and not to panel text items. This would work in either cmdtool or textedit or the compose window of mailtool.

J.1.48 text.maxDocumentSize

J.1.48.1 Values:

N (2000)

Where N specifies the bytes used in memory before a text file is saved to a file on disk. Once this limit is exceeded, the text package will send a notice to the user to tell them that no more insertions are possible. If the file being edited is saved to a file, or it is a disk file being edited, then the limit does not apply.

J.1.49 text.retained

J.1.49.1 Values:

True, False (False)

If True, retain text windows with server backing store.

J.1.50 text.extrasMenuFilename

J.1.50.1 Values:

filename (/usr/lib/.text_extras_menu)

Where filename is an absolute location to a file. Can also be set via environment variable EXTRASMENU. This file is used for the text package's Extras menu. The commands specified in the extras menu are applied to the contents of the current selection in the textsw window and then it inserts the results at the current insertion point.

J.1.51 text.enableScrollbar

J.1.51.1 Values:

True, False (True)

When False, do not put a scrollbar on the text window.

J.1.52 text.againLimit

J.1.52.1 Values:

N (1)

Where N is an integer between 0 and 500. Number of operations the "again history" remembers for a textsw.

J.1.53 text.autoIndent

J.1.53.1 Values:

True, False (False)

When True, begin the next line at the same indentation as the previous line as typing in text.

J.1.54 text.autoScrollBy

J.1.54.1 Values:

N (1)

Where N is an integer between 0 and 100. Specifies the number of lines to scroll when type-in moves insertion point below the view.

J.1.55 text.confirmOverwrite

J.1.55.1 Values:

True, False (True)

When False, do not give user confirmation if a save will overwrite an existing file.

J.1.56 text.displayControlChars

J.1.56.1 Values:

True, False (True)

When False, use an up arrow plus a letter to display the control character instead of the character that is available for the current font.

J.1.57 text.undoLimit

J.1.57.1 Values:

N (50 maximum of 500)

Where N is an integer between 0 and 500. How many operations to save in the undo history log. These operations will be undone when you press the "Undo" key in the text window.

J.1.58 text.insertMakesCaretVisible

J.1.58.1 Values:

If_auto_scroll (Always)

Controls whether insertion causes repositioning to make inserted text visible.

J.1.59 text.lineBreak

J.1.59.1 Values:

Clip, Wrap_char, Wrap_word (Wrap_word)

Determines how the textsw treats file lines when they are too big to fit on one display line.

J.1.60 text.margin.bottom

J.1.60.1 Values:

N (0)

Where N is an integer between -1 and 50. Specifies the minimum number of lines to maintain between insertion point and bottom of view. A value of -1 turns auto scrolling off.

J.1.61 mouse.multiclick.space

J.1.61.1 Values:

N (4)

Where N is an integer between 2 and 500. Specifies the maximum number of pixels between successive mouse clicks to still have the clicks considered as a multi-click event.

J.1.62 text.storeChangesFile

J.1.62.1 Values:

True, False (True)

When False, do not change the name of the current file being edited to the name of the file that is stored. The name of the current file is reflected in the titlebar of the textedit frame.

J.1.63 text.margin.top

J.1.63.1 Values:

N (2)

Where N is an integer between -1 and 50. Specifies the minimum number of lines to maintain between the start of the selection and the top of the view. A value of -1 means defeat normal actions.

J.1.64 text.margin.left

J.1.64.1 Values:

N (8)

Where N is an integer between 0 and 2000. Specifies the margin in pixels that the text should maintain between the left hand border of the window and the first character on each line.

J.1.65 text.margin.right

J.1.65.1 Values:

N (0)

Where N is an integer between 0 and 2000. Specifies the margin in pixels that the text should maintain between the right hand border of the window and the last character on each line.

J.1.66 text.tabWidth

J.1.66.1 Values:

N (8)

Where N is an integer between 0 and 50. Specifies the width in characters of the tab character.

J.1.67 term.boldStyle

J.1.67.1 Values:

None, Offset_X, Offset_Y, Offset_X_and_Y, Offset_XY, Offset_X_and_XY, Offset_Y_and_XY, Offset_X_and_Y_and_XY, Invert (Invert)

Specify the text emboldening style for a terminal based window.

J.1.68 term.inverseStyle

J.1.68.1 Values:

Enable, Disable, Same_as_bold (Enable)

Specify the text inverting style for a terminal based window.

J.1.69 term.underlineStyle

J.1.69.1 Values:

Enable, Disable, Same_as_bold (Enable)

Specify the text underlining style for a terminal based window.

J.1.70 term.useAlternateTtyswrc

J.1.70.1 Values:

True, False (True)

When True, and a $HOME/.ttyswrc is not found, look for an alternate ttyswrc file. When False, do not look for an alternate file is one is not found in the home directory, $HOME/.ttyswrc.

J.1.71 term.alternateTtyswrc

J.1.71.1 Values:

filename ($XVIEWHOME/lib/.ttyswrc)

Where filename specifies a complete filename and absolute path of an alternate ttyswrc file. This is only used if a .ttyswrc file is not found in $HOME/.ttyswrc and term.useAlternateTtyswrc is True.

J.1.72 term.enableEdit

J.1.72.1 Values:

True, False (True)

When False, do not keep an edit log of what has been typed into the term window. This is set to false automatically when switching from a scrollable term to one that is not scrollable.

J.2 Internationalized Command Line Resource Arguments

The following command line arguments are relevant to internationalization. Locale refers to the language and cultural conventions used in a program. Locale setting is the method by which the language and cultural environment of a system is set. Locale setting affects the display and manipulation of language-dependent features.

J.2.1 basicLocale

J.2.1.1 Argument(s):

-lc_basiclocale

J.2.1.2 Type:

string

J.2.1.3 Default:

"C"

Specifies the basic locale category, which sets the country of the user interface.

J.2.2 displaylang

J.2.2.1 Argument(s):

-lc_displaylang

J.2.2.2 Type:

string

J.2.2.3 Default:

“C”

Specifies the displaylanguagelocale category, sets the language in which labels, messages, menu items, and help text are displayed.

J.2.3 inputLang

J.2.3.1 Argument(s):

-lc_inputlang

J.2.3.2 Type:

string

J.2.3.3 Default:

"C"

Specifies the inputlanguagelocale category, sets the language used for keyboard input.

J.2.4 numeric

J.2.4.1 Argument(s):

-lc_numeric

J.2.4.2 Type:

string

J.2.4.3 Default:

"C"

Specifies the numeric locale category, which defines the language used to format numeric quantities.

J.2.5 timeFormat

J.2.5.1 Argument(s):

-lc_timeformat

J.2.5.2 Type:

string

J.2.5.3 Default:

"C"

Specifies the time format locale category, which defines the language used to format time and date.