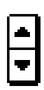
Glossary

X and OPEN LOOK use many common terms in unique ways. Good examples are "server" and "child." While most, if not all, of these terms are defined where they are first used in this book, you will find it easier to refresh your memory by looking here.

The following defines the meanings of most of the common X and OPEN LOOK terms used in this book. Terms defined elsewhere in the glossary appear in **bold.** Terms that are specific to OPEN LOOK, as well as those to which OPEN LOOK assigns special meanings, are identified with the tag (OL) after the term.

abbreviated menu (OL)
: A menu **button** displayed as a small square with an inverted triangle inside it. Most commonly seen in OPEN LOOK titlebars. Behaves like an OPEN LOOK menu button.



abbreviated scrollbar (OL)
: A **scrollbar** on a very small **panel** or **split pane** may be displayed with just the **cable anchors** and **arrow buttons**

accelerator
: A key or key sequence that is short for one or more menu and/or button actions.

access control list
: X maintains lists of hosts that are allowed create windows on a display. By default, only the local host may use the display, plus any hosts specified in the *access control list* for that display. Nowadays it is recommended to use **X Authorization**. instead.

active window	The window where the input is directed. With a ``pointer focus" policy, such as *olwm* in pointer-focus mode, or *twm*, you must put the pointer in a window to make it the active window. The active window is sometimes called the f**ocus window.**
ADJUST pointer button (OL)	The pointer button, normally the middle one on a three-button mouse, used to adjust— lengthen or shorten— a selection.
application	See under client.
arrow button (OL)	An abbreviated button, usually found at the ends of a text field, used for scrolling. A special case of "abbreviated button."
ASCII	American Standard Code for Information Interchange. This standard for data transmission assigns individual 7-bit codes to represent each of a specific set of 128 numerals, letters, and control characters. See also **iso8859-1.**
Athena	A project at the Massachusetts Institute of Technology; in X11, commonly used to refer to the Athena Widget Set used with the **X Intrinsics Toolkit.**
Automatic Scrolling (OL)	Automatic scrolling lets you move the view by holding SELECT and wiping through (moving the pointer across) the data. At present, this works for OLIT clients, but not for XView clients.
background	Windows may have a *background*, consisting of either a solid color or a tile pattern. If a window has a background, it will be repainted automatically by the server whenever there is an **Expose** event on the window.
background color	The color that determines the backdrop of a window, for example, on monochrome displays, the root window background color is gray.
background window	Another name for the **Root Window** or **Workspace**.
Backing Store	An attribute of the X Server that lets it retain in memory an image of overlapped areas so that the **client** doesn't have to redraw them.

base frame (OL), base window

The main **window** of an application. A base frame has a close button (shown here) at the left of its title bar; a pop-up window generally has a **push-pin**. See also **Command Frame, Properties Window.**

binding

An association between a function and a key and/or pointer button. The OPEN LOOK File Manager *bind*s file types with actions, so that clicking on the file's icon causes it to be processed in some predefined way; see Chapter 4, *Using the OPEN LOOK File Manager*. The MIT window manager `twm` allows you to *bind* its functions to any key(s) on the keyboard, or to a combination of keys and pointer button (e.g., the Control key and the middle button on a 3-button pointer).

bitmap

A grid of pixels or picture elements, each of which is white, black, or, in the case of color displays, a color. The OpenWindows DeskSet client *iconedit* and the MIT *bitmap* client allow you to edit *bitmap*s, which you can use as pointers, icons, and background window patterns.

border

OPEN LOOK windows have a very thin *border* around them; you can access the **window menu** from any point on the border. With non-OPEN LOOK **window manager**s, a window can have a *border* that is zero or more pixels wide. If a window has a *border*, the *border* can have a solid color or a tile pattern.

button

A tiny ``window'' area with a label that, when clicked on, causes some action to be performed. In OPEN LOOK, buttons can be used to perform an action directly, to display a pop-up window, or to display a menu.

Cable (OL)

The Cable is the part of a **scrollbar** that shows how much data can be scrolled, and lets you scroll by one screenful at a time.

Cable anchor (OL)

The boxes at the end of the cable anchor; clicking SELECT on them scrolls all the way to the appropriate end of the data. Dragging SELECT on them lets you split the view.

Cancel
: A button that lets you remove a property sheet or other pop-up dialog without applying any changes; the action of so removing it. Also a key that does so, usually <ESC> or STOP.

Caret (OL)
: A small mark that shows you which of several text fields will receive your keyboard input. The active *caret* is a black half-diamond; the inactive *caret* is a grey diamond.

check boxes (OL)
: A nonexclusive choice setting; shows a check mark or tick mark in a small box when the setting is active, and is an empty box otherwise.

click
: To press one of the **pointer button**s to notify a program of your intentions; the action of so pressing.

client
: X11's name for an application program, any program that requests the X Server to create and manage one or more **window**s for it. There are standard *client* programs to perform a variety of tasks, including terminal emulation and window management. Commercial or third-party applications are considered to be **client**s. **Client**s need not run on the same system as the display server program.

clipboard
: A holding area into which you can paste selected text or other matter.

close
: To close a window is to iconify it. On OPEN LOOK, this does not terminate the client controlling the window; on OSF/Motif and on Microsoft Windows, closing a window means to quit from it.

colorcell
: An entry in a colormap is known as a *colorcell.* An entry contains three values specifying red, green, and blue intensities. See also **colormap**.

colormap
: A **colormap** consists of an array of colorcells. A pixel value indexes into the colormap to produce intensities of red, green, and blue to be displayed. The colormap on most systems is a limited resource that should be conserved by allocating read-only colorcells whenever possible, and selecting RGB values from the predefined color database. Read-only cells may be shared between clients. See also **RGB**.

colormap lock (OL)

An OPEN LOOK facility to lock the colormap of one application onto the display, to avoid flashing of colors when moving the pointer in and out of that window. On the OpenWindows version of olwm, the key sequence Control/L2 locks, and Control/L4 unlocks, the colormap of the window that has the input focus.

console window

This **window**, which usually contains a terminal emulator such as *cmdtool, contool*, or *xterm*, is usually the first window to appear on your display. On some implementations, exiting the console window kills the X **server** program and any running applications. Also called the **login terminal window.**

control

Any screen area used to activate a function. Examples include menus, scrollbars, buttons, etc.

There are also *control keys* on most computer keyboards; these are often used as **accelerators**

copy cursor (OL)

A cursor indication that the drag-and-drop selection is being copied, rather than moved.

cut

To cut a selection (graphics or text) is to remove it from the active window; it is usually stored in a clipboard so it can be pasted in elsewhere.

default

A function-dependent value assigned when you do not specify a value. For example, specifying the **-rv** option with *xterm* reverses the foreground and background colors for the *xterm* window. If you do not specify this option, the **default** foreground and background colors are used.

default ring (OL)

In an OPEN LOOK pop-up, the *default* button is indicated by a double line around it. In an OPEN LOOK menu, the default item is indicated by a thin oval ring around it. You can change the default in a menu by dragging with Control-ADJUST.

Desktop manager

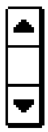
Any program similar to OPEN LOOK's File Manager.

depth

The *depth* of a window or pixmap is the number of bits per pixel.

device-dependent	Aspects of a system that vary depending on the hardware. For example, the number of colors available on the screen (or whether color is available at all) is a *device-dependent* feature of X.
DeskSet (OW)	A set of **clients** provided with Sun's OpenWindows that provides some useful functionality that is either missing or costs extra with most other GUIs. See Chapter 7, *The OpenWindows DeskSet Clients*
Dialog box	A **popup** window used to ask for specific information.
display	A set of one or more screens driven by a single X **server**. The DISPLAY environment variable tells programs which servers to connect to, unless it is overridden by the `-display` command line option. The default is always screen 0 of display server 0 on the local system. See Chapter 1, *An Introduction to OPEN LOOK and the X Window System*
Display PostScript	An extension to X11 that allows rendering of PostScript files into X windows. Not the same as Sun's earlier **NeWS** protocol for PostScript.
double-click	To click twice in rapid succession on a control. This is normally a shortcut or **accelerator** for selecting something and then clicking another button to activate it.
drag and drop	A protocol brought to the X11 community by OPEN LOOK that lets you copy a selection from one window to another with a single mouse action: you hold a mouse button down while dragging the pointer, and release the button to "drop" the selection in another window.
Drag Area (OL)	The area in the middle of a scrollbar or slider that is dragged to scroll the data or change the slider's value.
Drop Target (OL)	A rectangle into which you can drop a selection to make it current; you can often drag from the drag target to get the current contents of the application.
Drop Shadow (OL)	The gray area to the right and below the border of a menu.

Duplicate pointer (OL)
The cursor displayed when you are copying an object by dragging.



Elevator (OL)
The central feature of an OPEN LOOK scrollbar; it features up and down arrows to scroll up or down, and a central drag area that can be moved by dragging.

event
The window **server** represents user actions such as pointer motion, key presses and window **exposure** with a data structure called an *event*. Application programs interpret these *event*s and respond to them in particular ways.

exposure
Window *exposure* occurs when a window is first put up on the screen, or when another window that obscures it is unmapped (e.g., iconified or destroyed), resized, or moved. Expose events are sent to clients to inform them when contents of regions of windows have been lost and need to be regenerated.

Exclusive choice (OL)
A **control** that allows for only one of a number of choices to be selected at one time.

Extension
The MIT X **server** allows a skilled programmer to add new features; a set of one or more such features is called an *extension*.

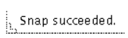
File Manager (OL)
A program (*filemgr*) used to browse through files and directories. It displays different icons for different types of files, and can automatically start application programs or take other action when you double-click on files. See Chapter 4, *Using the OPEN LOOK File Manager*, for a discussion of the OPEN LOOK file manager.

focus window
The window to which keyboard input is directed. For a discussion of the two modes of selecting the *focus window*, see Chapter 2, *Working in the OPEN LOOK Environment*

focus help (OL)
A visual indication of which window has the input focus. Normally invoked by Control-?.

font
: A style of text characters. Fonts and X font naming conventions are described in Chapter 10, *X11, OPEN LOOK and OpenWindows Font Specification*.

font directory
: By default, fonts are stored in the subdirectories of */usr/lib/X11/fonts* (MIT) or $OPENWIN-HOME*/lib/fonts* (OpenWindows). You can specify alternative or additional *font directories* with the *xset* client.

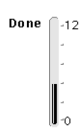


footer (OL)
: The bottom area of a main window, used to display messages. The left footer is for status messages such as the completion of an action; the right footer is for information such as the current page number.

foreground color
: The color in which the text in windows and menus, or graphics output are displayed.

Front (OL)
: The Front item in the Window Menu moves a window to the front of the screen, that is, over top of any windows that overlap it. In OpenWindows the accelerator for this is the L5 key.

Full Size (OL)
: To make a window *full size* is to make it use the largest size (normally by height) that it can. This is a Window Menu item and is also available by double-clicking on a window's titlebar.



gauge (OL)
: An output-only control that shows the percentage of use or the proportion of an action that has been completed.

geometry
: The size and placement of a window, which can be specified with the `-geometry` option or an X resource.

Graphical User Interface (GUI)
: A specifications for the look and feel of client windows. OPEN LOOK is one GUI; the MacIntosh Operating System and the OSF/Motif interface are others.

header (OL)

The OPEN LOOK term for a titlebar. A small rectangle across the top of the window, with the program's name or other information (for example, the name of the file being processed in the window) centered. Base windows have a window menu button (**menu mark**) at the left of the header; pop-up windows (command and property windows) have a pushpin at the left.

Help

Assistance or information about a window or control. OPEN LOOK applications provide help in a consistent way, by the use of a HELP key (F1 on some keyboards; HELP on others).

hexadecimal

A base-16 arithmetic system, which uses the digits A through F to represent the base-10 numbers 10 through 15. X clients accept a special hexadecimal notation (prefixed by a # character) in all command line options relating to color. See XX CHAPTER WITH COLOR XX for more information.

highlight

As you drag the pointer down a menu, each item is *highlighted* by drawing it in a different color. Releasing the pointer button on the highlighted item will cause it to be selected.

hot spot

The reference point of a pointer that corresponds to its specified position on the display. In the case of an arrow, an appropriate *hot spot* is its tip. In the case of a cross, an appropriate hot spot might be its center.

icon

A small symbol that represents a window but uses little space on the display. Converting windows to *icons*, called "iconifying", allows you to keep your display uncluttered. X11 and NeWS programs typically have an icon that is intended to be representative of the program. Because they have the full capability of PostScript available, NeWS programs often have a scaled version of the current image of the main window.

input device
: Hardware device that allows you to input information to the system. For a window-based system, a keyboard and pointer are the most common input devices. The X Input **Extension** allows you to add new device types to the MIT X server.

internationalization
: A way of writing programs that allows use of a different human language than that used by the author of the program.

iso8859-1
: A character set containing **ASCII** and a number of international (European) characters as well.

join views (OL)
: To join back together two views of a panel; see *split view.*

keyboard accelerator
: See accelerator.

keyboard focus
: See **focus window**.

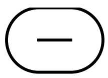
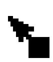
keyboard input
: The entry of information from the keyboard; the text entered from the keyboard.

maximize
: The Motif term for *Full Size.*

menu
: A list of commands or functions, listed in a small window, one of which can be selected with the pointer.

menu button (OL)
: A button that has a menu associated with it. An example is the File menu on most main windows; clicking SELECT will take the default action (load or save as appropriate), while clicking MENU will cause the menu to be displayed. See Chapter 2, *Working in the OPEN LOOK Environment*

menu mark (OL)
: A triangle in the border of a button or to the right of a menu item, to indicate that a menu is connected to it. Triangle points down or right to show which direction the menu will appear in. See also **Abbreviated Menu Button.**

MENU pointer button (OL)	The pointer button, usually the rightmost one on a three button mouse, that is used to make a menu appear.
 Minus button (OpenWindows only)	A button used in some of the OpenWindows DeskSet clients to reduce the size of the Properties window.
modifier keys	Keys on the keyboard such as Control, Alt, and Shift. X programs recognize a set of "logical" *modifier key* functions that can be mapped to physical keys. The most frequently used of these logical keys is called the "meta" key) labelled ¨Left¨ and ¨Right¨ on some keyboards=.
MoOLIT	An AT&T toolkit that will be able to provide either an OPEN LOOK or a Motif interface, at the user's request. Derived from their earlier OLIT.
Motif	A Graphical User Interface and its toolkit, developed by the Open Software Foundation by coalescing elements of DEC's and Hewlett-Packard's X-based GUIs.
mouse	An input device that, when moved across a flat surface, moves the pointer symbol correspondingly across the display. The mouse usually has buttons that can be pressed to send signals that in turn accomplish certain functions. The mouse is one type of pointer device; the representation of the mouse on the screen is also called the **pointer**. (See **pointer**.)
 Move cursor (OL)	A pointer shape used to warn you that a drag you are doing will move, rather than copy, the data object. Moving a file from the File Manager to the Print Manager, for example, will print the file and delete it from your disk.
Multimedia	A system that has access to media other than the traditional screen/keyboard/mouse, such as sound, interactive video, etc.

NeWS	Sun's Network Extensible Window System, an alternative to X11. Unlike Display PostScript, NeWS extends the PostScript language into a full windowing system. The OpenWindows server supports both X11 and NeWS clients concurrently.
NFS	The Networked File System, allows files from almost any operating system to be "mounted" on any other computer that is connected via a network.
non-exclusive choice (OL)	A control that allows for any or all of its multiple choices to be active (selected) at one time.
Notice (OL)	A Notice is OPEN LOOK's term for a **pop-up** window used to bring your attention to an error or warning that requires action, usually a choice, before the application can continue. Analogous to certain types of **dialog box** in other terminologies., and to the ¨Alert Box¨ on the MacIntosh.
occluding	In a windowing system, windows may be stacked on top of each other much like a deck of cards. The window that overlays another window *occludes,* or hide, that window. A window need not completely conceal another window to be occluding it.
OLIT	The OPEN LOOK Intrinsics Toolkit, an OPEN LOOK tookit from AT&T.
open	To open a window is to replace its icon with the full-scale window.
OPEN	The most-abused term in the computer industry; the marketing buzzword of the 1980's and 1990's. It began with Sun's use of "Open Systems", but has since lost much of its meaning through overuse.
OPEN LOOK	A Graphical User Interface developed by Sun and AT&T; the first industry-standard GUI for the X11 and UNIX environments. The trademark in the name is held by AT&T. Oops, better make that Novell, Inc.
OpenWindows	Sun's windowing software package; includes an X server, most standard X clients, window and file managers, a series of useful DeskSet clients., the ToolTalk inter-application protocol, X toolkits, etc.

OSF/Motif	See under Motif.
page-oriented scrollbar (OL)	A scrollbar that moves from one page to the next in a page-oriented application such as publishing software. Has a small box to indicate the current page number.
palette	A set of colors used to select the colors for parts of your display.
parameter	A value required before a client can perform a function. Also called an argument.
paste	To insert a selection that was previously cut or copied.
picture frame corners	See Resize Corners.
Pinnable menus (OL)	Menus that have a pushpin and can thus be pinned up on your screen until you are done with them.
pixel	The smallest element of a display surface that can be addressed.
Plus button (OpenWindows only)	A button used in some of the OpenWindows DeskSet clients to increase the size of the Properties window.
point	A unit of measurement equal to approximately 1/72 of an inch (0.354 am).
pointer	A generic name for an input device that, when moved across a flat surface, moves the pointer symbol correspondingly across the display. A *pointer* usually has buttons that can be pressed to send signals that in turn accomplish certain functions. The **mouse** is by far the most common type of pointer device at present. The *pointer* also refers to the symbol on your display that tracks pointer movement on your desk. Pointers allow you to make selections in menus, size and position windows and icons, and select the window where you want to focus input. A pointer can be represented by a variety of symbols. (See **text cursor**.) Some typical X pointer symbols are the I-beam and the skull and crossbones.

pop-up menu (OL)	A menu that pops up when you press the MENU key anywhere other than over a **menu button**.
pop-up window	A window that appears in order to perform some specific tasks. Examples of pop-up windows in OPEN LOOK include command windows, property windows, help windows, and notices.
property (X11)	Windows have associated *properties*, each consisting of a name, a type, a data format, and some data. These are used for many purposes in X11, such as specifying whether a window is to be iconified, what Resource values are to be used, etc.
Property (OL)	OPEN LOOK uses the term *properties* in a more conventional sense than X11´s technical meaning, to mean attributes of something, such as the type of font to use, or the color of a window.
Property Window (OL)	A pop-up window used to set preferences ("properties") of an object, a program, or a window.
 Pushpin (OL)	A graphic image of a pushpin used to make a window or menu stay up until you explicitly dismiss it by removing the pin.
Pin	See pushpin.
quit	To quit an application means to terminate it. The OPEN LOOK Window Manager has a quit item in its window menu, so you can quit any application from the window manager.
radio button	A group of buttons where only one of the buttons can be selected at a time. So named because they behave like the channel buttons of an old fashioned car radio. OPEN LOOK's analog is the **exclusive choice**.
reverse video	Reversing the default foreground and background colors.
RGB	A method for defining color in which proportions of the primary colors Red, Green, and Blue are combined to form other colors.
Refresh	To make the window (or the entire screen) be redisplayed.

Resize corners (OL)

Most windows can be made smaller or larger by selecting one of their resize corners and sliding it in the desired direction to make the window larger or smaller.

Root Menu

The menu that a window manager displays when you request a menu with the pointer positioned on the background, that is, not inside any given window. OPEN LOOK calls this the **Workspace Menu**.

Root Window

The background area of your screen; the area on top of which all actual windows are drawn. Also called the **background window** or, in OPEN LOOK, the **Workspace**.

RPC

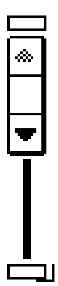
Remote Procedure Call, a high-level communication method used by some applications to exchange information. NFS uses RPC.

screen

A server may provide several independent *screens*, which may or may not have physically independent monitors. For instance, it is sometimes possible to treat a color monitor as if it were two screens, one color and one black and white.

scroll

To move through data that is larger than the window that is displaying it.



scrollbar

A bar on the side of a window that allows you to use the pointer to scroll up and down through the text saved in the window. Useful whenever the amount of data in an application is greater than amount that can be displayed at one time.

scrollbar menu (OL)

Each OPEN LOOK scrollbar has a menu that can be used to scroll, and sometimes to **split/join** the view of the window. Access the menu by pressing MENU with the pointer over the scrollbar.

select
: A process in which you move the pointer to the desired menu item or window and click or hold down a pointer button in order to select some text or data.

SELECT pointer button (OL)
: The pointer button, usually the leftmost one on a three-button mouse, used to start a selection or to select a particular choice from a menu or series of buttons.

selection
: *Selections* are a means of communication between clients using properties and events. A selection is an object or item of data that can be highlighted in one instance of an application and dragged or pasted into another instance of the same or a different application. The current selection can also be copied into the **clipboard**, or **cut**.

server
: A server is a program that makes some resource available to clients. A traditional "file server" makes file storage available to workstations. In X terminology, the server is the combination of graphics display, hardware, and X server software that provides display services for clients. The *server* also handles keyboard and pointer input.

split view (OL)
: To divide a panel into multiple views of the data; each view has its own scrollbar and can be scrolled independently.

stay-up menus (OL)
: Menus that stay on the screen when you click and release the MENU button.

Text Arrow (OL)
: Visual indication that a text field is larger than can be displayed in the visible portion on the screen.

text cursor
: The standard underscore or block cursor that appears on the command line or in a text editor running an *xterm* window. To make the distinction clearer, the cursor that tracks the movement of a mouse or other pointing device is referred to as the **pointer**. The pointer may be associated with any number of cursor shapes, and may change shape as it moves from window to window.

text duplicate pointer (OL)	Pointer that displays when a text drag is copying the data
text move pointer (OL)	Pointer that displays when a text drag is (destructively) moving the data.
tile	A pattern that is replicated (as if laying a *tile*) to form the background of a window or other area. This term is also used to refer to a style of non OPEN LOOK window manager that places windows side by side instead of allowing them to overlap.
titlebar	A small rectangle on top of a window. Shows the name of the application, and allows menu access to various window manager functions.
tNt, TNT	The NeWS Toolkit, a **toolkit** for developing **NeWS** applications under **OpenWindows.**
toolkit	A set of programmer-accessible functions used to develop applications. Examples of OPEN LOOK toolkits for X11 include AT&T's OLIT and Sun's XView, and for NeWS, Sun´s TNT. There is only one Motif toolkit, the Motif Toolkit. There are several OPEN LOOK- and Motif-compliant toolkits from third parties.
ToolTalk	A Sun program that provides very high level interprocess communication. Used by some of the **deskset** clients to exchange messages; used by *filemgr* to start some clients.
triple-click	To **click** three times in rapid succession. Normally used to select an entire line of text in an editor or terminal emulator.
unbundled	Sold separately from the base system; costing extra money.
Undo	To undo an operation, i.e., to return the data to its state before the last change you made.
Unicode	An extension of the **ASCII** character set designed to include all known European and Asian languages See also **iso8859-1**.

	UNIX	A multi-tasking, multi-user operating system that is most commonly used on mini-computers and work-stations. The X Window System was developed on UNIX, but now runs on several other operating systems or even stand-alone in **X Terminals**.
	Validate	To verify that an item of data is acceptable in a given context.
	Virtual Desktop	A scrolling facility for making the **Workspace** appear larger than the physical screen. Examples of window managers that implement this include *tvtwm* and *olvwm*.
	Virtual Edges (OL)	A facility for reserving part of the workspace for icons and certain application windows. Rarely used.
	Virtual Keyboard	An image of the keyboard used to show and alter the mappings of various keys.
	Virtual Reality	Nothing to do with X11; a fancy multimedia system that appears to present you with an interactive, three-dimensional world.
	Wait Cursor	A cursor indicating that you've asked the application to do something that may take a long time. On some GUIs the watch hands appear to move; this does not happen with most current X11 implementations.
	window	A region on your display created by a **client**. For example, the *cmdtool* or *xterm* terminal emulator, the *calctool* or *xcalc* calculator, and the *iconedit* or *bitmap* graphics editor all create windows. You can manipulate windows on your display using a **window manager**.
	window manager	A client that allows you to move, arrange, resize, circulate, and iconify **windows** on your display. The *Window Manager* also draws borders and titlebars. The most common *Window Manager*s under OPEN LOOK are *olwm* and *olvwm*.
...	window mark	Three dots (...) following a button label or menu item to indicate that it will cause a separate pop-up window to appear.

window menu (OL)	A menu that is displayed when you press the MENU button on a window's titlebar.
Wipe-through selection	Pressing SELECT and moving the pointer across data (text or graphics) to make a continuous selection.
Workspace (OL)	OPEN LOOK's term for the **Root Window,** the region behind all other windows
Workspace Menu (OL)	OPEN LOOK's term for the **Root Menu**, the menu that 9zis accessed when the MENU button is pushed over the Workspace (not over any window).
Workspace Properties Menu (OL)	The property window accessed from the Workspace Menu that lets you customize global properties by updating your *.Xdefaults* file. See Chapter 2, *Working in the OPEN LOOK Environment*.
X Authorization	A mechanism that allows your programs to open windows on your display, regardless of what host they are running on, without having to be explicitly added to the Access Control List. The most common form of X Authorization uses the file *~/.Xauthority* to contain an encryption that the server recognizes. See the manual pages for *xauth* and *xhost*.
X Terminal	A computer terminal that is dedicated to running The X Window System
X11	A window system that is the subject of this series of books. The X Window System is a trademark of the Massachusetts Institute of Technology.
Xt+	An early name for the **OLIT** toolkit.
XView	Sun's OPEN LOOK toolkit for X11. Has a similar programmer's interface to their older, pre-X11 SunView toolkit.