



SINIX/windows *ONLINE Documentation*

SINIX/windows User Environment V3.1 ()

CDE Enhancement

(Common Desktop Environment)

Edition October 1997

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1 Preface

The "CDE Enhancements" manual provides an overview of the additional functionality that Siemens Nixdorf Informationssysteme AG and TriTeal Corporation have added to the Common Desktop Environment (CDE).

1.1 Who should use this guide

This guide is intended for end users and system administrators of Reliant UNIX systems who want to use CDE.

1.2 How this guide is structured

This "Preface" describes the structure of the book and the typographic conventions used.

The chapter "Overview of enhancements" provides a brief look at the added features of the SINIX/windows Desktop which go beyond the established standards of the Common Desktop Environment.

The chapter "Session/Window management tools" describes the enhancements that have been made with respect to session and window management, including the Graphical Workspace Manager (GWM), Workspace Control, and Workspace Menu.

The chapter "Mail-tool editing enhancement" gives an in-depth look at the enhancements made to the mail tool.

The chapter "TEDscape" describes how to treat Netscape Navigator like a CDE application. You can drag and drop World Wide Web documents from Netsape Navigator to the Desktop and vice versa.

The chapter "Key-binding enhancements" lists all the key binding enhancements that have been added to the SINIX/windows Desktop.

The chapter "Resource and environment variable enhancements" lists all resource enhancements that have been added to the SINIX/windows Desktop.

1.3 Related books

The following books provide information on Motif, the Xt Intrinsics, and Xlib:

- "OSF/Motif Reference Guide", by Douglas A. Young, published by Prentice-Hall, Englewood Cliffs, NJ 07632.
- "The Definitive Guides to the X Window System, Volume 3: X Window System User's Guide", by Valerie Quercia and Tim O'Reilly, published by O'Reilly and Associates, Sebastopol, CA 95472.

1.4 Notational conventions

The following table describes the type changes and symbols used in this book.

Typeface or symbol	Meaning	Example
constant width	The names of commands, files, and directories; onscreen computer output	Edit your .login file. Use <code>ls -a</code> to list all files. <code>system%</code> You have mail.
italics	Command-line placeholder: replace with a real name or value In continuous text: new words or terms, or words to be emphasized	To delete a file, type <code>rm -filename</code> . These are called <i>class</i> options. You <i>must</i> be logged on as root to do this.
Code samples may display the following:		
%	UNIX C shell prompt	system%

\$	UNIX Bourne and Korn shell prompt	system\$
#	Superuser prompt, all shells	system#

Table 1: Typographic conventions

2 Overview of enhancements

This chapter provides an overview of all CDE enhancements.

2.1 Introduction to the Common Desktop Environment

The Common Desktop Environment (CDE) is a technical specification developed jointly by Hewlett-Packard Company, IBM Corporation, Novell, Inc. and SunSoft, Inc. It defines a consistent set of application programming interfaces (API) for a common desktop environment that can be implemented in operating environments that support X Window™ desktop computers and OSF Motif™. CDE provides end users with a consistent graphical user interface across workstations, X terminals, and PCs, and software developers with a single set of programming interfaces for HP-UX™, IBM AIX™, Solaris®, UnixWare® and other UNIX®-based platforms. This advanced environment will enable users to transparently access data and applications from anywhere in the network.

The CDE specification incorporates and integrates existing technology from participating vendors and has been designed to support distributed, enterprise-wide applications. As such, it supports a range of client/server platforms for both small workgroups and large enterprises, and can handle simple text and data as well as advanced collaborative multimedia applications.

2.2 SINIX/windows Desktop: CDE and much more

The SINIX/windows Desktop is an implementation of CDE which includes a number of enhancements to the core CDE specification. SINIX/windows Desktop is intended to provide the most complete, productive desktop environment for the entire enterprise, whether it be composed of UNIX workstations, servers, X terminals or PCs.

SINIX/windows Desktop is composed of the core CDE 1.0 specification, plus a number of core feature enhancements and desktop services, as well as optional add-on modules.

It is important to understand the basic nature of the add-on components that, with the core CDE specification, comprise the SINIX/windows Desktop. The add-on components can be divided into the following categories.

Feature enhancement

A feature enhancement is an improvement to the core CDE product, or a new feature added to enhance the desktop, although it is not typically a stand-alone product or feature. Feature enhancements are installed by default during the installation and are part of the core product. An example of a feature enhancement is the Graphical Workspace Manager (GWM).

Desktop service

A desktop service is a complete product that has been seamlessly integrated into the desktop.

Add-on module

A SINIX/windows Desktop add-on module is an independent application that augments and adds value to the core functionality of the product.

2.3 Added-value features

The following list includes the major feature enhancements, desktop services and add-on modules.

2.3.1 Session/Window Manager tools

The Session Manager has been modified to allow for an alternate method of specifying the command string used to regenerate an application after a session is restarted. The Window Manager has also been enhanced with the addition of multiple-screen support and the Graphical Workspace Manager (GWM).

Graphical Workspace Manager (GWM™)

Provides a visual representation of the application windows available in all of the workspaces, which allows the user to easily control and navigate through multiple workspaces. GWM also provides "drag and drop" between workspaces.

Multiple-screen support

Allows a user to operate SINIX/windows Desktop with more than one monitor, thus expanding the number of applications and workspaces immediately available.

Workspace Menu enhancement

The Workspace Menu has two new options added to it. The "Show GWM" option invokes the Graphical Workspace Manager (GWM), while the "Application List" option produces a window listing all applications currently running on the desktop.

Mail-tool editing enhancement

The CDE specification comes equipped with a standard mail tool, dtmail. TriTeal has improved the editing capabilities of this tool. The enhanced mail tool allows the user to take an original mail message, make changes in an edit window, and save those changes back to the original mail message. The mail editor strips the headers and footers from the mail message and allows you to edit the content of the message and then save any editing back to the original message without having to create a copy of the original message. Please see [Chapter "Mail-tool editing enhancement"](#) for more information on using the editing enhancement.

TEDscape

TEDscape allows Netscape Navigator to work as a CDE-compliant application. Starting with version 1.12, Netscape Navigator can be used to move and copy Web documents from and to the Internet browser using "drag and drop".

2.3.2 Key bindings/resources**Key-binding enhancements**

The enhanced desktop provides advanced functions for key, button and menu binding. These key-binding enhancements can be used as short-cuts to commonly used functions. See [Chapter "Key-binding enhancements"](#) for details.

Resource and environment-variable enhancements

The enhanced desktop provides new resources and environment variables that enable the user to customize his or her environment more efficiently. See [Chapter "Resource and environment variable enhancements"](#) for details.

3 Session/Window management tools

This chapter outlines the session and window management enhancements to the CDE Desktop.

3.1 Session Manager

The enhanced desktop Session Manager has been modified to allow for an alternate method of specifying the command string used to regenerate an application after an enhanced desktop session is restarted. Formerly, the contents of the WM_COMMAND property were queried for each top-level window on the root window for the purposes of saving the users' session at logout time. The contents of the WM_COMMAND property were used to build a dtsmcmd command string which was saved in the dt.session file. The dt.session file is read when an enhanced desktop session is resumed. All applications referenced in the file are restarted with the command derived from the WM_COMMAND window property. Applications started from shell scripts, or in any other manner which requires some preliminary setup, would fail to be restarted properly under the default dtwm. In order to allow the user to specify an alternate startup string to be used in place of the contents of WM_COMMAND, the WM_COMMAND_STR resource was created. By specifying this resource for a given application the user causes the Session Manager to ignore the contents of WM_COMMAND and use the string specified in the appname*WM_COMMAND_STR resource instead. An example of a shell script which starts an X application is shown below:

```
#!/bin/sh
echo "table*WM_COMMAND_STR: /home/fred/TABLE/run" | xrdb -merge
XAPPLRESDIR=/home/fred/TABLE/APP
export XAPPLRESDIR
/home/fred/TABLE/table
```

Notice the call for "xrdb -merge" which sets the WM_COMMAND_STR resource. The shell script "run" starts the X program "table". Upon logout and session restart, the shell script "run" will be invoked to start "table" instead of "table" being invoked directly, as would be the case if WM_COMMAND_STR were not set.

3.2 Window Manager

In order to more completely address the needs of those users who employ more than one screen for their workstation, TriTeal has greatly enhanced multi-screen support in dtwm. It is no longer necessary to invoke applications which are to be displayed on the non-primary screen by hand or through a button or key binding. Enhanced desktop sessions can be configured to run with either an independent front panel on each screen, or a single front panel on the primary screen. Both Window Manager configurations are discussed below. The enhanced desktop clients, dtfile, dtstyle, etc., have also been extended to account for increased multi-screen functionality. File manager windows may be displayed on screens other than the primary screen. Colormaps, backdrops etc., may be changed on any screen without stopping and restarting dtstyle on the target screen. Along with these obvious enhancements, many subtle improvements have been made to allow for easier control of desktop attributes and resources.

3.2.1 Multiple-screen support

The enhanced desktop supports systems with multiple screens. It can:

- control any number of screens.
- run with one front panel or a front panel on each screen.
- synchronize desktop control across several screens or control each screen independently.

The files that are affected are:

```
/usr/dt/app-defaults/C/Dtwm
```

This configuration of dtwm creates a front panel on each screen of the display. While all front panels are identical, by virtue of using the same dtwmrc file, they can be configured differently and are independent in terms of function. Each screen of the display functions as a unique desktop environment, but all screens are governed by a single user session. Resources, applications and application information, etc., are all saved in the same manner as in a standard enhanced desktop session.

The Window Manager can run on any display device on which the X server can be started.

3.2.2 Workspace Menu

The Workspace Menu has been enhanced with the following additions, to make session/window management even easier:

- "Show GWM" invokes the Graphical Workspace Manager (GWM).
- "Application List" produces a window which shows all applications currently running on the CDE Desktop.

To show the GWM

1. Press mouse button #3 with the pointer over an unoccupied area of the desktop. The Workspace Menu will appear as shown below.

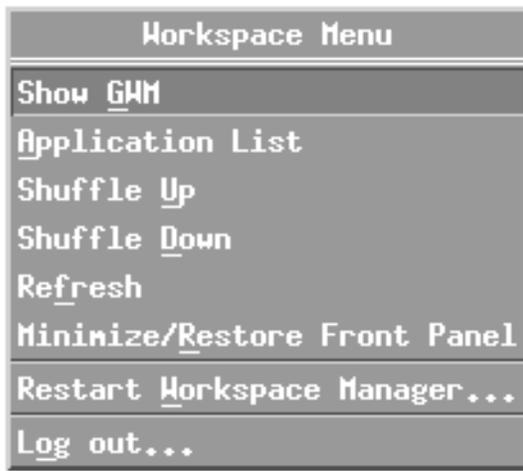


Figure 1: Workspace Menu

2. Select the "Show GWM" option. The Graphical Workspace Manager (GWM) appears.

To see the application list

1. Press mouse button #3 with the pointer over an unoccupied area of the desktop. The Workspace Menu in [Figure 1](#) appears.
2. Select the "Application List" option. A window will appear with a list of all currently active applications. This "Running Applications" window is shown below.



Figure 2: "Running Applications" window

3. Double-click on an application to go to the workspace in which the application is running.
The selected application will become the active window.



If an application list window is open it will not automatically update -itself. To see a revised list, open a new application list window using the procedure described above.

3.2.3 Graphical Workspace Manager (GWM™)

For quick and more efficient access to the user's applications a Graphical Workspace Manager (GWM) has been added to dtwm. The Graphical Workspace Manager window shows a miniature view of the contents of each workspace in the user's session. You can navigate through the workspaces by clicking the mouse button; selected applications will be highlighted ready for user interaction, and you can click on these to activate them.

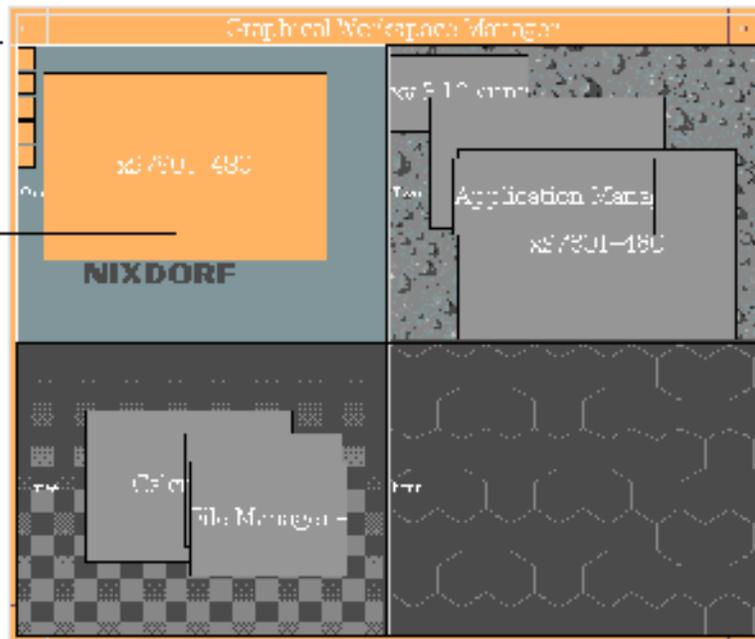
3.2.3.1 GWM features

- The GWM allows the user to look at workspace contents and navigate through multiple workspaces with the press of a button.
- Applications can be moved from one workspace to another.
- Applications can be distributed over multiple workspaces.
- Full application names can be displayed in the text box by simply placing the pointer over the application icon.

Figure 1. shows the Graphical Workspace Manager window.

The Graphical Workspace Manager shown in a workspace window

Highlighted applications showing active workspace



The Graphical Workspace Manager shown in the front panel

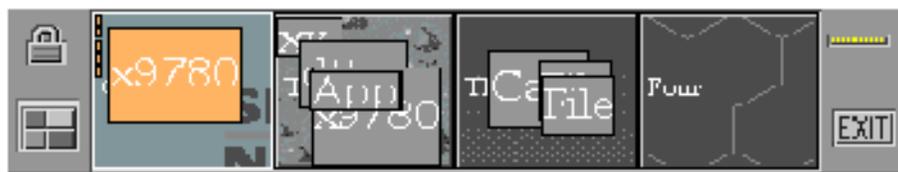


Figure 3: The Graphical Workspace Manager, shown in a window and in the front panel

The GWM can be started either from the front panel or from the Workspace Menu.

Modifying workspaces

The new release of the Graphical Workspace Manager comprises the following new functionality:

- You can change the size and layout of the workspaces.
- You can display the name and backdrop of the workspaces.
- You can change the position and font size of the workspace names.
- You can easily move the Graphical Workspace -Manager from the front panel into a separate window, if you prefer.
- You can add, rename and delete workspaces from the GWM.
- You can change workspaces with keyboard shortcuts, or by clicking with the mouse.
- You can add resource variables to your X resource file to change the default settings for the GWM.

Moving from workspace to workspace

In the GWM you can easily change the current workspace with a click of the mouse. You can also add new Window Manager functions to your dtwmrc file to use keyboard shortcuts to change workspaces.

The following options are available for the `f.workspace_change` *direction function*:

- left
- right
- up
- down
- left_up
- right_up
- left_down
- right_down

For more information on using key bindings refer to the

3.2.3.2 Working with applications in the workspace

The GWM gives you easy access to applications you have running in different workspaces. The GWM enables you to

- move applications from one workspace to another
- copy applications to other workspaces using the control key

Moving application windows

1. Place the cursor over the desired application window in the GWM.
2. Press mouse button #1 and keep it depressed.
3. Drag the application window to the desired workspace.
4. Release mouse button #1.

If this action is performed with the Shift button depressed, the application will occupy the new workspace.



Minimized applications (icons) cannot be moved to and from workspaces using the GWM. Use the "Occupy Workspace" option from the icon menu by pressing mouse button #3 with the pointer over the icon you wish to move or copy.

Copying application windows

Press the Control key, and using mouse button #1, drag the application window to the desired workspace. This action has the same effect as the "Occupy Workspace" option in the icon menu (move mouse pointer

over the desired icon and press mouse button #3) or in the application's menu box.



When moving or copying application windows you can hold down or release the control key (with the mouse button depressed) to change from copy mode to move mode and vice versa. To undo an action press the Esc key with the mouse button pressed.

3.2.3.3 Adding and deleting workspaces

You can easily add, rename and delete workspaces using the GWM pop-up menu.

Adding workspaces

1. Place the cursor over a workspace in the GWM.
2. Press mouse button #3 to open the GWM pop-up menu as shown in [Figure 4](#):

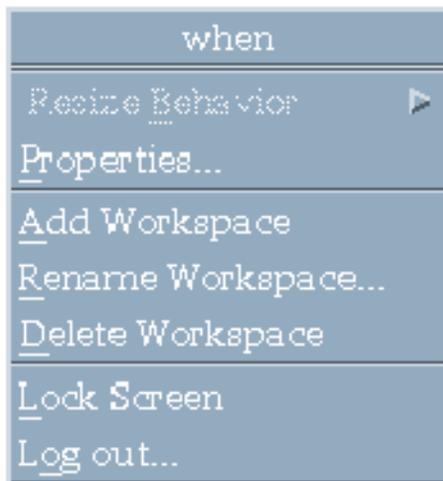


Figure 4: GWM pop-up menu

3. Select "Add Workspace" from the pop-up menu.
The new workspace is given the name "New", "New 1", "New 2", and so on.

Renaming a workspace

1. Place the cursor over the workspace to be renamed.
2. Press mouse button #3 and select "Rename Workspace" from the pop-up menu. [Figure 1](#) shows the "Rename Workspace" dialog box.

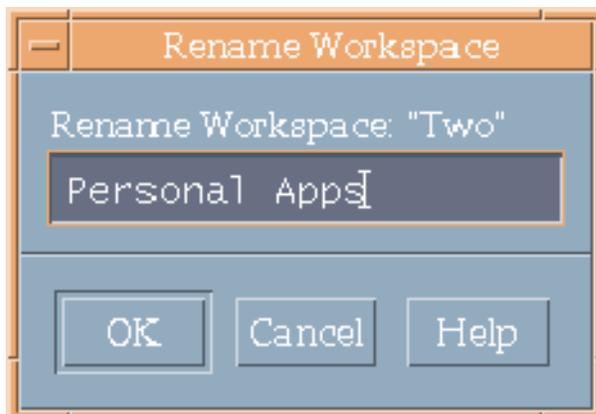


Figure 5: "Rename Workspace" dialog box

3.2.3.4 Displaying the GWM in the workspace

You can change the GWM such that it is displayed in the workspace rather than in the front panel. You can change this setting easily via the "Properties" dialog box.

Displaying the GWM as a window in the workspace

1. Place the cursor over a workspace in the GWM.
2. Press mouse button #3 and select "Properties" from the pop-up menu. Figure 1. shows the "GWM Properties" dialog box.

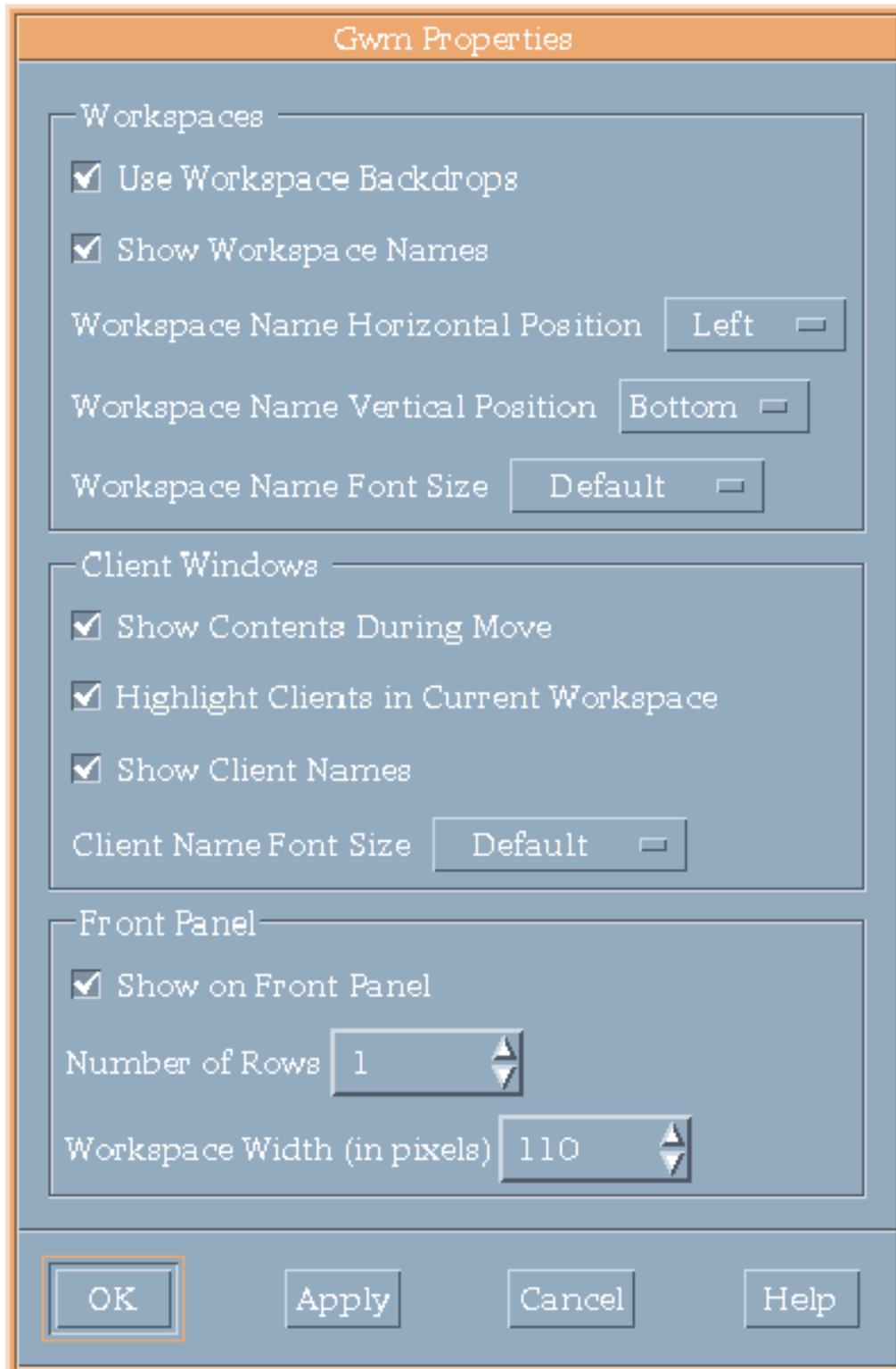


Figure 6: "GWM Properties" dialog box

3. Click on the "Show on Front Panel" check box.
4. Click on "OK".

The following dialog box appears:

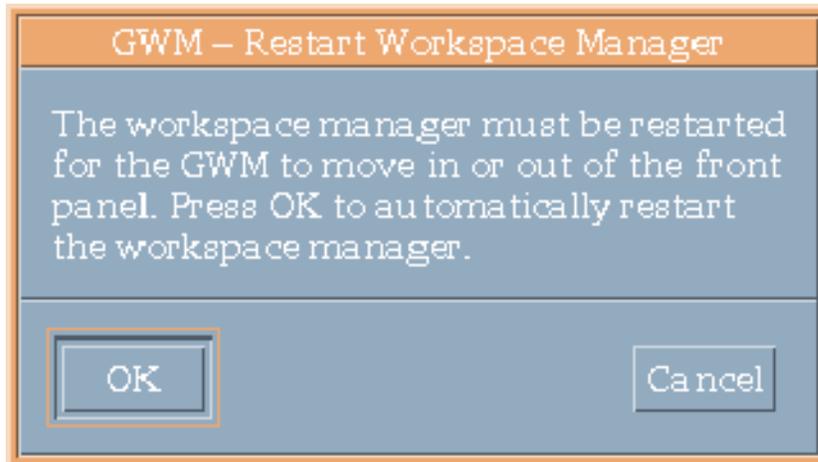


Figure 7: "Restart Workspace Manager" dialog box

5. Click on "OK" to restart the Graphical Workspace Manager.

When the Graphical Workspace Manager restarts, it will appear as a separate window in the workspace.

If you close the GWM window, you can open it again using one of the following procedures:

Showing the GWM using the Workspace Menu

1. Display the Workspace Menu by clicking mouse button #3 with the cursor positioned on the desktop.
2. Select the item "Show GWM".

The Workspace Menu appears, as shown below in [Figure 8](#).

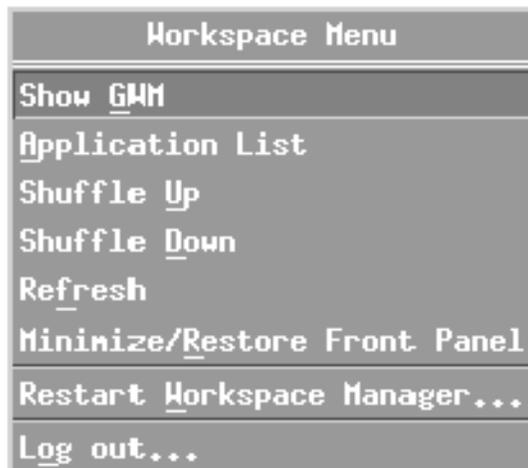


Figure 8: Workspace Menu



If you select this command while the GWM is in the front panel it will have no effect.

Starting the GWM from the front panel

1. Move the mouse pointer to the GWM control in the front panel.
The GWM control is shown in [Figure 9](#).
2. Press mouse button #1.



Figure 9: GWM control in the front panel



If you click on this control while the GWM is in the front panel, it will have no effect.

3.2.3.5 Changing the appearance of the GWM

You can change the appearance of the GWM according to your wishes. The relevant procedure is described below.

Setting GWM properties

1. Place the cursor over a workspace in the GWM.
2. Press mouse button #3 and select "Properties" from the pop-up menu.
3. Do any of the following to make workspace changes:
 - Activate "Use Workspace Backdrops" if you want each workspace backdrop displayed in the GWM workspaces.
 - Activate "Show Workspace Names" if you want the names of the workspaces displayed in the GWM workspaces.
 - If you choose to display workspace names, you can also specify the location of the text. Select a vertical and horizontal position for the names by selecting from the appropriate pop-up list.
 - Choose a font size for the workspace name text. Note that the default text is the font specified in your Style Manager Font control.

Changing the size of the GWM in the front panel

1. Choose "Properties" from the GWM pop-up menu.
2. Choose the number of rows by clicking on the spin box in the "GWM Properties" dialog box.
The number you select determines the "desired" number of rows, not necessarily the exact number. Depending on how many workspaces you have, the number of rows will change, but will try to approximate the number of rows you have chosen.
3. Choose the workspace width by clicking on the spin box in the "GWM Properties" dialog box.
Because you cannot visually adjust the size of the workspaces when they are in the front panel, you have to choose the size in pixels.
4. Click "Apply".
5. Click "OK" to close the "Properties" dialog box.

Changing the size and layout of the GWM window

The new GWM considerably improves your options for modifying the size and appearance of the GWM in the workspace. Where previously you could change only the overall size of the GWM window, you can now change the size and orientation of the workspaces themselves. Figure 1. shows some of the variations of the GWM, changing both size and layout.

You can make these changes by choosing different "Resize Behavior" settings from the GWM pop-up menu. The default setting for "Resize Behavior" is "Changes Size". By dragging a corner of the GWM window, you can change the size of the workspaces. Their layout remains the same.

If you choose the "Changes Layout" setting for "Resize Behavior", the size of the workspaces remains the same, but the layout changes. Instead of the standard 2-by-2 layout, you can resize the GWM window, to create 1-by-4 or 4-by-1 layouts. If you add more workspaces, you will have even more possibilities.

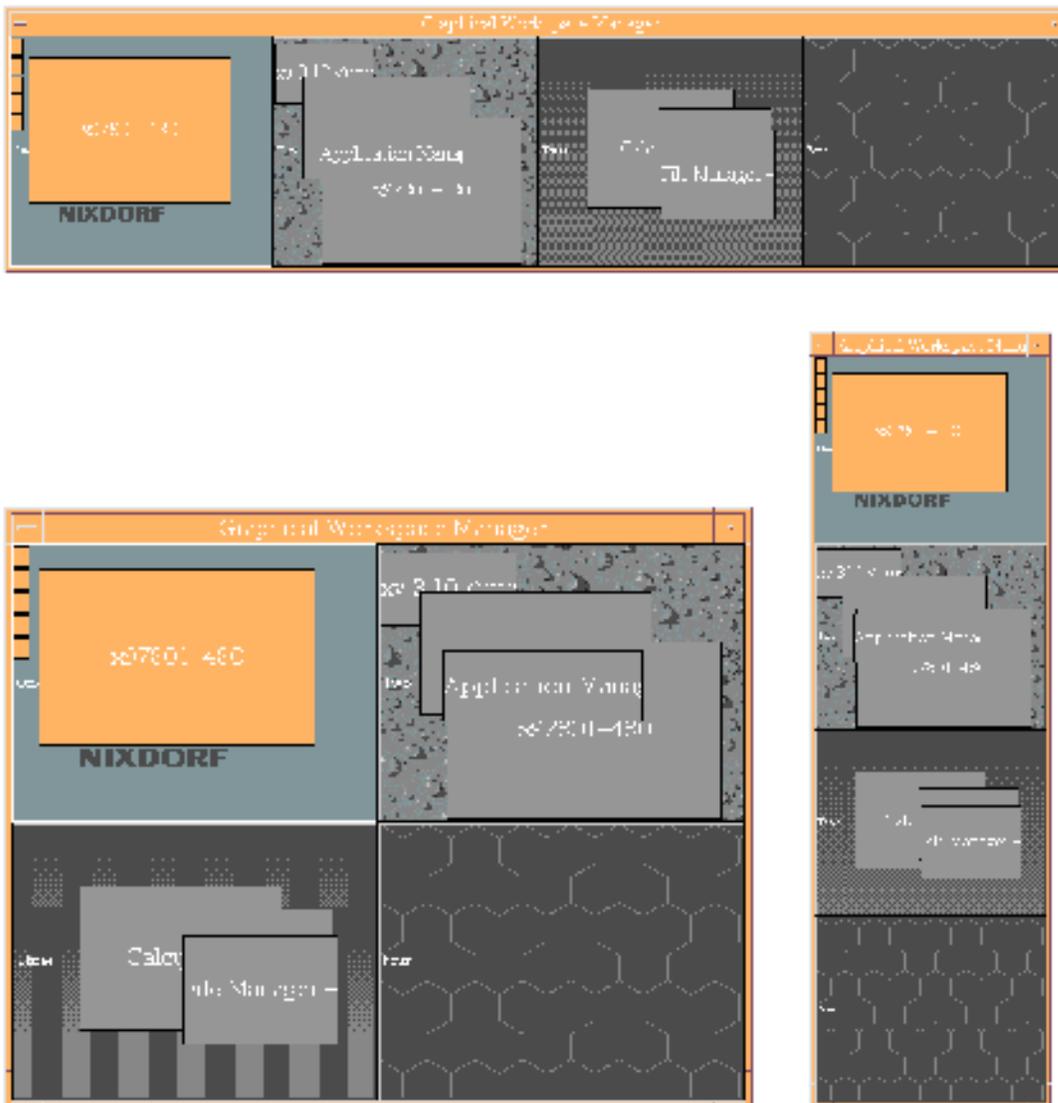


Figure 10: Different GWM window size and layout settings

1. Place the cursor over a workspace in the GWM window.
2. Press mouse button #1. The GWM pop-up menu is displayed.
3. From the "Resize Behavior" option choose one of the following:
 - "Changes Size" to keep the same layout and resize the workspaces.
 - "Changes Layout" to keep the same size workspaces and change their layout.
4. Drag the GWM window to the desired size and shape.



You may need to switch back and forth between changing layout and size of the GWM to get the GWM window to look the way you want.

3.2.3.6 Configuring GWM resources

A number of new resources have been added to make the GWM easier to customize. Most of the resources are duplicates of options on the "GWM Properties" dialog box, but a few can be set only by adding resources to any of the following files:

- `/usr/dt/config/language/sys.resources`
- `/usr/dt/app-defaults/language/Dtwm`
- `$HOME/.dt/.Xdefaults`

Changes to `sys.resources` or `Dtwm` will affect all user IDs in a system, and changes to `.Xdefaults` will affect individual IDs.

For a list of resources and descriptions refer to [Chapter "Resource and environment variable enhancements"](#) in [Section "Session Manager"](#).

3.2.4 Workspaces control

The Workspaces control is an optional control which may be added to the Style Manager by modifying the `-Dtstyle*componentList` resource.



Although the Workspace Manager is similar in appearance to the Graphical Workspace Manager (GWM), it provides different functions from those of the GWM.

Workspaces control features

You can enable the following options with the Workspaces control:

- Synchronize workspaces across screens (for multi-screen display).
- Hide/show workspace buttons.

When the Workspaces control is added, the Style Manager will show the new button after the Startup control. The Workspaces button is shown below in [figure 1](#).



Figure 11: Workspaces button

You can enable several options with the Workspaces control. Once the Workspace Manager has been added, it will be able to synchronize workspaces on multiple screens. You will also be able to hide or show workspace buttons using the toggle switch in the Workspace Manager.

Adding the Workspaces resource

1. Copy the `/usr/dt/app-defaults/language/Dtstyle` file into your home directory and edit the copied file as follows:
2. Use an editor to locate the following resource:
`Dtstyle*componentList`
The `Dtstyle*componentList` will list all the resources presently included in the Style Manager.
3. Add Workspaces to the end of the list.
4. Save the changes you have made.

You should now see the Workspaces control in the Style Manager if you open it (after a restart). See [figure 1](#).

To enable synchronized workspace



This option will automatically be available if you are using more than one screen. It will be grayed out if you do not have additional monitors.

1. Locate the Workspaces button at the far right of the Style Manager controls.

- Click on the Workspaces button. The "Workspaces" dialog box will appear ([Figure 12](#)).

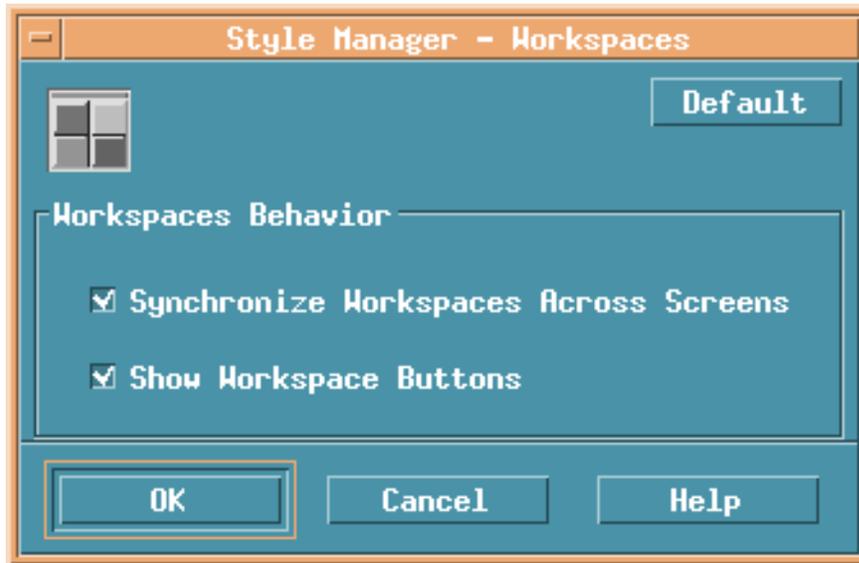


Figure 12: "Workspaces" dialog box

- Click the checkbox next to the "Synchronize Workspaces Across Screens" item. A check should appear in the box to enable this feature. If there is no checkmark in the box then the feature is turned off. A dialog box will appear ([Figure 13](#) below), informing you that the Workspace Manager must be restarted for the new changes to take effect.

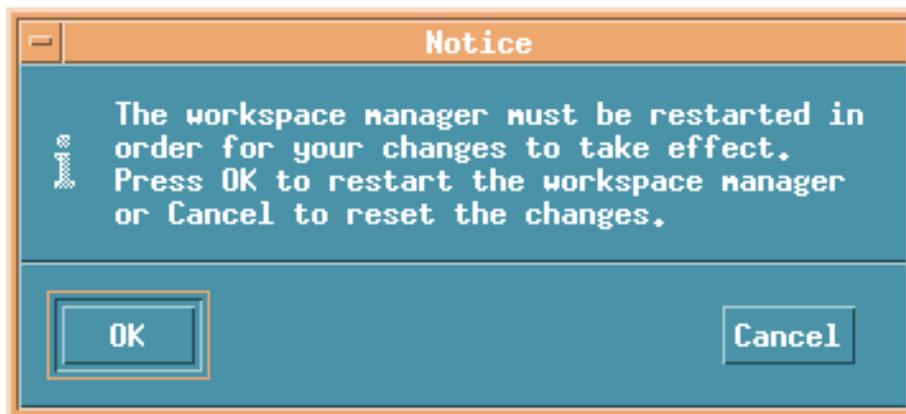


Figure 13: Dialog box for restarting Workspace Manager

- Click on "OK" to restart the Workspace Manager and apply the changes you have made, or click on "Cancel" to stop the changes from being made.

To hide/show workspace buttons

- Locate the Workspaces button at the far right of the Style Manager controls.
- Click on the Workspaces button (see [figure 1](#)).
- Click the checkbox next to the "Show Workspace Buttons" item. A check should appear in the box to enable this feature. If there is no checkmark in the box then the feature is turned off.
- Click on "OK" to restart the Workspace Manager and apply the changes you have made, or click on "Cancel" to stop the changes from being made.

Adding the "Workspaces" slider

1. Change directory to `/usr/dt/app-defaults/language`.
2. Use a text editor to open the file `Dtstyle`.
3. Add the following line below the `Dtstyle*componentList` entry:
`Dtstyle*useNumWsScale:□□□□True`
4. Save the changes you have made and restart the Style Manager. The "Workspace Manager" dialog box appears with the slider control.

Adding workspaces with the "Workspaces" dialog box

1. Click on the Workspaces control in the Style Manager.
 The "Workspaces" dialog box is displayed (see [Figure 12](#)).
2. Move the slider to display the total number of workspaces you want.
3. Click on "OK".
 A dialog box is displayed with the message that the Workspace Manager needs to be restarted.
4. Click on "OK" to restart the Workspace Manager.

Limiting the number of workspace controls in the front panel

The slider in the "Workspaces" dialog box lets you add a large number of workspaces instantly, which can save you time. However, large numbers of workspaces may create a huge, unmanageable front panel if you display all the workspace buttons. The "Switch Area Button Limit" resource lets you limit the number of buttons in the front panel.

This procedure is completely optional. You do not have to limit the number of workspace buttons in the switch area if you do not want to.

1. Change directory to
`/usr/dt/app-defaults/language`
2. Use an editor to open the file `Dtstyle`.
3. Add the following line:
`Dtstyle*switchButtonLimit:□□□□limit`
 where *limit* is a number. The default is 0.
4. Save the changes you have made and restart the Style Manager.

This resource limits the number of workspaces you can add using the slider that will be displayed in the front panel only. It does not limit the workspaces you can add using the pop-up menus in the GWM or in the switch area of the front panel.

4 Mail-tool editing enhancement

This chapter outlines the enhancements to the mail tool in the CDE Desktop.



The CDE specification comes equipped with a standard mail tool, dtmail. TriTeal has improved the editing capabilities of this tool. The enhanced mail tool allows the user to take an original mail message, make changes in an edit window, and save those changes back to the original mail message. The mail edit window strips the headers and footers from the mail message and allows you to edit the content of the message and then save any editing back to the original message without having to create a copy of the original message.

4.1 Composing messages

Figure 1. shows the new toolbar for composing electronic mails, which lets you use icons to access Mailer functions.



Figure 14: The Mailer toolbar

1. If the Mailer is not already started, click the Mailer control in the front panel. The mailbox appears.
2. Choose "New" from the "Compose" menu. The Mailer compose window "Mailer - New Message" is displayed.

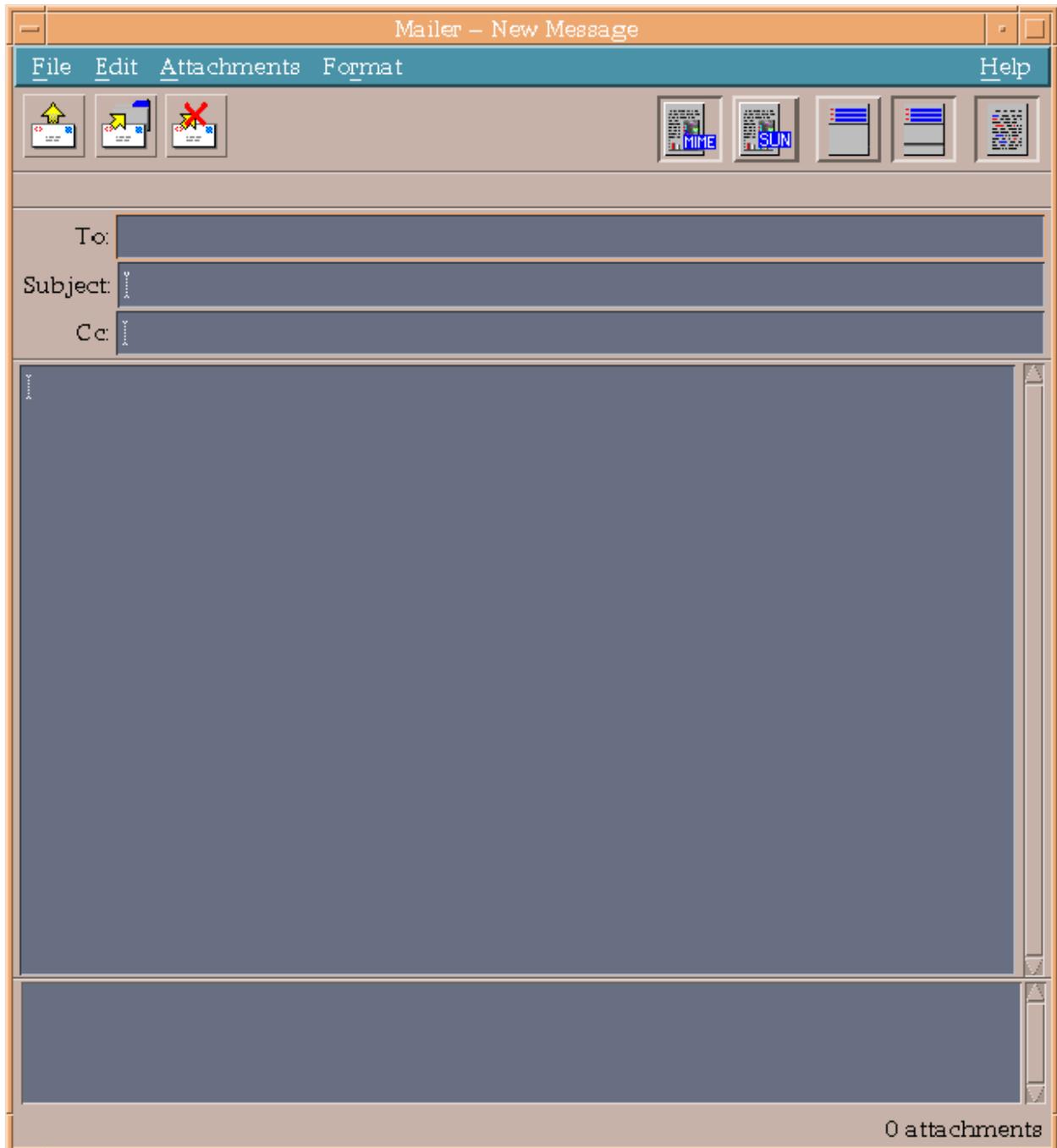


Figure 15: The "Mailer - New Message" window

3. Type the e-mail address of the recipient in the "To:" field and press "Return".
4. Type the topic of the message in the "Subject" field and press "Return".
5. Optional. Type the e-mail addresses of the users you want to be carbon-copy recipients of this message in the "Cc" field.
6. Click on the "MIME" or "SUN" button to choose the format for the message.
7. Type the body of the message and add attachments or include files as you normally would.
8. Click the "Send" button (on the far left of the toolbar) or select this menu item from the "File" menu.

4.2 Editing messages



It is not possible to edit headers or footers as long as the message remains within the mailbox. Once the message is moved outside the mailbox (i.e. saved as text) any part of the content may be changed.

Figure 1. shows the toolbar for the message editing window. The buttons duplicate the menu items on the "File" menu.



Figure 16: Toolbar for editing messages

Editing text in message view

1. Double-click the message you want to change in the mail queue or select "Open" from the Message menu.

An edit window will open containing the text of the message you selected without headers or footers. The title bar of the edit window will contain the subject heading of the mail message to confirm your selection.

Figure 1. below shows the message edit window with the original message window to the left.

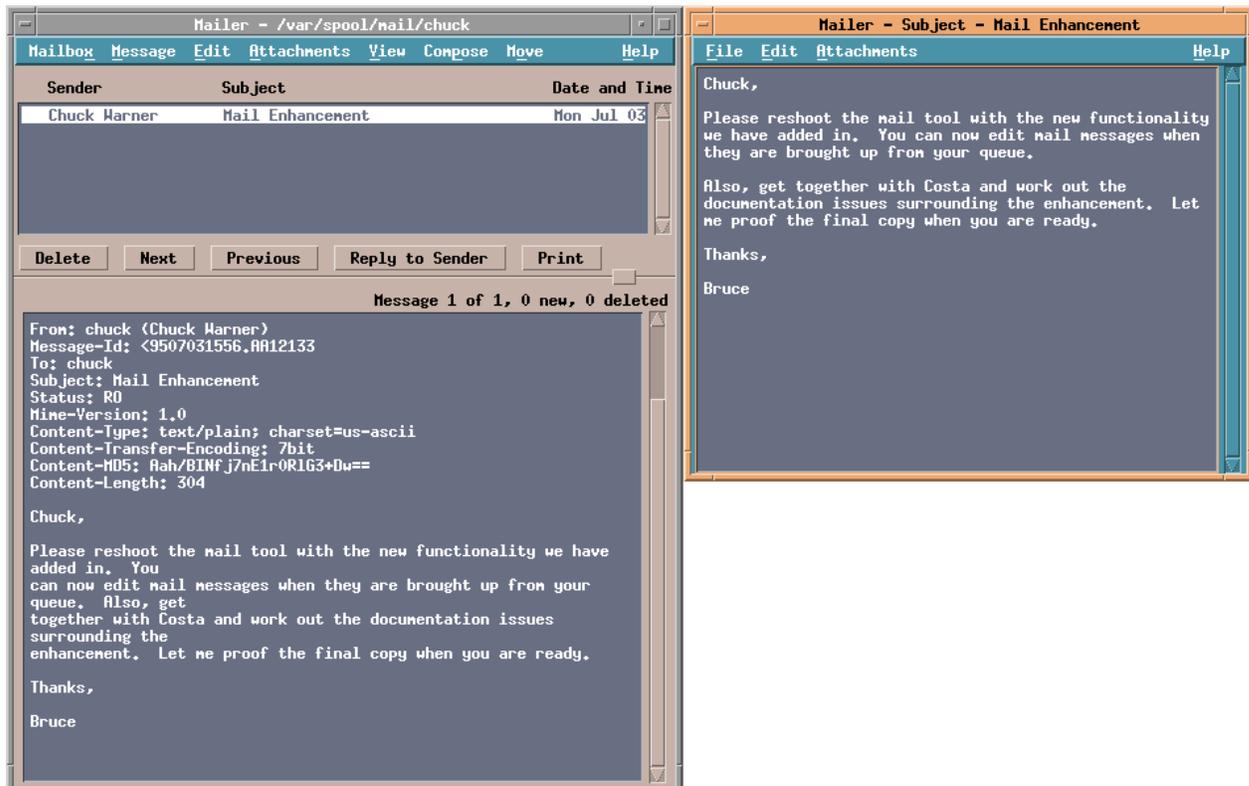


Figure 17: Editing an original mail message

2. Edit the message in the new window.

3. Click on the "Save" button or choose "Save" from the File menu.

The edit window will close and the changes you made will now appear in the original mail message.

4.2.1 Edit window menu options

File menu

Save

Saves all changes in the edit window back to the original message in the mailbox.

Restore

Reverts to the last saved version of the message in the edit window.

Save As Text...

Saves the contents of the edit window as a text file.

Close

Exits the edit window and prompts the user with the option to save the changes that have been made.

Edit menu

All edit menu options function in the same way as the edit menu options in the new message window. Please refer to the chapter "Using Mailer" in the "SINIX/windows User Environment V3.0, User's Guide (CDE)" for more information.

Attachments menu

All attachment options function in the same way as the attachment menu options in the new message window. Please refer to the chapter "Using Mailer" in the "SINIX/windows User Environment V3.0, User's Guide (CDE)" for more information.

4.3 Saving messages as text

1. To save a message in a file, in the mail list double-click on the message you want to save or select "Open" from the "Message" menu.
2. Click on the "Save as" button or select "Save as..." from the "File" menu.

The "Mailer - Save As Text" dialog box appears:



Figure 18: "Mailer - Save As Text" dialog box

3. Select a directory for the file.
4. To save the file as a text file, choose a name and add the extension `.txt`.
If you do not choose an extension, the file will be saved as a mail icon.
5. Click on the "Save" button.

4.4 Printing messages

You can print an e-mail message in the following ways:

- Print the e-mail from the "Message" menu
- Drag the message from the header list in the mail box to the "Print Manager" control on the front panel or to the Print Manager icon in the Application Manager or subpanel.
- Drag the e-mail message's attachment icon to the "Print Manager" control on the front panel or to the Print Manager icon in the Application Manager or subpanel.

Printing messages from the mailbox

1. Select an e-mail message in the header list or its attachment from the attachment list.
2. Click on the "Print" button in the Mailer window or choose "Print" from the "Message" menu.

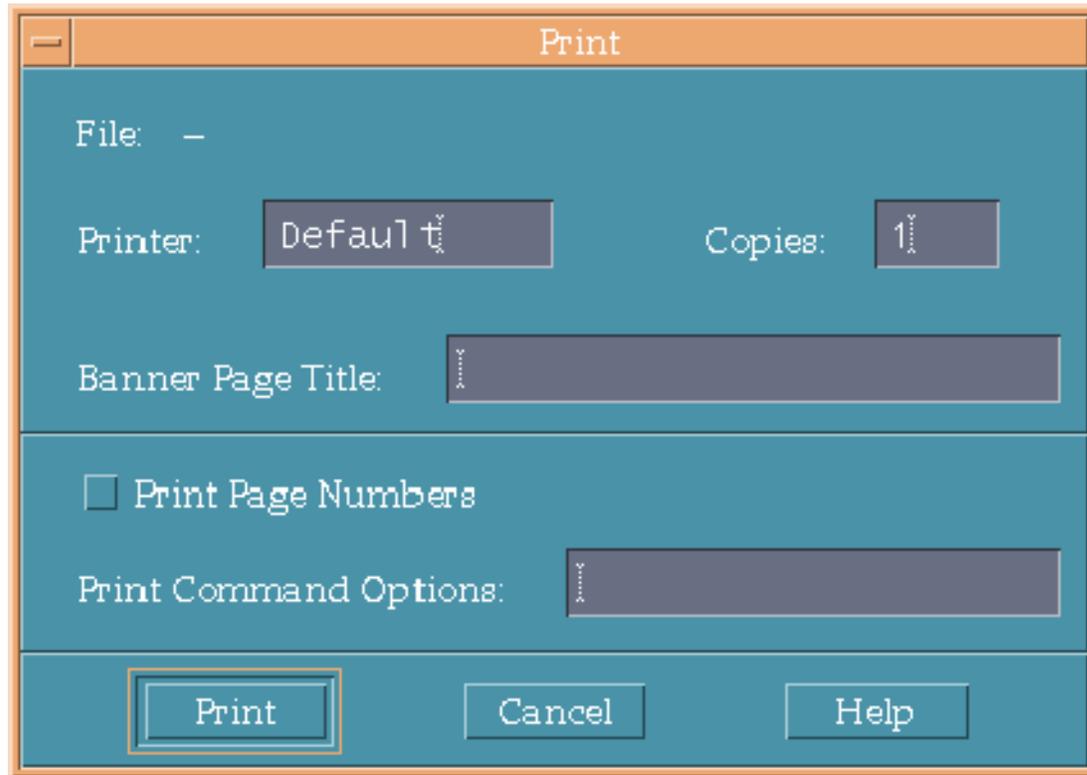


Figure 19: Mailer "Print" dialog box

3. If you wish, you can set one of the following print options:
 - Specify the number of copies to print.
 - Enter text to appear on the printer banner page. The banner page is printed in addition to the separator page.
 - Click on "Print Page Numbers" if you want to number the pages.
 - Specify the options for the lp print command in the "Command-line printer options" text field. For a list of options, enter the man lp command in a terminal window or refer to the description of the lp command in the manual "Reliant UNIX 5.44: Commands".
4. Click on "Print".
 The e-mail message is printed with the chosen options. The "Print" dialog box closes when you print the e-mail message. To close the dialog box without printing your e-mail message, click on "Cancel".

5 TEDscape

TEDscape helps Netscape Navigator to act like a CDE-compliant application. Web documents can be dragged and dropped to and from Netscape Navigator. System requirements: Netscape Navigator version 1.12 or higher.

TEDscape offers the following functionality:

- Documents can be saved as a URL file or as HTML source
- Only one TEDscape process runs on a display, regardless of how many browser windows are opened

5.1 Starting TEDscape

You can start TEDscape in different ways as described in the following sections:

5.1.1 Starting TEDscape in the Application Manager

1. Click the "Application Manager" control in the front panel.
2. Double-click the TEDscape folder.

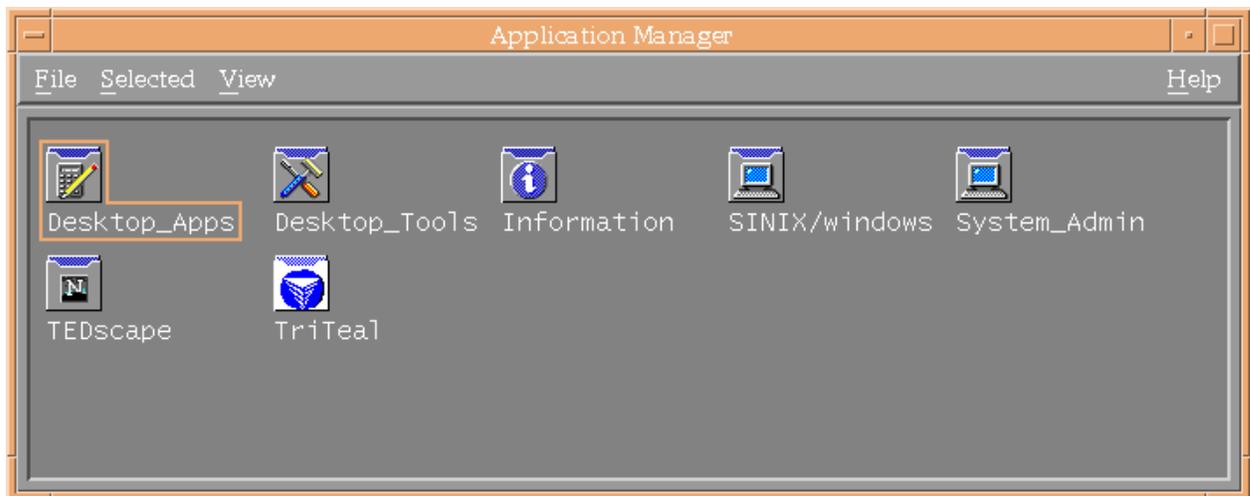


Figure 20: TEDscape folder in the "Application Manager"

3. Double-click the TEDscape icon.

5.1.2 Starting TEDscape with drag and drop

Drag and drop a document onto the TEDscape icon in the Application Manager.

The document must be a file type that is recognized by TEDscape, such as an HTML file.

5.1.3 Starting TEDscape from a file

Double-click on a URL document icon which appears within the File Manager or as an attachment in the Mailer.

The document must be a file type that is recognized by TEDscape.

5.1.4 Starting TEDscape from the command line

1. Change directory to `/usr/dt/bin`.
2. Enter the following command:
`tedscape`

5.2 Using TEDscape

This section describes how to open and save files in TEDscape.

5.2.1 Opening files in TEDscape

With TEDscape you can drag and drop files from anywhere in the CDE to Netscape Navigator to open or display them.

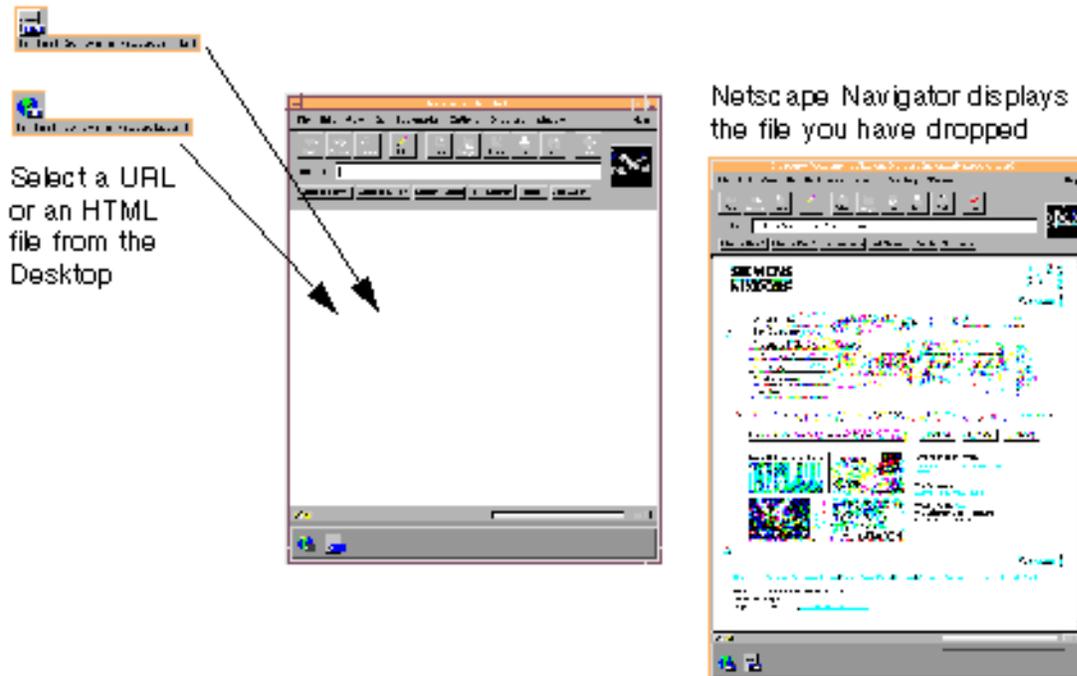


Figure 21: Opening files in TEDscape by drag and drop



Only URL files or HTML source can be dragged from the desktop to TEDscape.

TEDscape can handle all CDE file types. However, if there is no internal support for a particular file type (such as GIF and JPEG images), these files will be displayed as source.

5.2.2 Printing files in TEDscape

TEDscape lets you print a URL file or HTML source file simply with the drag and drop method. When you run Netscape Navigator with TEDscape you will notice URL and HTML icons at the bottom of the browser.

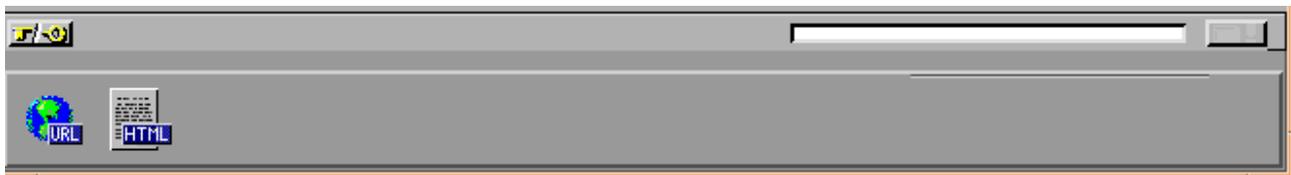


Figure 22: TEDscape: URL and HTML icons for dragging and dropping

Printing the URL of a document

1. Open TEDscape.
2. Open a document (either local or remote).
3. When the document is loaded, place the pointer on the URL icon at the bottom of the TEDscape window and press mouse button #1. The URL icon is shown in [Figure 22](#).
4. Drag the URL icon to the Print Manager icon on the front panel.

The URL of the document is printed.

Printing the HTML source of a document

1. Open TEDscape.
2. Open a document (either local or remote).
3. When the document is loaded, place the pointer on the HTML icon at the bottom of the TEDscape window and press mouse button #1. The HTML icon is shown in [Figure 22](#).
4. Drag the HTML icon to the Print Manager icon on the front panel.

The HTML source of the document is printed.

5.2.3 Saving files in TEDscape

With TEDscape, you can save URL, HTML, and image files using the drag and drop features of the CDE.

Saving the URL of a document

1. Open TEDscape.
2. Open a document (either local or remote).
3. When the document is loaded, place the pointer on the URL icon at the bottom of the TEDscape window and press mouse button #1. The URL icon is shown in [Figure 22](#).
4. Drag the URL icon to the desktop, Mailer, or File Manager.

The URL of the document is saved.

Saving the HTML source of a document

1. Open TEDscape.
2. Open a document (either local or remote).
3. When the document is loaded, place the pointer on the HTML icon at the bottom of the TEDscape window and press mouse button #1. The HTML icon is shown in [Figure 22](#).
4. Drag the HTML icon to the desktop, Mailer, or File Manager.

The HTML source of the document is saved.

Saving image files

It is not possible to use the URL or HTML icons to save image files that are contained in larger documents. To save image files, you will need to isolate the image onto its own page and then drag the URL or HTML icon to the desktop, Mailer, or File Manager.

To save image files in TEDscape

1. Position the pointer over the image you want to save, and press mouse button #3.
This will open the Netscape Commands menu, as shown in [Figure 23](#).

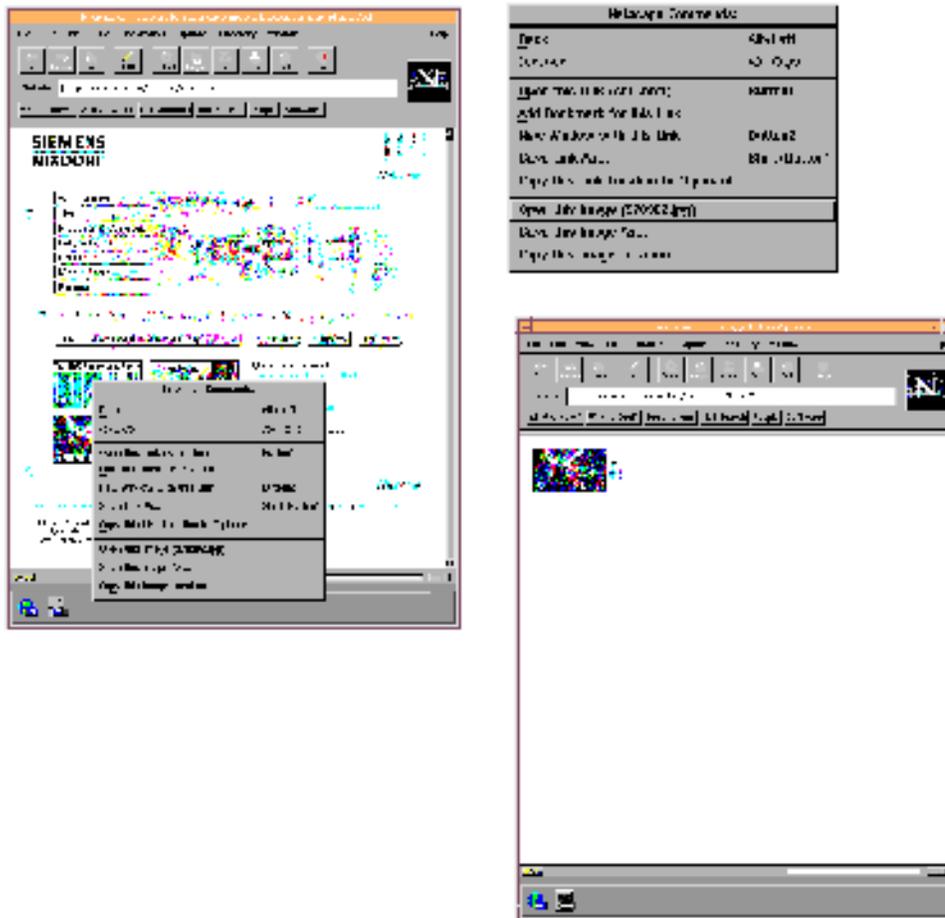


Figure 23: Saving an image

2. Choose "Open this Image" from the Netscape Commands menu.
The image will now appear by itself in the TEDscape window.
3. Drag the URL or HTML icon to the desktop, Mailer, or File Manager.

5.3 Configuring TEDscape

TEDscape does not have a configuration file. You should, however, configure Netscape Navigator settings according to Netscape guidelines. The only configuration necessary for TEDscape is whether or not you want to set it up as the default browser.

Setting X resources

Since setting the default browser sets an X resource value designating the default browser, no configuration file is needed. Your default browser selection is stored in the `$HOME/.dt/sessions/current/dt.resources` file. All other resources are managed by Netscape.

6 Key-binding enhancements

This chapter outlines the key-binding enhancements for the SINIX/windows Desktop. The functions described in this chapter would typically be used by a system administrator.

These capabilities are accessed by defining the specified functionality in the dtwmrc configuration file. The dtwmrc file defines default configuration parameters for the enhanced desktop Window Manager. A default, system-wide version of the dtwmrc file is located in the /usr/dt/config/C directory and is named sys.dtwmrc. Modifications made in this file will affect all users of the enhanced desktop on a specific system. All changes should be placed in the /etc/dt/config/language directory to avoid them being lost. language stands for the UNIX language variable which defines the language environment of the SINIX/windows Desktop. A local version of this file can be placed in the \$HOME/.dt directory of a specific user and should be named dtwmrc. This local file will override the global sys.dtwmrc file for that user. By default, there is no dtwmrc file in a user's \$HOME/.dt directory.

The key-binding enhancements are utilized by modifying the sys.dtwmrc or a user's dtwmrc file. This file contains structures which define the button, key, and menu bindings for dtwm. For example, the structure of the default key bindings defines the default actions associated with selecting specific keys. This structure is currently defined in the sys.dtwmrc file as:

Keys DtKeyBindings

```
{
  Shift<key>Escape      icon|window      f.post_wmenu
  Alt<key>space         icon|window      f.post_wmenu
  Alt<key>Tab root|    icon|window      f.next_key
  Alt Shift<key>Tab    root|icon|window f.prev_key
  Alt<key>Escape root|  icon|window      f.next_key
  Alt Shift<key>Escape root|icon|window f.prev_key
  Alt<key>Down         root|icon|window f.circle_down
  Alt<key>Up           root|icon|window f.circle_up
  Alt Ctrl Shift<key>exclam root|icon|window f.set_behavior
  Alt<key>F6            window           f.next_key transient
  Alt Shift<key>F6     window           f.prev_key transient
  <key>SunFront        ifkey|icon|window f.raise_lower
  <key>SunOpen         ifkey|window      f.minimize
  <key>SunOpen         ifkey|icon        f.normaliz
```

Each line within this structure binds a specific action to a key sequence. The first element in the definition is the key sequence to bind the action to. The second element defines the context in which the binding is active. The options are as follows:

window

The binding is available when a window has input focus.

icon

The binding is available when an icon has input focus.

root

The binding is available when the root window (background) has input focus.

ifkey

The ifkey flag is used whenever the key sequence involves key symbols which may not exist on all platforms. This avoids errors being reported for unknown key symbols.

Multiple options are separated with the "|" character. The third element in the definition is the Window Manager function of the enhanced desktop to be executed when the key sequence is input. The key-binding enhancements described below all define new Window Manager functions available in enhanced desktop dtwm. Each enhancement contains an example of how to define the binding in the structure for default key bindings.



For all the key bindings below, the class name of an X client is the name of the executable (e.g. "xterm"). The application name of an X client is a name specified on the command line with the "-n" option (e.g. "xterm -n fred" where fred is the application name).

6.1 Change workspaces

The following function can change the current workspace that is displayed. You can use the cursor keys, or the numeric keypad if you need more directions.

Name: `f.workspace_change arg`

Description: Changes the workspace that is displayed. `arg` is one of the following: left, right, up, down, left_up, up_left, right_up, up_right, left_down, down_left, right_down, down_right.

Example:

1. Add the following line to your DtKeyBindings:


```
Alt key Left [] [] [] [] root|icon|window [] [] [] f.workspace_change_left
```
2. Restart dtwm by selecting "Restart Workspace Manager" from the GWM system menu.
3. Press [Alt] + the left cursor key [←]. This will cause the workspace to the left of the currently displayed workspace to be displayed.

If no workspace exists to the left of the current workspace, no change occurs. You will be able to move only in the directions where there is a workspace to display.

6.2 Raise and focus

The following function can raise and focus an application:

Name: `f.raise_and_focus arg`

Description: Raises and sets input focus to the named X client when the key binding is input. `arg` is the class name or application name of the X client to be raised and receive focus.

Example

1. Start an xterm in the command line:


```
xterm -name fred &
```
2. Add the following line to your DtKeyBindings structure:


```
Meta<key>F5 [] [] [] [] root|icon|window [] [] [] f.raise_and_focus fred
```
3. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
4. While holding down the Meta key, press the F5 key. This will cause the xterm named "fred" to be raised and acquire the input focus.

6.3 Send message

The following function can send an X protocol message to a named client.

Name: `f.send_msg_protocol msg`

Description: Sends a message to the named X client when the key binding is input. `msg` is an X protocol message to which the X client responds.

Example

1. Start an xterm in the command line:
xterm -name fred &
2. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window f.send_msg_protocol \
fred.WM_DELETE_WINDOW
3. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
4. While holding down the Meta key, press the F5 key. This will cause the xterm named "fred" to receive the WM_DELETE_WINDOW X protocol.

6.4 Raise, focus and send message

The following function can raise, focus and send a message to a named client.

Name: f.raise_and_focus_send_msg *arg.msg*

Description: Raises, sets input focus, and sends a message to the named X client when the key binding is input. *arg* is the class name or application name of the X client to be raised, receive focus, and receive the message. *msg* is an X protocol message to which the X client responds.

Example

1. Start an application with the command line:
my_app -name fred &
2. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window f.raise_and_focus_send_msg \
fred.WM_NEW
3. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
4. While holding down the Meta key, press the F5 key. This will cause the application named "fred" to be raised, acquire the input focus, and receive the user-defined X protocol WM_NEW. (Note: this is not a default X protocol; it represents a protocol created by the user for an application).

6.5 Execute front panel

Name: f.exec_fp *arg*

Description: Executes a button in the front panel. If the button executed is a workspace button then dtwm will simply switch to the specified workspace. If the button executed is not a workspace button, then the action associated with the button is performed. *arg* is either the name of a workspace button or the name of a button in the front panel. The name of a workspace button should be the number of the button (i.e. "one", "two", "three", etc.), regardless of the name actually set for the button. The name of any other button in the front panel should be the name specified in the control construct for the button as defined in the sys.dtwmrc or dtwmrc file.

The following function can execute any front panel action.

The following buttons are defined by default:

- Style** The Style Manager button.
- Help** The Help Manager button.
- Printer** The Print Manager button.
- Mail** The Mail Tool button.

Home

The File Manager button.

Applications

The Applications button.

Trash

The Trash button.

Terminal

The Terminal button.

TextEdit

The Text Editor application button.

Example:

1. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window □f.exec_fp Style
2. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
3. While holding down the Meta key, press the F5 key. This will cause the Style Manager to execute as if its button were selected in the front panel.

6.6 Show GWM

The following function can start the Graphical Workspace Manager.

Name: f.show_gwm

Description: Starts the Graphical Workspace Manager (GWM)

Example:

1. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window□□f.show_gwm
2. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
3. While holding down the Meta key, press the F5 key. This will start the GWM.

6.7 Move client, raise and focus

The following function can raise, focus, and move an application to the current workspace.

Name: f.raise_focus_and_move *arg*

Description: Raises, sets input focus to, and moves to the current workspace the named X client when the key binding is input.
arg is the class name or application name of the X client.

Example

1. Start an xterm in the command line:
xterm -name fred &
2. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window□□f.raise_focus_and_move fred
3. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
4. Change to a workspace which does not contain the xterm named "fred".
5. While holding down the Meta key, press the F5 key. This will cause the xterm named "fred" to move to the current workspace, be raised, and acquire the input focus.

6.8 Switch workspace, raise and focus

The following function can switch the workspace as well as raise and focus a client.

Name: `f.raise_focus_and_switch` *arg*

Description: Raises and sets input focus to the client, and switches to the first workspace which contains the named X client when the key binding is input. *arg* is the class name or application name of the X client.

Example

1. Start an xterm in the command line:
xterm -name fred &
2. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window □□f.raise_focus_and_switch fred
3. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
4. Change to a workspace which does not contain the xterm named "fred".
5. While holding down the Meta key, press the F5 key. This will cause dtwm to switch to the first workspace which contains the xterm named "fred", and "fred" to be raised and acquire the input focus.

6.9 Add application list

The following function can add the application list to the Workspace Menu.

Name: f.show_app_list

Description: This resource is used to create a list of applications running in the user's current session and allows the user to select one. Once the user selects an application, the application list disappears, and the selected application is raised to the top of the workspace. If the application is in a different workspace, dtwm switches to that workspace

Example

1. Add the following line to your DtKeyBindings structure:
Meta<key>F5 root|icon|window □f.show_app_list
2. Restart dtwm by choosing "Restart Workspace Manager" from the Workspace Menu.
3. While holding down the Meta key, press the F5 key. This will start the application list.

7 Resource and environment variable enhancements

This chapter outlines the enhancements to the resource and environment variables for the SINIX/windows Desktop. The functions described in this chapter would typically be used by a system administrator.

The enhanced desktop provides new resources and environment variables that enable users to customize their environment more efficiently.

7.1 Session Manager

Name	Logout confirmation dialog.
Description	This resource is used to remove components of the logout-confirmation dialog box from the Style Manager, thus denying the user the option of showing or hiding the the confirm-logout dialog. It is disabled when the resource is set to False.
Resource	Dtstyle*confirmLogout
Type	Boolean
Resource values	True (default) or False.
Files	/usr/dt/app-defaults/C/Dtstyle

Name	Command prefix.
Description	This resource is used to append a user-specified string (such as a script) to a command string. It is enabled when the resource useRestartPrefix is set to True and the prefix restartPrefix is specified.
Resource	Dtsession*useRestartPrefix
Type	Boolean
Resource values	True or False (default).
Resource	Dtsession*restartPrefix
Type	String
Resource values	NULL
Files	/usr/dt/app-defaults/C/Dtsession

Name	Start of non-ICCCM-compliant applications.
Description	This resource is used to start applications that do not have the WM_COMMAND property.
Resource	<app name>*WM_COMMAND_STR (application's execution string)
Type	String
Resource value	Non-existent (default)

Name	Automatic session save.
Description	This resource is used to periodically save the user's session. When this resource is enabled, UI components are added to the Style Manager's startup dialog that allow

the user to turn automatic saves on or off and to adjust the interval between saves. The current state of the session is saved periodically, based on the interval specified. This feature is enabled when the resource is set to True.

Resource	Dtsession*autoSaveSession
Type	Boolean
Resource values	True or False (default).
Files	/usr/dt/app-defaults/C/Dtsession

Name	Remove "Help" button from "Logout Confirmation" dialog box
Description	Removes the "Help" button from the "Logout Confirmation" dialog box. The resource is commented out.
Resource	Dtsession*displayExitDialogHelp
Type	Boolean
Resource values	True or False (default).
Files	/usr/dt/app-defaults/C/Dtsession

Name	Exit message for "Logout Confirmation" dialog box (current session)
Description	Displays a message in the "Logout Confirmation" dialog box. If you have the Style Manager "Startup" option set to "Resume Current Session", the message you supply with Dtsession*confirmExitMessageSave will be displayed.
Resource	Dtsession*confirmExitMessageSave
Type	String
Resource values	User-supplied message text
Files	/usr/dt/app-defaults/C/Dtsession

Name	Exit message for "Logout Confirmation" dialog box (home session)
Description	Displays a message in the "Logout Confirmation" dialog box. If you have the Style Manager "Startup" option set to "Return to Home Session", the message you supply with Dtsession*confirmExitMessageNoSave will be displayed.
Resource	Dtsession*confirmExitMessageNoSave
Type	String
Resource values	User-supplied message text
Files	/usr/dt/app-defaults/C/Dtsession

7.2 Window Manager

Name	Synchronize workspaces across screens.
Description	This feature allows the user to specify synchronization of workspace switching across multiple screens. This is specified by a toggle button located in the Style Manager's Workspaces dialog. In order for the Workspaces button to appear in the Style Manager, the resource Dtstyle*componentList should be edited, and the string "Workspaces" should be appended at the end.
Resource	Dtwm*syncDesktopSwitch
Type	Boolean

Resource values	True (default) or False.
Files	/usr/dt/app-defaults/C/Dtwm
Name	Multiple front panels.
Description	The enhanced desktop includes the ability to utilize multiple screens on one display. This feature enables the Window Manager to display a front panel on each screen.
Resource	Dtwm*multiFrontPanel
Type	Boolean
Resource values	True (default) or False.
Files	/usr/dt/app-defaults/C/Dtwm
Name	Show Workspace Buttons option.
Description	This feature adds a toggle button to the Style Manager's Workspaces' dialog, which allows the user to show or hide the front panel workspace button(s). In order for the Workspaces button to appear in the Style Manager, the resource Dtstyle*componentList should be edited, and the string "Workspaces" should be appended at the end.
Resource	NONE
Type	NONE
Resource values	NONE
Name	Show workspace slider.
Description	Adds a slider control to the "Workspaces" dialog box, which lets you specify the number of workspace buttons or workspaces in the GWM.
Resource	Dtstyle*useNumWsScale
Type	Boolean
Resource values	True or False (default)
Files	/usr/dt/app-defaults/C/Dtstyle
Name	Busy cursor.
Description	This resource is used to change the cursor into a "busy" indicator, which parallels the "busy" light on the front panel. This feature is enabled when the resource is set to True.
Resource	Dtwm*useBusyCursor
Type	Boolean
Resource values	True or False (default).
Files	/usr/dt/app-defaults/C/Dtwm

Name Reverse key-binding order.

Description This resource is used to override the key bindings without having to use resources. If two key-binding sets are defined with the same name, this feature uses the set defined last in the file. This feature is enabled when the resource is set to True.

Resource Dtwm*reverseBindingOrder

Type Boolean

Resource values True or False (default).

Files /usr/dt/app-defaults/C/Dtwm

Name Alternative dtwmrc path.

Description This environment variable allows the user to change the \$HOME/.dt/dtwmrc file. The user specifies the path and file by setting the DTWMRC environment variable.

Resource NONE

Type NONE

Resource values NONE

Variable DTWMRC

Name Position and size of Application List.

Description Specifies the geometry of the Application List window. The geometry value is a standard X window geometry specification.

Resource Dtwm*Running Applications* geometry

Type X geometry

Resource values X geometry values

Files /usr/dt/app-defaults/C/Dtwm

Name Use alternate date format for front panel Calendar control.

Description Specifies the date format of the Calendar control on the front panel. The date will appear as follows:

11:30

Aug. 25

Mon

To use the alternate default date format proceed as follows:

The resource must be set to True in the following file:
/usr/dt/app-defaults/C/Dtwm.

The entry for the DATE_FORMAT variable in the
/usr/dt/appconfig/types/C/dtwm.fp file must be set to:
%l:%M%n%b. %d%n%a

Resource	Dtwm*use AltDateFormat
Type	Boolean
Resource values	True or False (default)
Files	/usr/dt/appconfig/types/C/dtwm.fp /usr/dt/app-defaults/C/Dtwm

7.3 Login Manager

Name	Automatic login.
Description	The resources associated with this feature are used to automatically log in the last logged-in person when dtlogin is restarted. dtlogin retains the last user logged in by writing the user ID to the file specified by the userIdFile resource. This feature is enabled when the resource is set to True.
Resource	Dtlogin*autoLogin
Type	Boolean
Resource values	True or False (default).
Resource	Dtlogin*userIdFile
Type	String
Resource values	/var/dt/tmp/dtlogin.user (default)
Files	/usr/dt/config/Xconfig

Name	Login console.
Description	These resources allow the user to specify an X application (such as xconsole) to be run below the welcome screen. The user specifies how much space below the welcome screen to leave uncovered and which application is to start. The application is started before dtlogin, starts dtgreet and is stopped after a user has been validated. The specified X application needs to be passed the geometry option with a valid geometry, and the Dtlogin*grabServer resource in the /usr/dt/config/Xconfig file needs to be set to False.
Resource	Dtlogin*consoleHeight
Type	Integer
Resource values	0 (default)
Resource	Dtlogin*appString
Type	String
Resource values	"" (default)
Resource	Dtlogin*grabServer
Type	String
Resource values	True (default) or False.
Files	/usr/dt/config/C/Xresources (for consoleHeight) <input type="checkbox"/> /usr/dt/config/Xconfig (for appString, grabServer)

7.4 Graphical Workspace Manager (GWM)

Most of the following resources are duplicates of options in the GWM "Properties" dialog box, but a few can be set only by adding resources to any of the following files:

- /usr/dt/config/language/sys.resources
- /usr/dt/app-defaults/language/Dtwm
- \$HOME/.dt/.Xdefaults

Changes to sys.resources or Dtwm will affect all accounts on a system, and changes to .Xdefaults will affect individual accounts.

7.4.1 GWM screen resources

Screen resources can be set on a per-screen basis. If you are working with a multiple-screen display, you can set up different GWMs for each screen.

Name	Display GWM
Description	Displays the GWM.
Resource	Dtwm*gwmVisible
Type	Boolean
Resource values	True (default) or False
Name	Workspace width
Description	Standard X geometry string format. The width value

	indicates the desired width of each workspace. The height will be ignored to allow the screen's aspect ratio to be preserved.
Resource	Dtwm*gwmGeometry
Type	String
Resource values	Not set
Name	Iconify GWM
Description	True if GWM is to be displayed as an icon.
Resource	Dtwm*gwmIconic
Type	Boolean
Resource values	True or False (default)
Name	GWM row number
Description	Specifies the number of rows in the GWM.
Resource	Dtwm*gwmRows
Type	Integer
Resource values	Not set
Name	Display workspace names
Description	Displays the names of the workspaces in the GWM.
Resource	Dtwm*gwmNamesVisible
Type	Boolean
Resource values	True (default) or False
Name	Display GWM backdrops
Description	Displays the workspace backdrops.
Resource	Dtwm*gwmUseBackdrops
Type	Boolean
Resource values	True (default) or False
Name	Horizontal workspace name placement
Description	Determines the horizontal placement of the workspace names: Left=XmALIGNMENT_BEGINNING, Center=XmALIGNMENT_CENTER, Right=XmALIGNMENT_END
Resource	Dtwm*gwmWsNamesHorizontalAlignment
Type	Label Alignment
Resource values	XmALIGNMENT_BEGINNING (default)

Name Workspace names font selection

Description This indicates the menu position (relative font size) in the font menu of the Style Manager which was selected for the workspace names font. This should generally not be set by the user.

Resource Dtwm*gwmWsNamesSelectedFont

Type Integer

Resource values 0 (default)

Name Display GWM in all workspaces

Description Forces the GWM to occupy all workspaces.

Resource Dtwm*gwmAllWorkspaces

Type Boolean

Resource values True or False (default)

Name Workspace names default font

Description Specifies the default font for the workspace names.

Resource Dtwm*gwmWsNamesFontList

Type FontList

Resource values Not set.

Name Display client names

Description Displays the names of the client applications in the GWM workspaces.

Resource Dtwm*gwmClientNamesVisible

Type Boolean

Resource values True (default) or False

Name Client names font selection

Description Indicates the menu position (relative font size) in the font menu of the Style Manager which was selected for the names of application clients. This should generally not be set by the user.

Resource Dtwm*gwmClientNamesSelectedFont

Type Integer

Resource values 0 (default)

Name Client names default font

Description Specifies the default font for the client names.

Resource Dtwm*gwmClientNamesFontList

Type FontList

Resource values	0 (default)
Name	Highlight current workspace applications
Description	Highlights the applications in the current workspace with the active color.
Resource	Dtwm*gwmClientColorActive
Type	Boolean
Resource values	True (default) or False
Name	Application List in GWM's menu
Description	Adds an "Application List" menu item to the Graphical Workspace Manager's system menu. This function is enabled when the resource is set to True.
Resource	Dtwm*gwmAppList
Type	Boolean
Resource values	True or False (default)
Files	/usr/dt/app-defaults/C/Dtwm

7.4.2 Global GWM resources

Name	Show application names during move
Description	Shows application names as they are moved. If this resource is set to True, you will see the name of an application as you move it from one workspace to another. If this resource is set to False, just an outline of the application window is displayed.
Resource	Dtwm*gwmOpaqueMove
Type	Boolean
Resource values	True (default) or False
Name	Resize behavior
Description	Determines whether "Changes Size" or "Changes Layout" is the default behavior for the "Resize Behavior" option. The default is False, which specifies "Changes Size" as the default behavior.
Resource	Dtwm*gwmResizeLayout
Type	Boolean
Resource values	True or False (default)
Name	Application names default font
Description	Determines the default font for application names.
Resource	Dtwm*gwmClientNamesFontList
Type	FontList

Resource values 0 (default)

7.5 Terminal

Name	"New" menu option on "Window" menu
Description	If set to True, displays a "New" command in the "Window" menu of a terminal window (dtterm). With "New" you create a new terminal window. If set to False, the "New" command does not appear in the dtterm "Window" menu.
Resource	Dtterm*allowNewWindow
Type	Boolean
Resource values	True (default) or False

7.6 Mailer

Name	Specify temporary directory for mail attachments
Description	Specifies the path for the temporary directory to use for mail attachments.
Resource	Dtmail*dtTmpDir
Type	String
Resource values	Not set.
Files	/usr/dt/config/Xconfig

Related publications

Please apply to your local office for ordering the manuals.

- [1] **SINIX/windows
Documentation Overview**
- [2] **SINIX/windows User Environment
Introduction to Handling and Configuration**
(SINIX Desktop)
User Guide
- [3] **SINIX/windows User Environment
Guide for Experts and System Administrators**
(SINIX Desktop)
System Administrator's Guide
- [4] **SINIX/windows User Environment
Clients Reference Manual**
(SINIX Desktop)
Reference Manual
- [5] **SINIX/windows User Environment
Advanced User and System Administrator Guide**
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- [7] **SINIX/windows Development
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X Window System X11 Rel 5 (SINIX), X Input Extension**
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