



SINIX/windows *ONLINE Documentation*

SINIX/windows V3.1

Documentation Overview

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1 Preface

The SINIX[®]/[®]windows User Environment is an OSF/Motif-based user interface for SINIX systems. It is a graphical interface with which you work interactively.

This edition of the Documentation Overview applies to the documentation for SINIX V5.42 and above on the following systems: RM1000, RM600, RM400, RM200.

The English documentation for this software consists of 28 books comprising a total of 12,500 pages and is so varied and wide-ranging that even experienced users faced with specific difficulties do not always know which manual contains the information they need. This overview aims to address that problem.

1.1 Ordering manuals

To order manuals, apply to your local office.

1.2 Target groups

As a work of reference and a bibliography, this manual is intended for a number of target groups:

- non-privileged users
- system administrators
- developers

1.3 Guide to the manual

This manual is in three parts:

Product outline briefly summarizes the technical standards, functionality and configuration options of SINIX/windows V3.1.

Documentation types is an overview of the various forms of documentation that are available to you as sources of information.

Overview of the Manuals surveys all the manuals available for SINIX/windows User Environment V3.1 and SINIX/windows Development V3.1.

This last part provides the following information:

- Title
- Order number
- Target group
- Summary of contents
- Table of contents

1.4 Changes since the last manuals

The user documentation for SINIX/windows V3.1 has been extended to include the new release of the manual "CDE Enhancements". This manual describes in concise form all the important functions of SINIX/windows V3.1 which have changed since the previous version. In conjunction with the manuals for SINIX/windows User Environment V3.0 and SINIX/windows Development V3.0 which have not changed you have available a full description also of SINIX/windows V3.1.

2 Product outline

This chapter briefly outlines the technical standards, functionality and configuration options offered by SINIX/windows V3.1.

2.1 SINIX/windows User Environment

The SINIX/windows User Environment is an integrated, consistent working environment in which you can access applications on your screen using a mouse and the keyboard. The SINIX/windows User Environment owes its consistency of appearance and behavior to the fact that it was developed on the basis of OSF/Motif™, which itself builds on the network-transparent, hardware-independent X Window System™. SINIX/windows User Environment V3.1 is based on OSF/Motif V1.2 and X Window System X11R6. The CDE component complies with the X/Open Common Desktop Environment specifications.

You can set up your desktop interface in three different ways:

SINIX Desktop	This gives you the full functionality of the SINIX Desktop, but not the Common Desktop Environment extensions. This option is available only if both the CDE components and the SINIX Desktop components are installed.
CDE	This gives you the full functionality of the Common Desktop Environment, but not the SINIX Desktop extensions.
CDE plus the SINIX Desktop object managers	This is the default setting and is the recommended approach.

As system administrator, before you start installing the software you should plan which components are to appear on a given system. For further information refer to the release notes.

As a user, you can decide when you log in what type of desktop you want to work on - the SINIX Desktop, the CDE Desktop, or the CDE Desktop plus the SINIX Desktop extensions.

2.1.1 CDE Desktop

UNIX has long suffered from a lack of standardization across platforms. The lack of standard application programming interfaces (APIs) forces independent software vendors to spend up to fifty percent of all development funds on maintenance of separate code and testing for the many UNIX varieties. Absence of standardization of user interfaces causes significant user confusion and increased training costs and requirements.

Over the years, a number of coalitions have formed to attempt to unify the various UNIX interfaces into a single broadly accepted, broadly available user environment. The Common Desktop Environment (CDE) was a collaborative effort between Sun, HP, IBM and Novell to create a unified desktop for UNIX systems. Sun, HP, IBM and DEC now ship CDE bundled with their latest operating systems. The development of CDE was recently taken over by the Open Software Foundation (OSF).

Besides standardizing on a common desktop look and feel, CDE also standardizes a number of APIs and tools for software developers.

The Siemens Nixdorf version of the Common Desktop Environment features enhancements in the form of the Graphical Workspace Manager (GWM) developed by TriTeal and extensions to the key binding mechanism. The SINIX Desktop managers are also available if required.

2.1.2 SINIX Desktop

The primary applications in the SINIX/windows User Environment are the SINIX/windows desktop xdesk, the window manager mwm and the display manager xdm.

- You use xdm when you log in: it supplies the login window in which you enter your login name and password. The xdm display manager was originally developed by the X Consortium at the Massachusetts Institute of Technology (MIT).
- You will repeatedly use mwm (Motif Window Manager), without being aware of it, whenever you resize and reposition the windows of other clients. The mwm window manager was developed by the Open Software Foundation (OSF).
- xdesk provides you with your desktop and thus gives you interactive access to system services and applications such as file management, mail management and printing during your session.

The user interface has a built-in context-sensitive help system which allows you to call up useful information about topics such as how to manipulate the graphical objects known as icons.

2.2 Software development system

SINIX/windows Development allows programmers to provide an application with a graphical user interface. This interface is based on the X Windows X11R6.3 and OSF/Motif V1.2 standards.

You will find an overview of the package of programs and manuals in the manual "SINIX/windows Development V2.0" (described in [Section "SINIX/windows Development V2.0, Product Overview"](#) of this manual) and under [SINIX/windows Development V3.0](#).

You will find an overview of the CDE component of the package under [SINIX/windows Development V3.0](#).

3 Documentation types

This chapter introduces you to the various different types of SINIX/windows documentation.

There are essentially four sources of information from which you can find out how to use SINIX/windows and what functionality it has to offer.

- Manuals
- Online manuals
- Manual Pages
- Help texts

Manuals (printed or online), Manual Pages and help texts thus complement each other in providing all the information you require on SINIX/windows.

3.1 Manuals

For a full list of the manuals together with their order numbers, refer to [Chapter "Overview of the Manuals"](#).

3.1.1 SINIX/windows User Environment

The SINIX/windows User Environment documentation comprises one part describing the classical SINIX Desktop and another part describing the CDE Desktop. The SINIX Desktop and the CDE Desktop can each be operated separately, but the SINIX Desktop can also be used as a subset of the CDE Desktop.

The various books reflect this division and can be used side by side for the different working environments.

3.1.1.1 CDE Desktop

The main emphases of these manuals, which are intended both for non-privileged users and for system administrators, are:

- explanations of the product's concepts, models and components
- task-oriented overviews
- provision of an introduction to larger tasks and application situations.

3.1.1.2 SINIX Desktop

The main emphases of the manuals "SINIX/windows User Environment; Introduction to Handling and Configuration" and "SINIX/windows User Environment; Guide for Experts and System Administrators" are:

- explanations of the product's concepts, models and components
- task-oriented overviews
- provision of an introduction to larger tasks and application situations.

The manuals "SINIX/windows User Environment; Clients Reference Manual" and "SINIX/windows User Environment; XDCL Desktop Configuration Language" are reference works providing information on:

- the commands, resources, files and environment variables,
- the syntax for assigning values to resources,
- and the syntax of the XDCL language and its elements, with which you can configure the desktop.

3.1.2 SINIX/windows Development

The books listed in the [Table ""](#) are discussed in detail in the manual "SINIX/windows Development V2.0 Product Overview". These books describe the principles of OSF/Motif programming.

The books listed in the [Table ""](#) describe programming principles for graphical user interfaces in the Common Desktop Environment. A useful introduction to this subject area is provided by the "[Style Guide and Certification Checklist \(Common Desktop Environment\)](#)", which is described on

3.2 Online manuals

The online manuals have exactly the same contents as the printed manuals. Unlike the hard-copy version,

however, you are provided with the manual texts in file form as an installable software package on CD-ROM. In addition to the online manuals the CD-ROM contains powerful search and navigation tools, thus enabling very fast access to the required information.

The manual "SINIX/windows User Environment; Introduction to Handling and Configuration" describes how to access the online manuals.

3.3 Manual Pages

In the Manual Pages ("man" pages) the clients are described as commands. The descriptions correspond to the client descriptions in the manual "SINIX/windows User Environment; Clients Reference Manual".

The manual "SINIX/windows User Environment; Introduction to Handling and Configuration" describes how to access the man pages.

3.4 Help texts

The main emphases of the help texts are:

- action-oriented descriptions of how to use the elements of the interface, such as desktools and desktop windows;
- task-oriented overviews for desktop windows;
- context-sensitive help for working with the objects, windows and dialog boxes of the desktop, including the menu items available there;
- help on using the help function: you obtain this by selecting the "Using Help" item from the pop-up menu of the "Help" desktool.

The manual "SINIX/windows User Environment; Introduction to Handling and Configuration" describes how to access the help texts.

4 Overview of the Manuals

This chapter provides you with an overview of all the manuals dealing with SINIX/windows User Environment V3.1 and SINIX/windows Development V3.1.

The tables below list the manual titles, their order numbers, and the pages on which they are summarized in this manual.

They are followed by two sections, [SINIX/windows User Environment V3.1](#) and [SINIX/windows Development V3.0](#), which provide thumbnail sketches of the individual manuals.

The following table lists the User Environment manuals for non-privileged users, both for the CDE part of the documentation and for the SINIX Desktop part. □

Title	Order number	Page
Documentation Overview	U24388-J-Z145-1-7600	-
Introduction to Handling and Configuration (SINIX □ Desktop)	U8902-J-Z145-6-7600	...
Desktop KornShell User's Guide □ (Common Desktop Environment)	U24305-J-Z145-1-7600	...
User's Guide (Common Desktop □ Environment)	U24311-J-Z145-1-7600	...
CDE Enhancements (Common Desktop □ Environment)	U24313-J-Z145-2-7600	...

Table 1: User Environment manuals for non-privileged users

The following table lists the User Environment manuals for system administrators, both for the CDE part of the documentation and for the SINIX Desktop part.

Title	Order number	Page
Guide for Experts and System Administrators (SINIX Desktop)	U6822-J-Z145-6-7600	...
Clients Reference Manual (SINIX Desktop)	U5926-J-Z145-8-7600	...
XDCL Desktop Configuration Language (SINIX Desktop)	U7210-J-Z145-6-7600	...
Advanced User and System Administrator Guide (Common Desktop Environment)	U24310-J-Z145-1-7600	...

Table 2: User Environment manuals for system administrators

The following tables list the available manuals for SINIX/windows Development V3.1.

The manuals for Version 3.1 are identical to those for Version 2.0.

Title	Order number	Page
SINIX/windows Development V2.0, □ Product Overview	U6682-J-Z145-2-7600	...
OSF/Motif Style Guide Release 1.2	U5862-J-Z145-3-7600	...
Widget Set V2.0, Programmer's Reference	U9107-J-Z145-2-7600	...
OSF/Motif Programmer's Guide Release 1.2	U6683-J-Z145-2-7600	...
OSF/Motif Programmer's Reference Release □ 1.2	U5863-J-Z145-3-7600	...
X Window System, X Toolkit Intrinsics, □ Programming Manual	U5868-J-Z145-3-7600	...
X Window System, Xlib Programming Manual	U5869-J-Z145-4-7600	...
X Window System, X Toolkit Intrinsics, □ Reference Manual	U5871-J-Z145-3-7600	...
X Window System, Xlib Reference Manual	U5870-J-Z145-4-7600	...
X Window System, X Protocol Reference Manual	U6841-J-Z145-2-7600	...
X Window System, X Input Extension	U6746-J-Z145-1-7600	...

Table 3: Software development system manuals

For more information on the above manuals refer to the manual "SINIX/windows Development □ V2.0, Product Overview".

The following table list the manuals dealing with the CDE part of SINIX/windows Development □ V3.1.

Title	Order number	Page
Programmer's Guide (Common Desktop Environment)	U24303-J-Z145-1-7600	...
Application Builder User's Guide □ (Common Desktop Environment)	U24304-J-Z145-1-7600	...
Help System Author's and Programmer's	U24306-J-Z145-1-7600	...

Guide (Common Desktop Environment)	0	
Internationalization Programmer's Guide (Common Desktop Environment)	U24307-J-Z145-1-760 0	...
Programmer's Overview (Common Desktop Environment)	U24308-J-Z145-1-760 0	...
Style Guide and Certification Checklist (Common Desktop Environment)	U24309-J-Z145-1-760 0	...
ToolTalk Messaging Overview (Common Desktop Environment)	U24312-J-Z145-1-760 0	...
ToolTalk Programmer's Guide (Common Desktop Environment)	U24378-J-Z145-1-760 0	...

Table 4: Software development system manuals for CDE

4.1 SINIX/windows User Environment V3.1

This section provides thumbnail sketches of the manuals dealing with the SINIX/windows User Environment. The order in which the manuals are described is the same as their order in [Table 3](#) and [Table 2](#).

4.1.1 Introduction to Handling and Configuration (SINIX Desktop)

Target group

Users who are broadly familiar with SINIX.

Contents

The manual introduces the components of the SINIX/windows Desktop and shows how to use the elements of the interface and how to configure the desktop interactively.

Table of contents

1. Preface
2. Input devices
3. Logging in and out
4. Controls
5. Help system, manual pages, online manuals
6. The desktop
7. Using desktools
 - Glossary
 - References
 - Index

4.1.2 Desktop KornShell User's Guide (Common Desktop Environment)

Target group

SINIX/windows experts and system administrators.

Contents

The Desktop KornShell (dtksh) is the standard scripting language adopted by the Common Desktop Environment. It is an extended version of the KornShell command language. Extensions include: The ability to create and manipulate Motif widgets, access to many Xt and Xlib functions, access to many CDE programming APIs.

Table of contents

1. Preface
2. Introduction to Desktop KornShell
3. A Sample Script
4. Advanced Topics
5. A Complex Script
6. dtksh Commands
7. dtksh Convenience Functions
8. The script_find Script
 - Figures
 - Tables
 - Related publications
 - Index

4.1.3 User's Guide (Common Desktop Environment)

Target group

This guide is intended for end users.

Contents

The manual describes the basic features of the CDE Desktop. It describes how to use the desktop and desktop applications.

Table of contents

1. Preface
2. Basic Skills
3. Starting a Desktop Session
4. Getting Help
5. Using the Front Panel
6. Managing Files with File Manager
7. Running Applications from the Desktop
8. Customizing the Desktop Environment
9. Using Mailer
10. Printing
11. Using Text Editor
12. Using Calendar
13. Using Terminal
14. Using Icon Editor

15. Keyboard Shortcuts for the Desktop

16. Running Localized Sessions

17. Glossary

 Figures

 Tables

 Related publications

 Index

4.1.4 CDE Enhancements (Common Desktop Environment)

Target group

This guide is intended for end users and system administrators.

Contents

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

Table of contents

1. Preface
 2. Overview of enhancements
 3. Session/Window management tools
 4. Mail-tool editing enhancement
TEDscape
 5. Key-binding enhancements
 6. Resource and environment variables enhancements
- Related publications
Index

4.1.5 Guide for Experts and System Administrators (SINIX Desktop)

Target group

SINIX/windows experts and system administrators

Contents

The manual examines the concepts underlying the product and describes how to customize the user interface. It discusses the primary clients responsible for display, window, desktool and file management and for system administration.

Table of contents

1. Preface
 2. Principles of SINIX/windows operation
 3. Graphical presentation
 4. Client interaction in SINIX/windows
 5. Session configuration using the .xsession file
 6. Using resources to customize client appearance and behavior
 7. Customizing mwm window manager menus
 8. Tasks for system administrators
- Glossary
- Related publications
- Index

4.1.6 Clients Reference Manual (SINIX Desktop)

Target group

SINIX/windows experts and system administrators

Contents

The manual is a comprehensive guide to the clients that are available, describing the syntax for invoking them and the options and resources which govern their appearance and behavior. It explains the ordering and precedence rules applied in evaluating resource definitions.

Table of contents

1. Preface
2. Clients
3. Client resources
4. Assigning values to resources
5. Environment variables

Glossary

Related publications

Index

4.1.7 XDCL Desktop Configuration Language (SINIX Desktop)

Target group

SINIX/windows experts and system administrators

Contents

The manual introduces the XDCL Desktop Configuration Language and describes its syntax. XDCL can be used to configure the SINIX/windows Desktop.

Table of contents

1. Preface
 2. Configuring the desktop with XDCL
 3. Dragging and dropping
 4. Format syntax of XDCL
 5. XDCL variables
 6. XDCL internal methods
 7. Boolean methods
 8. XDCL external methods
 9. XDCL object classes and elements
 10. Installation utilities
- Glossary
- Related publications
- Index

4.1.8 Advanced User and System Administrator Guide (Common Desktop Environment)

Target group

System administrators and advanced users who want to perform customizations that cannot be accomplished using the desktop user interface. The desktop provides user-specific locations for many of its configuration files.

Contents

This manual covers advanced tasks in customizing the appearance and behavior of the CDE Desktop. It includes chapters on:

- Customizing system initialization, login, and session initiation
- Adding applications and providing interface representations for applications and their data
- Configuring desktop processes, applications, and data across the network
- Customizing desktop services such as window management, printing, colors, and fonts

Table of contents

1. Preface
2. Configuring Login Manager
3. Configuring Session Manager
4. Adding and Administering Applications
5. Registering an Application
6. Configuring the Desktop in a Network
7. Configuring and Administering Printing from the Desktop
8. Desktop Search Paths
9. Introduction to Actions and Data Types

- 10. Creating Actions and Data Types Using Create Action
- 11. Creating Actions Manually
- 12. Creating Data Types Manually
- 13. Creating Icons for the Desktop
- 14. Advanced Front Panel Customization
- 15. Customizing the Workspace Manager
- 16. Administering Application Resources, Fonts and Colors
- 17. Configuring Localized Desktop Sessions
 - Figures
 - Tables
 - Related publications
 - Index

4.2 **SINIX/windows Development V3.0**

This section provides thumbnail sketches of the manuals dealing with SINIX/windows Development. The order in which the manuals are described is the same as their order in [Table 3](#) and [Table 4](#).

4.2.1 SINIX/windows Development V2.0, Product Overview

Target group

Application designers, widget designers

Contents

Overview of product modifications and of available documentation

Table of contents

1. Product Overview
 2. Documentation Overview
 3. Product Modifications
- Index

4.2.2 OSF/Motif Style Guide Release 1.2

Target group

Application designers, widget designers

Contents

Design guidelines for OSF/Motif-based user interfaces.

Table of contents

Preface

1. User Interface Design Principles
 2. Input Models
 3. Navigation
 4. Selection
 5. Component Activation
 6. Application Design Principles
 7. Window Manager Design Principles
 8. Designing for International Markets
 9. Controls, Groups, and Models Reference Pages
- OSF/Motif Widgets and Components
- OSF/Motif Level One Certification Checklist
- Glossary
- Index

4.2.3 Widget Set V2.0, Programmer's Reference

Target group

Application designers, widget designers

Contents

Descriptions of all the commands, functions and file formats for the XmSniBrowser, XmSniFormat, XmSniHelp, XmSniTable and XmSniTree widgets in the Siemens Nixdorf extension to the OSF/Motif widget set.

Table of contents

Preface

Audience

Contents

Manual Page Format

Typographical Conventions

1. Introduction to the Widget Set
2. Using the Extension Widgets in Programs
3. Providing a Help System Based XmSniHelp
4. Reference Pages

Index

4.2.4 OSF/Motif Programmer's Guide Release 1.2

Target group

Application designers, widget designers

Contents

Description of the OSF/Motif programming interface. The manual provides an overview of the architecture of the OSF/Motif widget set, examines the OSF/Motif toolkit and presents a model and a number of examples to illustrate OSF/Motif application development.

Table of contents

Preface

1. Introduction
2. The Motif Programming Model
3. Structure of a Motif Program
4. Structure of a Program Using UIL and MRM
5. Basic Controls
6. Menus and Options
7. Dialogs
8. Text
9. Scrolling, Panes, and Frames
10. Managing Geometry
11. Internationalization
12. Color and Pixmaps

13. Input, Focus, and Keyboard Navigation

14. Graphics and Text in a DrawingArea

15. Drag and Drop

16. Interclient Communication

 The Widget Meta-Language Facility

 Drag and Drop Example Program

 Glossary

 Index

4.2.5 OSF/Motif Programmer's Reference Release □ 1.2

Target group

Application designers, widget designers

Contents

Description of all the commands, functions and file formats of the OSF/Motif widget set

Table of contents

Preface

1. Reference Pages

Constraint Arguments and Automatically Created Children

UIL Built-In Tables

UIL Arguments

Index

4.2.6 X Window System, X Toolkit Intrinsic, Programming Manual

Target group

Application designers, widget designers

Contents

Comprehensive survey of application development using the Xt Intrinsic, the C library for designing user interfaces with reusable components (widgets).

Table of contents

Preface

1. Introduction to the X Window System
2. Introduction to the X Toolkit and Motif
3. More Techniques for Using Widgets
4. An Example Application
5. More About Motif
6. Inside a Widget
7. Basic Widget Methods
8. Events, Translations, and Accelerators
9. More Input Techniques
10. Resource Management and Type Conversion
11. Interclient Communications
12. Geometry Management
13. Menus, Gadgets, and Cascaded Popups

14. Miscellaneous Toolkit Programming Techniques

Athena, OPEN LOOK, and Motif

Specifying Fonts and Colors

Naming Conventions

Release Notes

The xbitmap Application

Sources of Additional Information

Glossary

Master Index

4.2.7 X Window System, Xlib Programming Manual

Target group

Application designers, widget designers

Contents

Comprehensive survey of Xlib, the base-level programming interface of the X Window System

Table of contents

Preface

1. Introduction
2. X Concepts
3. Basic Window Program
4. Window Attributes
5. The Graphics Context
6. Drawing Graphics and Text
7. Color
8. Events
9. The Keyboard and Pointer
10. Internationalization
11. Internationalized Text Input
12. Interclient Communication
13. Managing User Preferences
14. A Complete Application
15. Other Programming Techniques

16. Window Management

Specifying Fonts

X10 Compatibility

Writing Extensions to X

The basecalc Application

Event Reference

The Xmu Library

Sources of Additional Information

Release Notes

Glossary

Index

4.2.8 X Window System, X Toolkit Intrinsic, Reference Manual

Target group

Application designers, widget designers

Contents

Full description of the C interface to Xt Intrinsic.

Table of contents

Preface

Permuted Index

1. Xt Functions and Macros
2. Prototype Procedures
3. Intrinsic Classes
4. Intrinsic Methods
5. Athena Classes
6. Miscellaneous Utilities

Appendices

Index

4.2.9 X Window System, Xlib Reference Manual

Target group

Application designers, widget designers

Contents

Full description of the C interface to Xlib.

Table of contents

Preface

Permuted Index

Xlib Functions

Function Group Summary

Error Messages and Protocol Requests

Macros

The Server-side Color Database

Event Reference

Structure Reference

Symbol Reference

Keysyms

The Cursor Font

The Xmu Library

Character Sets and Encodings

Index

4.2.10 X Window System, X Protocol Reference Manual

Target group

Application designers, widget designers

Contents

Description of the X protocol, requests and events; description of the inter-client communication conventions

Table of contents

Preface

1. Introduction to the X Protocol
2. Protocol Request and Event Reference
3. Appendices
 - Connection Close
 - Keysyms
 - Errors
 - Predefined Atoms
 - Keyboards and Pointers
 - Flow Control and Concurrency
 - Request Group Summary
 - Alphabetical Listing of Requests
 - Xlib Functions to Protocol Requests and Vice Versa
 - Protocol Requests by Opcode
 - Events Briefly Described
 - Inter-Client Communication Conventions Manual
 - X Logical Font Description Conventions, Release 5

4.2.11 X Window System, X Input Extension

Target group

Application programmers, X server programmers

Contents

Extension to the Xlib library that allows devices other than the core input devices to be implemented.

Table of contents

Introduction
Reference Pages
Index

4.2.12 Programmer's Guide (Common Desktop Environment)

Target group

Programmers interested in integrating an existing application into the SINIX/windows Desktop, or in developing a new application that uses the features and functionality of the CDE Desktop.

Contents

The book provides a detailed description of each element of the CDE Desktop, a conceptual diagram, and a task-oriented description of how to use each element, complete with code examples.

Table of contents

1. Preface
 2. Basic Application Integration
 3. Integrating Fonts
 4. Displaying Errors from Your Application
 5. Integrating with Session Manager
 6. Integrating with Drag and Drop
 7. Integrating with the Workspace Manager
 8. SINIX/windows Desktop Motif Widgets
 9. Invoking Actions from Applications
 10. Accessing the Data-Typing Database
 11. Integrating with Calendar
- Glossary
Figures
Tables
Related publications
Index

4.2.13 Application Builder User's Guide (Common Desktop Environment)

Target group

Programmers and non-programmers – including user interface designers and project managers.

Contents

This user's guide is for anyone who wants to build or prototype a user interface with App Builder. You can easily create and modify user interfaces without writing any code using App Builder.

Table of contents

1. Preface
2. Getting Started
3. Managing Projects and Modules
4. Laying Out a User Interface
5. Editing Properties of Interface Objects
6. Creating and Editing Panes, Menus and Messages
7. Adding Functionality to the Interface
8. Grouping and Attaching Objects
9. Testing Menus, Help, and Connections
10. Generating Code and Building an Application
11. App Builder Windows and Dialog Boxes

12. Revolving Property Editor

Figures

Tables

Related publications

Index

4.2.14 Help System Author's and Programmer's Guide (Common Desktop Environment)

Target group

The audience for this book includes:

- Authors who design, create, and view online help information.
- Developers who want to create software applications that provide a fully integrated help facility.

Contents

This manual describes how to develop online help for CDE Desktop application software. It covers how to create help topics and how to integrate online help into an OSF/Motif™ application.

Table of contents

1. Preface
2. Introducing the Help System
3. Organizing and Writing a Help Volume
4. Writing a Help Topic
5. Processing and Displaying a Help Volume
6. HelpTag Markup Reference
7. Summary of Special Character Entities
8. Command Summary
9. Reading the HelpTag Document Type Definition
10. Creating and Managing Help Dialog Boxes
11. Responding to Help Requests
12. Handling Events in Help Dialogs
13. Providing Help on Help
14. Preparing an Installation Package
15. Native Language Support
16. HelpTag 1.3 DTD

Glossary

Figures

Tables

Related publications

Index

4.2.15 Internationalization Programmer's Guide (Common Desktop Environment)

Target group

This book provides various levels of information for the application programmer and developer and related fields.

Contents

The book provides information for internationalizing the desktop, enabling applications to support various languages and cultural conventions in a consistent user interface. Specifically, this guide provides:

- Guidelines and hints for developers on how to write applications for worldwide distribution.
- An overall view of internationalization topics that span different layers within the desktop.
- Pointers to reference and more detailed documentation. In some cases, standard documentation is referenced.

Table of contents

1. Preface
2. Introduction to Internationalization
3. Internationalization and the SINIX/windows Desktop
4. Internationalization and Distributed Networks
5. Motif Dependencies
6. Xt and Xlib Dependencies
7. Message Guidelines
 - Figures
 - Tables
 - Related publications
 - Index

4.2.16 Programmer's Overview (Common Desktop Environment)

Target group

- Application developers who want to develop a new CDE Desktop application, or integrate an existing (Common Desktop Environment) OSF/Motif® application into the desktop.
- A manager, architect, or project leader interested in designing a project involving applications that will run on the CDE Desktop.

Contents

The book provides a high-level view of the CDE Desktop development environment and the developer documentation set. Read this book first before starting application design and development.

Table of contents

1. Preface
2. Architectural Overview
3. Development Environment Considerations
4. Developing an Application
5. Portability and Maintenance
6. Basic Application Integration
7. Recommended Integration
8. Optional Integration
9. CDE Motif

10. Component and Guideline Reference

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Related publications

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4.2.17 Style Guide and Certification Checklist (Common Desktop Environment)

Target group

This book provides information to assist the application designer in developing consistent applications and behaviors within the applications that are consistent with the standards for the Common Desktop Environment.

Contents

The book provides application design style guidelines and the list of requirements for Common Desktop Environment application-level certification. Common Desktop Environment requirements consist of the OSF/Motif Version 1.2 requirements with Common Desktop Environment-specific additions.

The checklist describes keys using a model keyboard mechanism. Wherever keyboard input is specified, the keys are indicated by the engravings on the OSF/Motif model keyboard. Mouse buttons are described using a virtual button mechanism to better describe behavior independent of the number of buttons on the mouse.

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1. Preface
2. Introduction to the Common Desktop Environment
3. Input, Navigation, Selection, and Activation
4. Drag and Drop
5. Visual Design
6. Window and Session Control
7. Application Design Principles
8. Common Dialogs
9. Application Messages
10. Designing for Accessibility
11. Certification Checklist
12. Keyboard Functions
13. Mouse Functions

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Related publications

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4.2.18 ToolTalk Messaging Overview (Common Desktop Environment)

Target group

This manual is for developers who create or maintain applications that use the ToolTalk service to interoperate with other applications in the Common Desktop Environment.

Contents

This book describes the CDE Desktop components, commands, and error messages of the ToolTalk ® service.

Table of contents

1. Preface
2. Introducing the ToolTalk Service
3. How to Use ToolTalk Messaging
4. Using TTSnoop to Debug Messages and Patterns
5. Using ToolTalk Tracing
6. The Messaging Toolkit
7. The CoEd Demonstration Program
8. New ToolTalk Functions
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4.2.19 ToolTalk Programmer's Guide (Common Desktop Environment)

Target group

This guide is for:

- developers who want to write applications that directly use ToolTalk messaging.
- developers who create or maintain applications that use the ToolTalk service to interoperate with other applications.
- system administrators who set up workstations.

Contents

This manual describes the application programming interface (API) components, commands, and error messages of the ToolTalk ® service and how you modify your application to send and receive ToolTalk messages.

Table of contents

1. Preface
2. Introducing the ToolTalk Service
3. ToolTalk Service Overview
4. Setting Up and Maintaining the ToolTalk Processes
5. Maintaining Application Information
6. Maintaining Files and Objects Referenced in ToolTalk Messages
7. Participating in ToolTalk Sessions
8. Sending Messages
9. Message Patterns

10. Dynamic Message Patterns
11. Static Message Patterns
12. Receiving Messages
13. Objects
14. Managing Information Storage
15. Handling Errors
16. The ToolTalk Enumerated Types
17. The ToolTalk Functional Groupings
18. ToolTalk Functions/Commands
19. Using ToolTalk Messaging
20. The Messaging Toolkit
21. ToolTalk Message Sets
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