



SINIX/windows *ONLINE Documentation*

SINIX/windows User Environment V3.0 Introduction to Handling and Configuration

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1 Preface

The SINIX®/windows User Environment is an OSF/Motif-based user interface for SINIX systems running SINIX V5.41 and above. It is a graphical interface with which you work interactively.

It is an integrated, consistent working environment in which you can access graphics 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™.

1.1 Summary of contents

This manual, "SINIXwindows User Environment; Introduction to Handling and Configuration", is intended to provide users with a basic knowledge of the operation and interactive configuration of the SINIX/windows User Environment graphical user interface. It is therefore aimed at all those users who have no experience of interfaces based on OSF/Motif or users who wish to get to know the SINIXwindows desktop. The manual falls into two main parts:

- The first part of the manual comprises the chapter "Input devices", the chapter "Logging in and out" and the chapter "Controls". It provides you with a description of the operating strategies and standard controls for OSF/Motif that are also valid for the SINIX/windows User Environment.
- The second part of the book provides you with an introduction to working with the desktop. The chapter "Help system, online manuals, manual pages" explains how to request help on the desktop and look at the manual pages on the SINIX/windows User Environment after you have successfully logged in. The chapter "The desktop" describes the components and operating strategies of the desktop. The chapter "Using desktools" provides you with an introduction to working with the applications that can be called from the desktop. Interaction between desktools is demonstrated using a few examples from your everyday working life. A brief description of the desktools is incorporated in this introduction.

You will find a glossary, a list of references and an index at the back of the manual.

1.2 Notational conventions

The following notational conventions have been used in this manual:

Example	Meaning
Note	Sections entitled Note alert you to important points you should not ignore.
"Window s"	References to other sections of this manual and cross-references to other manuals are enclosed in double quotes.
'Editor'	If reference is made to a string that you see on the screen, the string is enclosed in single quotes.
\$HOME	Commands, files and directories, i.e. data you must enter exactly as specified, are displayed in <i>fixed-width font</i> (a font in which each character takes up the same amount of space).
<i>remote_h ost</i>	<i>Italics</i> are used for variables that you are to replace by a concrete value. You must, for example, replace <i>remote_host</i> with the valid name of a host in your network.
<BSelect >	Virtual names are used to refer to mouse buttons since the mouse buttons can be implemented and configured differently from mouse to mouse. The virtual names are assigned to physical mouse buttons in the section "Virtual mouse buttons".
<KHelp>	Virtual names are used to refer to keys if the keys can be implemented in different ways. The virtual names are assigned to physical keys in the section "Virtual keys".
[SHIFT]	Keys on the keyboard are displayed as symbols if the action invoked by the key can be associated uniquely with that key. For example, [SHIFT] represents the shift key.
[SHIFT] + <BSelect >	Keys, or keys and mouse buttons, that you must press simultaneously are joined by a plus sign (+). For example, the string [SHIFT] + <BSelect> indicates that you are to press and hold down the shift key [SHIFT] and then press the mouse button <BSelect>.

Table 1: Notational Conventions in the manual

1.3 Changes since the last version of the manual

The table below lists the functional changes made to clients between Version 2.2 and Version 3.0 of the SINIX/windows User Environment. Changes of an editorial nature and corrections of mistakes in the documentation are only listed if they are of particular significance.

Topic	Brief description of change
The desktop	New desktools include the 'Communication Manager' see section "Transferring a file to the communication manager" and the 'Audio Player' see section "Creating and editing an audio file".

Table 2: Changes to SINIX/windows User Environment between version 2.2 and 3.0

2 Input devices

The SINIX/windows User Environment provides you with a convenient way of utilizing the functionality of the operating system with the help of a graphical user interface. It also provides you with additional tools and applications. It is an OSF/Motif-based user interface with standardized controls with which you can communicate with the operating system. This communication takes place by means of various input devices. You can operate the SINIX/windows User Environment using the mouse as a graphical pointing device and you can also use the keyboard.

You use graphical pointing devices to select elements of the graphical user interface, thus activating the associated applications. This means that you can edit or print a file or work with a file residing on a remote host without having to use operating system commands. The mouse is a convenient way of accessing the functionality of the SINIX/windows User Environment interface. You will find more on this subject in the section "Using the mouse". The keyboard is normally used solely to enter text. It is, however, possible to address the elements of the interface with the keyboard. You will find more on this subject in the section "Using the keyboard".

2.1 Using the mouse

The mouse makes it easy for you to make inputs as it allows you to move a graphical symbol, the pointer, freely around the screen. Using the pointer, you can point to any component of the interface and initiate an action by pressing the mouse buttons.

A two- or three-button mouse can be used in the SINIX/windows User Environment. See the table in the section "Virtual mouse buttons" for information on the button bindings. Normally a three-button mouse is used with OSF/Motif-based user interfaces, as this makes the interface easier to use.

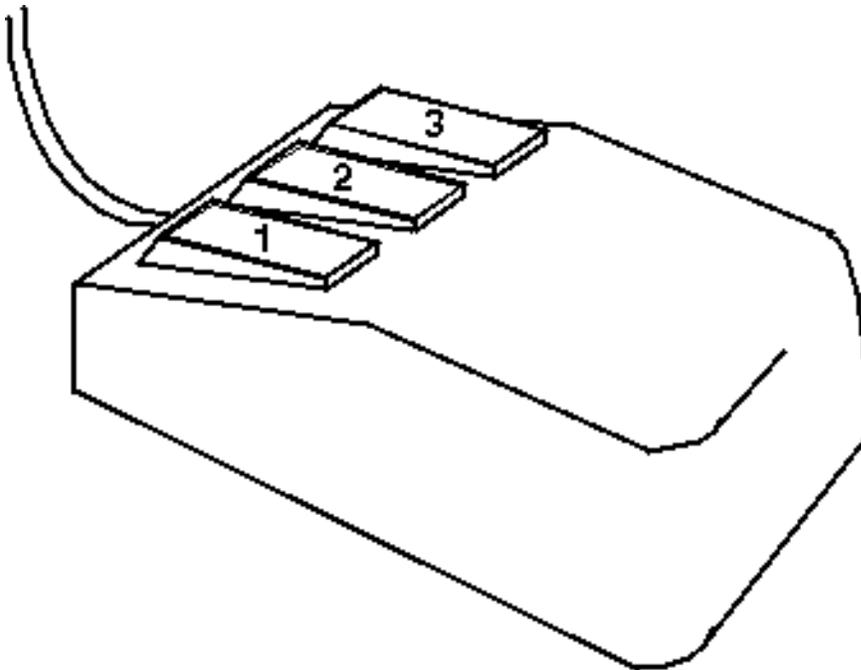


Figure 1: The three-button mouse

The mouse returns its position to the system as relative coordinates: moving the mouse across the desk moves the pointer across the screen. If you lift the mouse up from your desk, the position of the pointer remains unchanged. The pointer does not move until you place the mouse on the desk again and move it.

2.1.1 The pointer

The pointer is a movable graphical symbol on the screen. As you move the mouse on your desk, the pointer moves around the screen accordingly. Whenever you are asked to "point to" something, you should move the pointer so that it is positioned on the control involved. Controls are graphically delimited areas on the screen. You will find an introduction to the standard controls provided for use in OSF/Motif-based user interfaces in the chapter "Controls".

The pointer can assume different shapes, depending on its location or on the action initiated by the user.

	<p>An arrow pointing upwards and to the left indicates the area that will be affected by the next user action, provided the controls the pointer is pointing at are managed by the window manager.</p>
	<p>This pointer shape indicates that the pointer is in an area where text can be input.</p>
	<p>This pointer shape indicates that the pointer is located on the root window. The root window provides the backdrop for all other windows.</p>

	This pointer shape indicates that a window is currently being resized. The arrow indicates the direction in which the window is being expanded or reduced.
 	The hourglass or wristwatch symbol indicates that the system itself is executing some action and that no user input can be accepted. The user must wait until the action is completed or move the pointer to another window.
	A cross with arrows pointing in four directions indicates that a window is being moved.
	A question mark appears when an action is expected from the user. It is displayed, for example, when you select the menu item 'Context-Sensitive Help' from the 'Help' menu.

Table 3: Common pointer shapes

2.1.2 Mouse techniques

There are some basic techniques for using a mouse to manipulate desktop objects. These are:

Point	Moving the mouse and positioning the pointer anywhere on the desktop, e.g. on an icon or a menu item.
Press	Pressing and holding down a mouse button.
Release	Releasing a mouse button after having pressed it.
Click	Quickly pressing and releasing a mouse button without moving the mouse.
Double-click	Clicking a mouse button twice in rapid succession.
Drag	Pointing to an interface element, pressing and holding down a mouse button, moving the pointer to a different position on the screen and releasing the mouse button.

Table 4: Basic mouse techniques

The verbs listed in the left-hand column are used in this manual to indicate that you are to perform the action described in the right-hand column.

2.1.3 Virtual mouse buttons

In the table below, the physical mouse buttons are assigned function-related names referred to as virtual mouse buttons. The binding of a virtual mouse button to a physical

mouse button can be varied in the configuration, which means that the table does not necessarily correspond to your mouse. It is, for example, possible to reconfigure the button binding for a left-handed user. For this reason the virtual mouse button names are used instead of the physical mouse button names in this manual.

If your button bindings do not initiate the actions described, ask your system administrator for help.

Virtual mouse button	Physical mouse button 3-button mouse	Physical mouse button 2-button mouse	Pressing this mouse button ...¹⁾
<BSelect >	left-hand button or mouse button 1	left-hand button or mouse button 1	selects or activates an object.
<BToggl e>	[CTRL] + left-hand button or mouse button 1	[CTRL] + left-hand button or mouse button 1	switches between selected and deselected state.
<BExten d>	[SHIFT] + left-hand button or mouse button 1	[SHIFT] + left-hand button or mouse button 1	extends a selected or deselected area.
<BTransf er>	middle button or mouse button 2	left-hand + right-hand button or mouse button 1 + mouse button 2	drags an object.
<BMenu >	right-hand button or mouse button 3	right-hand button or mouse button 2	opens a pop-up menu.
<BCusto m>	right-hand button or mouse button 3	right-hand button or mouse button 2	initiates an action which depends on the application involved.

Table 5: Mapping virtual to physical mouse buttons

**¹⁾You can perform various actions using the mouse buttons described above.
The information provided is only a general indication of the function involved.**

2.2 Using the keyboard

Although the SINIX/windows User Environment graphical interface was designed to be operated with a mouse, its windows and controls can also be accessed and activated via the keyboard. The table in the section "Virtual keys" contains the assignments of the physical keys to the function-related names used in this manual.

2.2.1 Selection and text cursor

In a window, the selection cursor indicates the object associated with the keyboard input while the text cursor indicates the position at which text may be entered.

2.2.1.1 Selection cursor

As the keyboard cannot be used to position a pointer on the screen, keyboard operation is based on the location of the selection cursor, which shows the user which object will be affected by the next input. This object, e.g. a button or text box, is highlighted in some way. It may, for example, have a rectangle around it, or appear in 3-D, or be in reverse video.

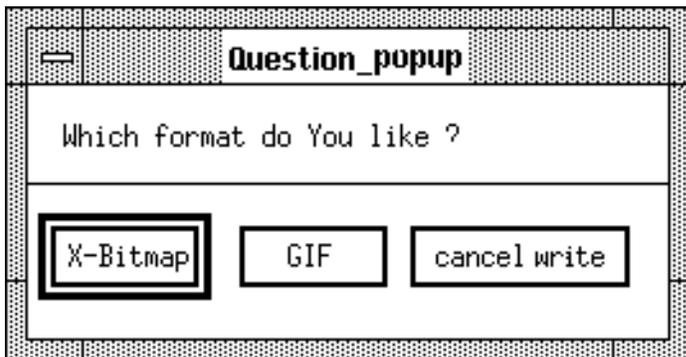


Figure 2: Pushbuttons with selection cursor

2.2.1.2 Text cursor

In a text window, the insertion point (where text that you enter will be inserted) is indicated by a text cursor. An I-beam text cursor is normally displayed in text boxes.

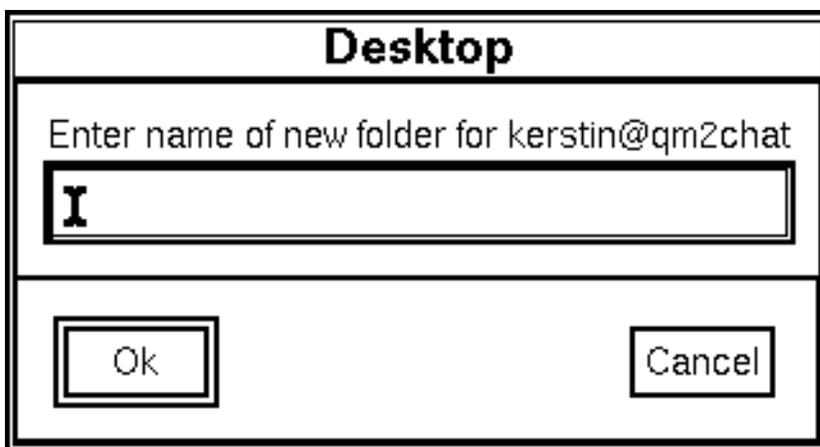


Figure 3: Text cursor in a text box

2.2.2 Navigating with the keyboard

You can operate the graphical interface with the keyboard by assigning the selection cursor to a different window or a control in the same window and then activating the object.

Keyboard input can only be received by the active window. To activate a window, you can change the stacking order of the windows with the keyboard (see section "Window stack"). You can use the keyboard to move the selection cursor to other controls in the active window. Pressing the keys <KUp>, <KDown>, <KRight> and <KLeft> allow you to navigate to other controls within a window area, for example, to different pushbuttons.

If a window is made up of several areas, you can move between these areas in a predefined order using the <KNextField> and <KPrevField> keys. You could, for example, activate the text area, the scroll bar and the pushbuttons in the help window, one after the other.

Pressing the <KMenuBar> key selects the menu bar of a window. You can activate the individual menu items by means of mnemonics and accelerators (see section "Menu items").

An action is invoked for the selected control by pressing the <KActivate> key.

2.2.3 Virtual keys

In the table below, the physical keys are assigned function-related names, referred to as virtual keys. The binding of virtual keys to physical keys can be varied in the configuration.

The table only includes the virtual keys needed for moving between controls. You can obtain an overview of the key bindings by requesting help information on the keyboard and mouse via a window's 'Help' menu (see section "The 'Help' menu").

If your key bindings do not correspond to the functions described, ask your system administrator for help.

Virtual key	Physical key	Pressing the key ... ¹⁾
<KSelect>	[SPACE] OR [CTRL] + [SPACE]	selects an object.
<KActivate>	[ENTER] OR [CTRL] + [ENTER]	activates an object.
<KLeft>, <KRight>, <KUp> and <KDown>	[LEFT], [RIGHT] , [UP] and [DOWN]	moves the selection cursor within a window area.
<KNextField> and <KPrevField>	[TAB RIGHT] and [TAB LEFT]	moves the selection cursor between different window areas.
<KMenuBar>	[F10]	activates and deactivates the menu bar of a

		window.
<KMenu>	[MENU] OF [F4]	opens a pop-up menu associated with interface components.
<KHelp>	[HELP] OF [F1]	calls context-sensitive help for the selected object.

Table 6: Mapping virtual to physical keys

¹⁾Using the keys described you can perform a number of different actions. The information provided is only a general indication of the function involved.

3 Logging in and out

If SINIX/windows User Environment is installed on your system, a login window will be displayed in which you can log in to the system.

The login window consists of

- an area in which the login names on the host are displayed as icons. If not all the icons can be displayed, a scroll bar is provided with which you can scroll the area (see section "Boxes");
- a welcome text which includes the name of the host;
- the text boxes 'Login:' and 'Password:' in which you enter your login name and password;
- the option buttons 'Session:' and 'Language:' by which you choose a session and a language;
- the pushbuttons 'OK', 'RestartSession' and 'Help'.

The appearance of this window, for example the labels of the text entry boxes and option buttons, can be modified by the system administrator. The icon area and the option buttons are optional. You will, however, always see the login and password text boxes and the pushbuttons at the bottom of the window.

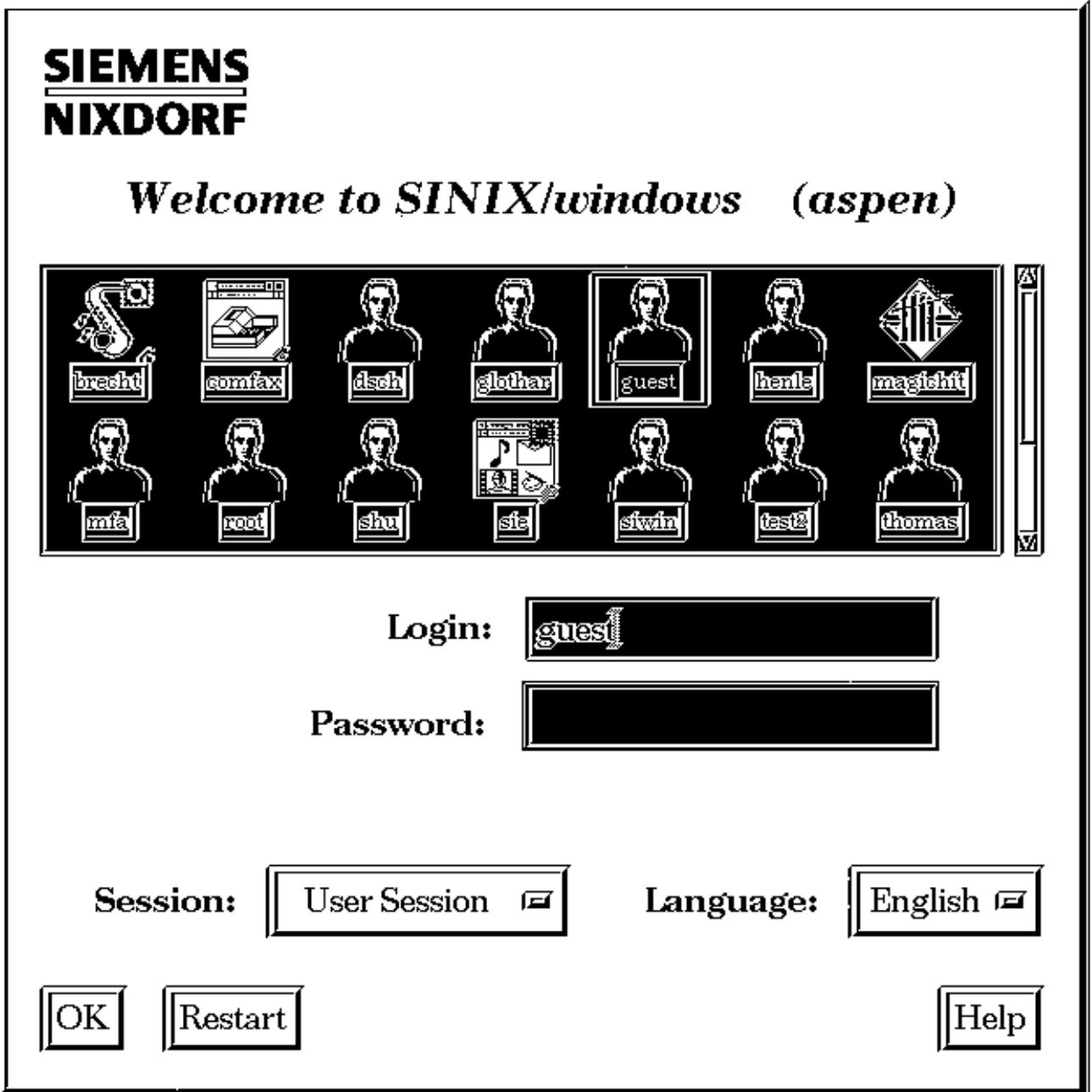


Figure 4: The login window

Note:

If you do not see the login window on your screen this may be because

- a screen saver has been activated. If this is the case, you will see one of the following depending on what defaults have been set:
 - the X logo appears against a backdrop and changes its color, size and position at regular intervals.
 - it looks like the screen has not been switched on.

In both cases you only have to move the mouse in order to see the login window.

After a predefined interval the screen saver again goes into effect in order to conserve the picture tube.

- your system administrator has configured the SINIX/windows User Environment in such a way that you must first select the host you wish to log in to. In this case, the host selection window is displayed in which the hosts are displayed as icons. This can be useful, for example, if you are working at an X terminal. Ask your system administrator on which of the displayed hosts the SINIX/windows User Environment is installed.

Click on the 'Help' pushbutton in the host selection window with the mouse button <BSelect> to obtain help on using the window.

After you have selected a host, the login window of this host is displayed. You can return to the host selection window by pressing [CTRL] + [c] in the login window.

3.1 Logging in

Before you can log in to the system, the system administrator must set up a user account for you. You must know your login name and the corresponding password.

There are various ways of logging in, depending on the appearance of the login window.

Click on the 'Help' pushbutton with the mouse button <BSelect> to obtain help on logging in.

You can always log in by doing the following:

1. Click on the 'Login:' text box with the mouse button <BSelect>. The edge of the box is highlighted. The 'Login:' text box is now assigned the input focus, i.e. it is ready to accept keyboard input.
2. Enter your login name at the keyboard. If you have made a typing error, you can correct your input character by character using the [BACKSPACE] key.
3. Press [ENTER] to confirm your input. The 'Password:' text box is subsequently assigned the input focus.
4. Enter your password at the keyboard. Although the characters you enter are not echoed on the screen you can still correct your input using the [BACKSPACE] key.
5. Press [ENTER] to confirm your input.

If your input was not correct, an error message is issued and you must start again at point 1.

If your input is accepted, the login window disappears and is replaced shortly after by the graphical user interface.

Note:

- If your password has expired, you are requested to change it. You have to enter your old password and then a new password. To confirm your new password you have to enter it again.
- If a screen saver has been activated and you press a key, the screen contents are displayed but pressing the key is interpreted as your first input. You are only allowed a certain number of login attempts. This number depends on the level of operating system security. Thus it is best to move the mouse in order to display the screen contents.

Your session is started when you log in and is terminated when you log out.

3.1.1 Language of the interface

This manual describes the English interface. You can set the interface language before login by clicking on the 'Language' option button in the login window with the <BSelect> mouse button. Then select a language from the pop-up menu that subsequently appears. Now log in as described above (steps 1 through 5).

However, you can also change the interface language during a session. You can use the 'International' desktool for this purpose. The new language will take effect the next time you log in.

3.1.2 Sessions

From the option menu "Session" in the login window you can choose from different kinds of sessions:

Menu option	Action
User Session	starts the user-defined session defined in the <code>\$HOME/.xsession</code> file, if it exists; otherwise the "Default Session".
Default Session	starts the CDE Desktop if it is installed, otherwise the SINIX/windows Desktop.
SINIX Desktop	starts the SINIX/windows Desktop. This option appears only if the SINIX/windows Desktop and also the CDE Desktop are installed.
Light Session	starts a session without desktop.
Failsafe Session	starts only a terminal emulator.

Table 7: Sessions

The CDE Desktop ("Default Session") or the "SINIX/Desktop" are only started if the option "Start desktop on login" has been defined for the selected login by the User Manager. Otherwise a "Light Session" is started.

3.2 Interrupting a session

You do not necessarily have to terminate your session if you wish to leave your desk for a while and want to prevent unauthorized users from accessing your screen. You can use the 'Lock Screen' desktool to interrupt your session. You release the screen by entering your password. The screen is then unlocked, and the graphical user interface is redisplayed exactly as it was when you interrupted your session.

3.2.1 Locking screen and activating the screen saver

It is assumed that the desktop is still in its original configuration. To lock the screen, you do the following:

1. Open the 'System' toolbox on your desktop by double-clicking on the icon with the mouse button <BSelect>.
2. Start the 'Lock Screen/Screen Saver' desktool by double-clicking on the appropriate icon with the mouse button <BSelect>.

A screen saver is activated.

3.2.2 Unlocking the screen

To unlock the screen, you do the following:

1. Press any key or mouse button or simply move the mouse. This deactivates the screen saver and you are requested to enter your password.
2. Enter your password from the keyboard.
If a valid password is not entered in a certain time (e.g. 30 seconds), the screen saver is activated again.
3. Press [ENTER] to confirm your input. The 'Lock Screen/Screen Saver' desktool is terminated and the graphical user interface is again displayed.

If your input is not correct, an error message is issued and you must start again with point 2.

3.3 Logging out

When you terminate the SINIX/windows User Environment, you automatically log out of the system. Before you do this you should make sure that you have terminated all active applications properly so that no data is lost.

The logout procedure depends on how your desktop is configured. There are two options: the desktool icons are located either in the background (root window) or in desktop windows. These windows can be the window named 'Main Desktop' and/or the window named 'Tool Catalog' (see "The desktop").

3.3.1 The desktop as a window

If the desktop is displayed as a window, you do the following:

1. Point to the 'File' menu.



Figure 5: Menu bar of the 'Main Desktop' window

1. Press and hold down the mouse button <BSelect>. A pull-down menu is displayed.
 2. Drag the pointer to the 'Exit' command and then release the mouse button.
- The procedure is the same for the window entitled 'Tool Catalog'.

3.3.2 The desktop in the root window

If the desktop manager is visible as an icon in the root window, you do the following:

1. Point to the 'Desktop Manager' icon.
2. Press and hold down the mouse button <BMenu>. A pop-up menu is displayed.



**Desktop
Manager**

Figure 6: The 'Desktop Manager' icon

1. Drag the pointer to the 'Exit' command and then release the mouse button.
- In both cases a window is displayed in which you are asked if you really wish to terminate the desktop.

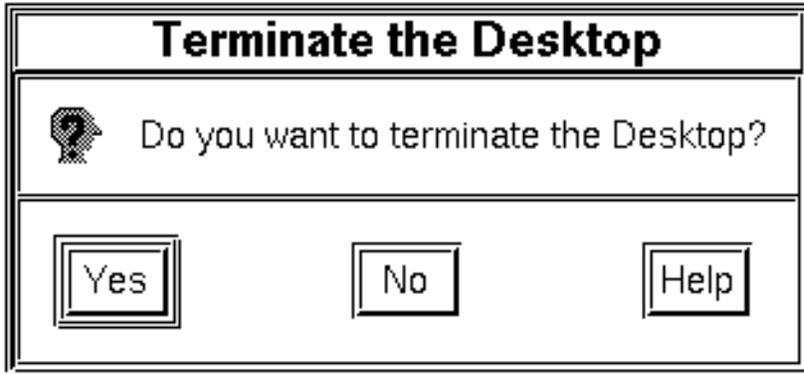


Figure 7: The 'Terminate Desktop' message box

1. Point to the 'Yes' pushbutton and click <BSelect>.

Depending on the configuration of the desktop, you may also be asked whether you wish to save the current desktop configuration. If you save the current configuration, the desktop will appear exactly as you leave it the next time you log in.

All windows are now closed and after a brief interval the SINIX/windows User Environment login window is again displayed. You or another user may now log in.

4 Controls

In standardized user interfaces such as the SINIX/windows User Environment, controls provided by the interface are all operated in the same way. These controls are consistent in their appearance and behave in a consistent manner. In the following you will be introduced to the standard interface elements and how they are operated.

First of all, you will be made familiar with the term "window" (see section "Windows").

Windowing makes it possible to display the interfaces of several applications on the screen simultaneously and also allows you to work on several hosts at the same time.

If you have several windows open at the same time, the screen may become rather cluttered. It is therefore possible to move windows, reduce the size of windows and move a window that is totally or partially obscured by another window to the forefront. These functions are provided by a separate application, the window manager. The window manager provides each window with a frame. It is this typical window frame which characterizes OSF/Motif-based user interfaces. You use this frame to manipulate each window in the same manner. For more information please refer to the section "Window management".

Each window can be fitted with a number of controls, such as menus containing menu items, buttons, scales, text boxes, etc. You will find a systematic introduction to these controls in the sections "Controls in windows" and "Menus".

4.1 Windows

A window is a graphically delimited area on the screen whose borders are parallel with the edges of the screen. It serves as an input/output area for the application that generated the window. Applications that can open a window on the screen are referred to as clients. For more information on the term "client" please refer to "SINIX/windows User Environment; Guide for Experts and System Administrators".

Any number of windows may be opened at any one time. The windows may be positioned side by side or they may overlap.

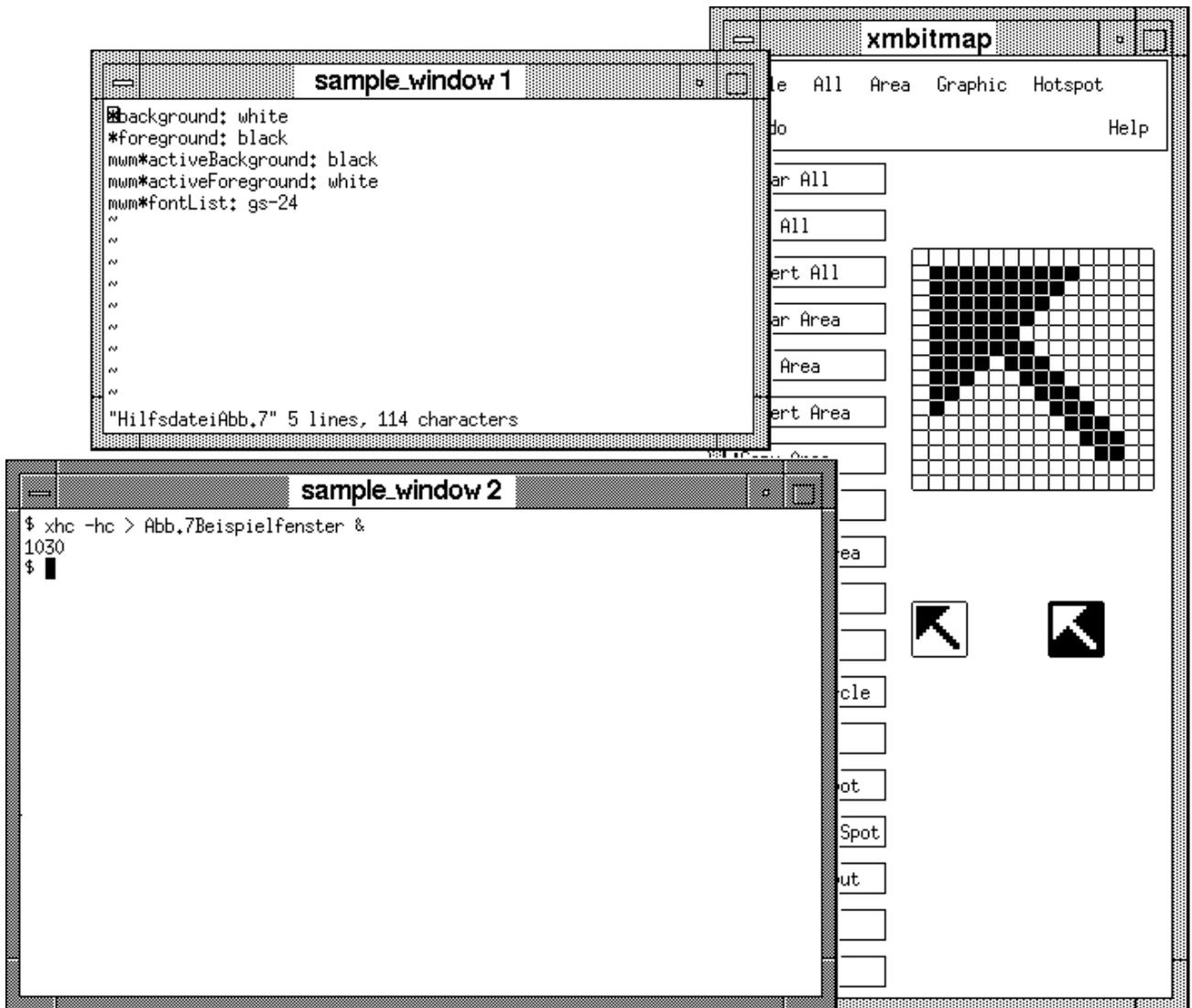


Figure 8: Windows on a screen

Windows are assigned one color for the background and one or more colors for the foreground, i.e. for texts that appear on the background. A window has a border that is colored differently to the window's background. The window border is not visible if a window manager is active. In this case it is hidden by the window frame.

The appearance of a window and the elements in a window are defined by the client which owns the window.

4.1.1 The different types of window

There are several types of window:

- the root window
- primary and secondary windows
- message windows

4.1.1.1 The root window

The root window provides the backdrop for all other windows and covers the entire screen. It does not have a window frame. All other windows appear stacked on the root window. The root window is displayed in a color and a pattern which together form the screen background.

4.1.1.2 Primary and secondary windows

Generally when you call a client, one or more windows are generated. These windows, referred to in the following as primary windows, allow you to supply mouse or keyboard input that is processed by the associated client.

Additional windows for performing special tasks can be opened via a primary window.

These windows are called secondary windows. Secondary windows can usually be closed individually by means of pushbuttons. If you close a primary window, all secondary windows associated with that client are also closed.

4.1.1.3 Message windows

Message windows are a special type of secondary window that contain a dialog box and messages from the program to the user. Message windows are also known as message boxes.

Modal windows are a special kind of message box. These boxes prompt the user to make an input. You cannot continue working in any primary or secondary window owned by the associated application (application modal) or you can no longer make any input in any other window (system modal) until you have made an input.

There are also message boxes that merely provide the user with information on a certain action being performed by the program. These boxes are closed automatically.

There are several types of message box, each containing a different type of message.

There are

- error boxes
- warning boxes
- information boxes
- question boxes
- working boxes

Each box is displayed with its own special symbol, making it easier to identify the type of message being displayed.

4.1.2 Input

Only an active window can receive input from the keyboard. Only one window can be active at any one time. The active window is identified by the background color of the window frame: the background color is different to all other windows.

You make a window active by clicking on it with the mouse button <BSelect>. It is also possible to specify that a window is to be activated when the pointer is positioned on the window. This behavior can be set with the 'Window Manager' desktool.

4.1.2.1 Input focus

The position of the input focus is indicated by highlighting of the active window, identifying the object which the next user action will affect.

The control with the input focus has a highlighted border. This is referred to as the selection

cursor. You can use the keyboard to move the selection cursor, and hence the input focus, around in the window (see section "Navigating with the keyboard"). Selecting an object without activating it is useful if you wish to obtain context-sensitive help information on that object.

4.1.3 Output

Several clients can output information simultaneously in their respective windows. A client can continue to output in its window, even if it is partially or completely obscured by another window, has been minimized (see the section "Window manager icons") or another window is receiving user input.

4.2 Window management

The Motif Window Manager (*mwm*), from now on referred to simply as the window manager, is a central component of OSF/Motif-based user interfaces such as the SINIX/windows User Environment. The window manager provides you with functions that allow you to manipulate windows, e.g. resize, reposition or minimize a window or activate a window by assigning it the input focus. The window manager also provides functions for terminating applications. By default, the window manager is started at the beginning of a session and manages all client windows.

4.2.1 Window frame

The window manager surrounds each primary and secondary window with a window frame. Window frames are equipped with a number of different controls, each associated with a specific function. All the controls that a window frame can feature are described briefly below.

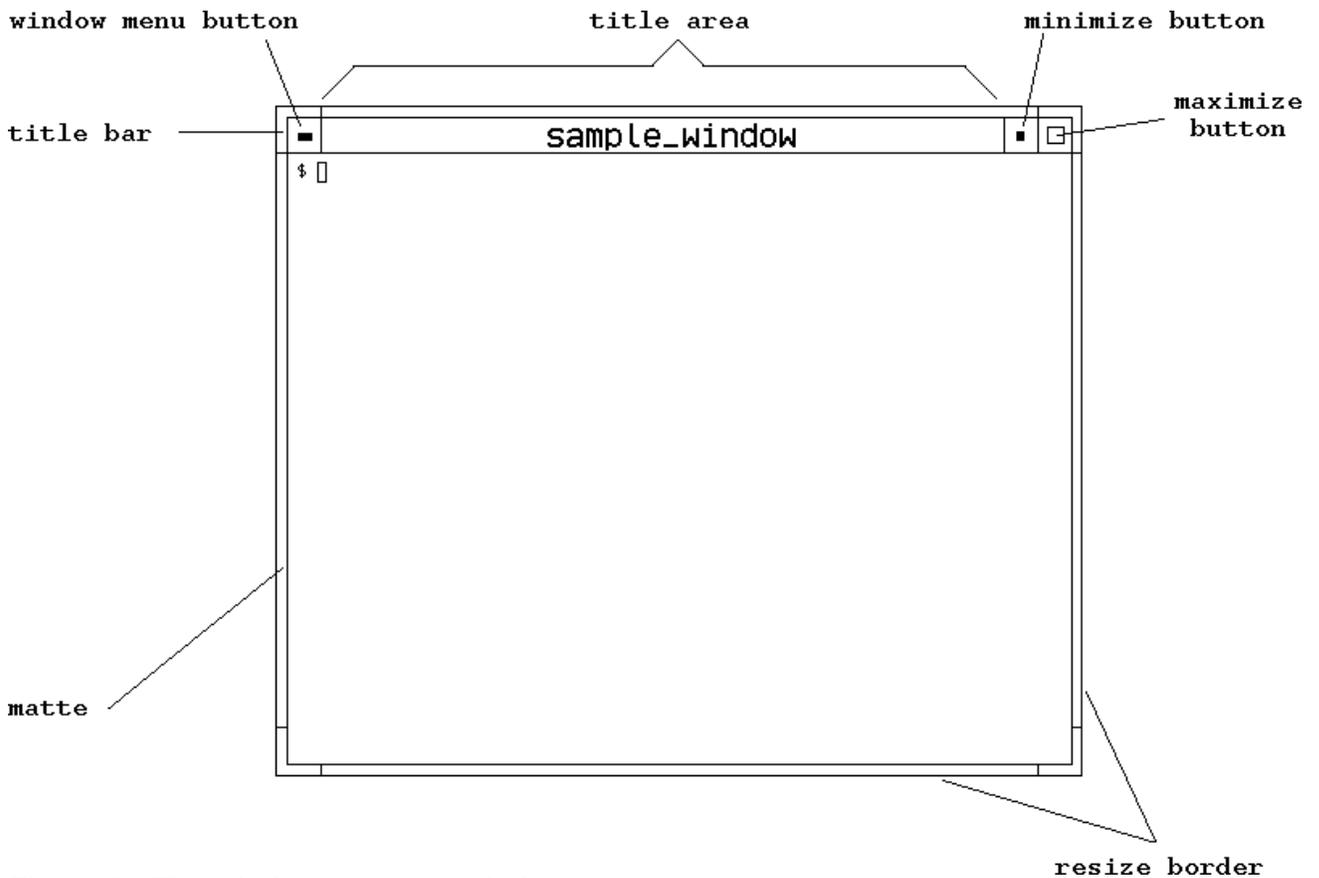


Figure 9: The window manager window frame

4.2.1.1 Title bar

The title bar consists of the window menu button, the title area, the minimize button and the maximize button. These controls are arranged from left to right on the title bar.

4.2.1.2 Title area

The title area contains the window title, which may include the client's name. In addition, you can use the title area to move the window:
 Position the pointer anywhere in the title area, press <BSelect> and drag the window to a new position. A wire frame outline represents the location of the frame during the move operation. As soon as you release the mouse button, the window is moved to the new location.

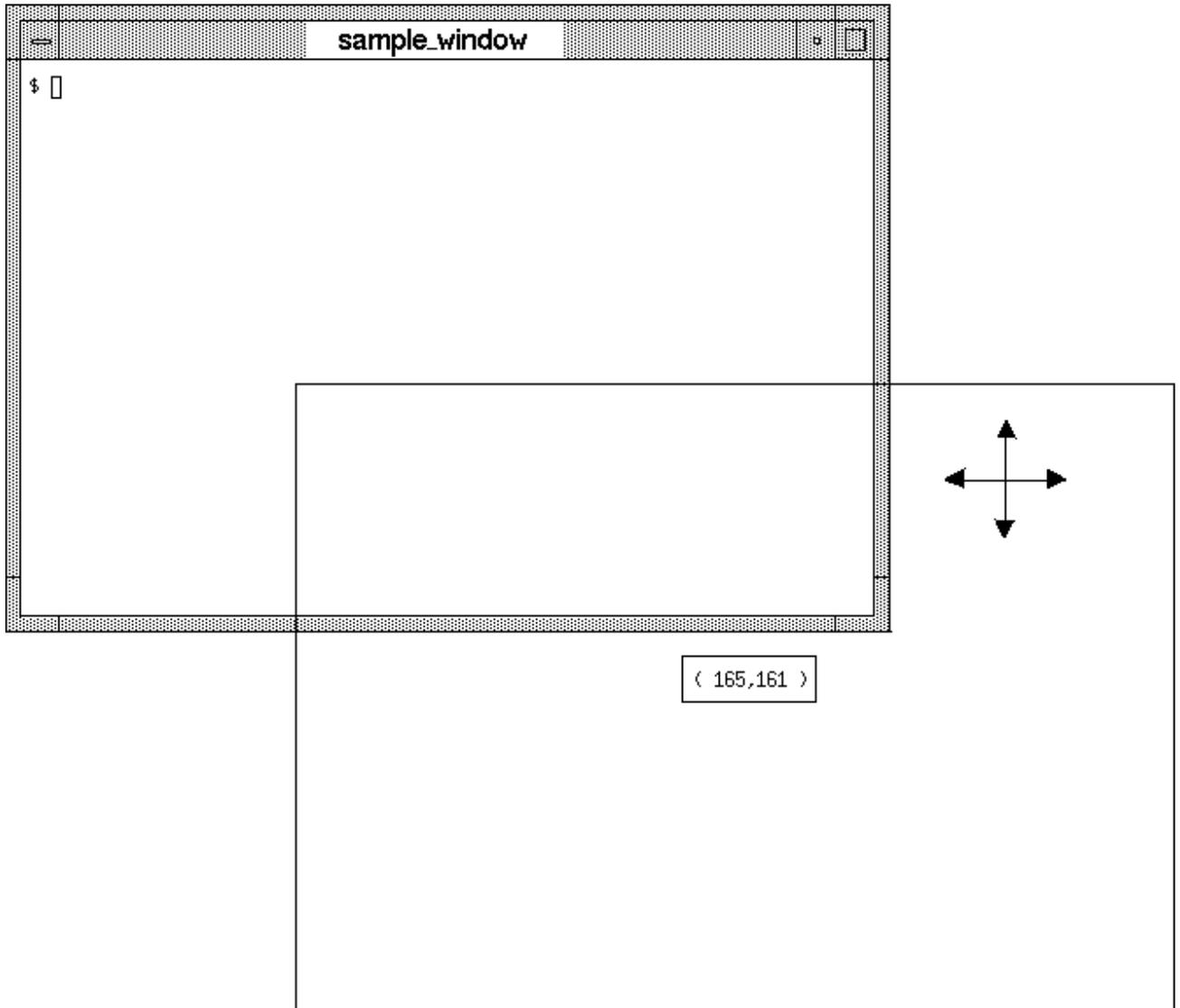


Figure 10: Moving a window

4.2.1.3 Minimize button

The minimize button is the second button from the right in the title bar (the box with a small square in it). When you click on the minimize button with <BSelect>, the window is minimized, i.e. changed to an icon.

4.2.1.4 Maximize button

The maximize button is the button on the far right of the title bar (the box with the large square in it). When you click on the maximize button with <BSelect>, the window is enlarged so that it fills the screen (or to the maximum size allowed by the configuration files). When you click on the maximize button of a window that has already been "maximized" with <BSelect>, the window is returned to its previous size.

4.2.1.5 Window menu button

The window menu button is the horizontal bar in the box to the left of the title area. You select an item from the window menu by doing the following:

- Position the pointer on the window menu button, click <BSelect> and then click on the desired menu item. You may also position the pointer on the window menu button and press and hold down <BSelect>; then drag the pointer to the menu item you want to select and release the mouse button.
- Position the pointer on the window frame. Press the mouse button <BMenu>. Drag the pointer to the menu item you want to select, then release the mouse button.

Menu item	Accelerator	Function
Restore	[ALT] + [F5]	Restore normal window size.
Move	[ALT] + [F7]	Change location of window.
Size	[ALT] + [F8]	Change size of window.
Minimize	[ALT] + [F9]	Change window to icon.
Maximize	[ALT] + [F10]	Enlarge to maximum size.
Lower	[ALT] + [F3]	Send window to bottom of window stack.
Close	[ALT] + [F4]	Close window and terminate client.

Table 8: Items in the window menu

Double-clicking <BSelect> on the window menu button closes the window. This has the same effect as selecting 'Close' from the window menu.

4.2.1.6 Resize borders

You can use the resize border to change the size of a window.

The resize border surrounds the entire window and consists of a number of resize handles. The corners of the window can be used to resize a window vertically and horizontally at the same time. For example, using the upper right corner, you can resize a window upwards and to the right. The resize handles on the four sides of the window allow you to resize a window in the corresponding direction, e.g. the resize handle on the right allows you to resize a window from the right.

If a window does not have a resize border, the size of the window cannot be changed.

To resize a window, position the pointer on a resize handle (the pointer changes shape).

Press <BSelect> and resize the window by dragging the pointer across the screen until it is the size you want. While you drag the pointer, a rubber-band outline is displayed to indicate the size the window will become when you release the mouse button.

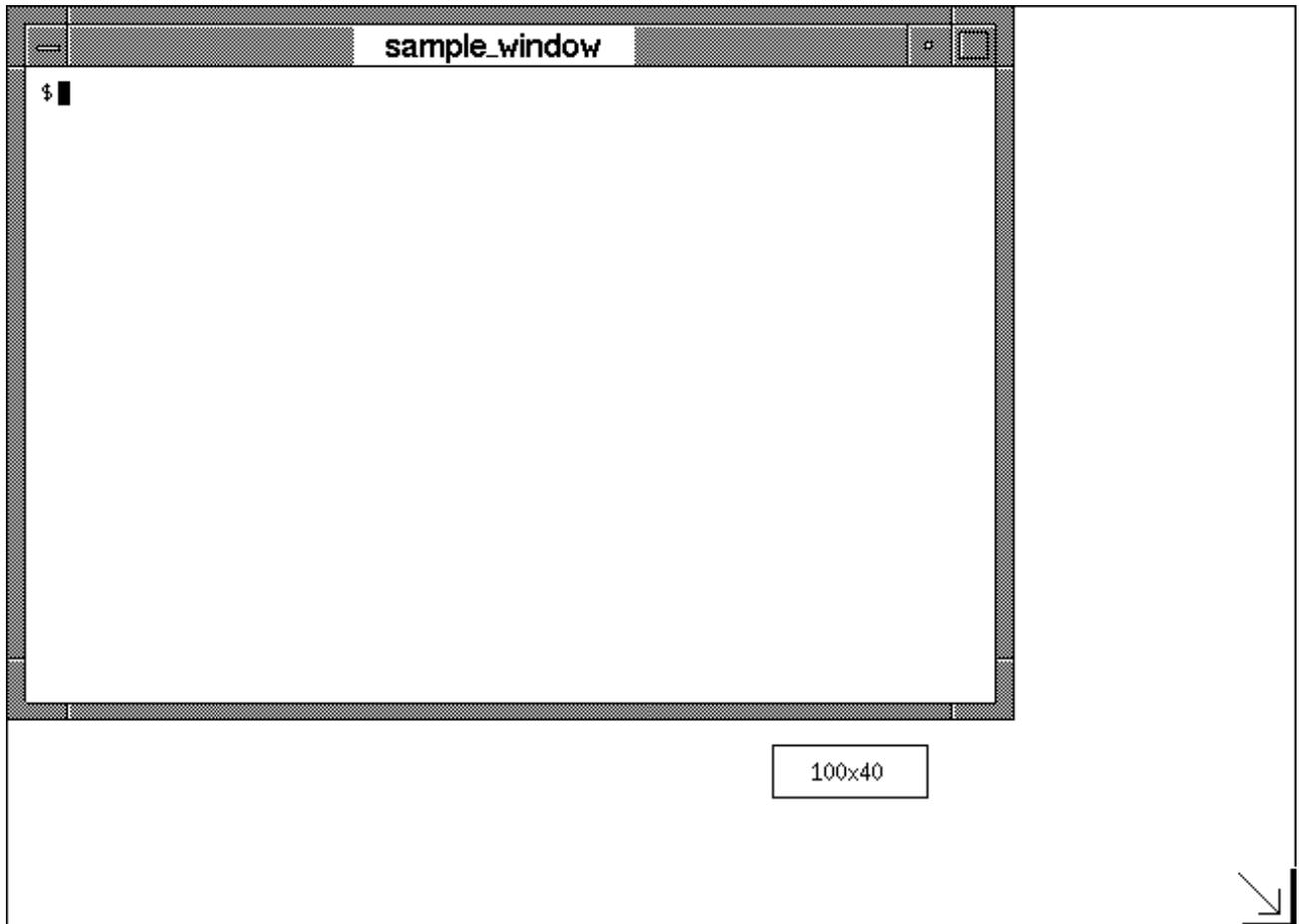


Figure 11: Resizing a window

4.2.1.7 Matte

The matte is an optional area that can be added between the client area and the mwm window frame. You can use the window manager to insert the matte and to influence its appearance using the appropriate resources. There is no functionality associated with the matte.

4.2.2 Window stack

The window stack is a result of the position of the windows on the screen; the order of the windows in the window stack is referred to as the stacking order. A window is on the top of the stack if it is not obscured by any other window, a window is on the bottom of the stack if it does not obscure any other window.

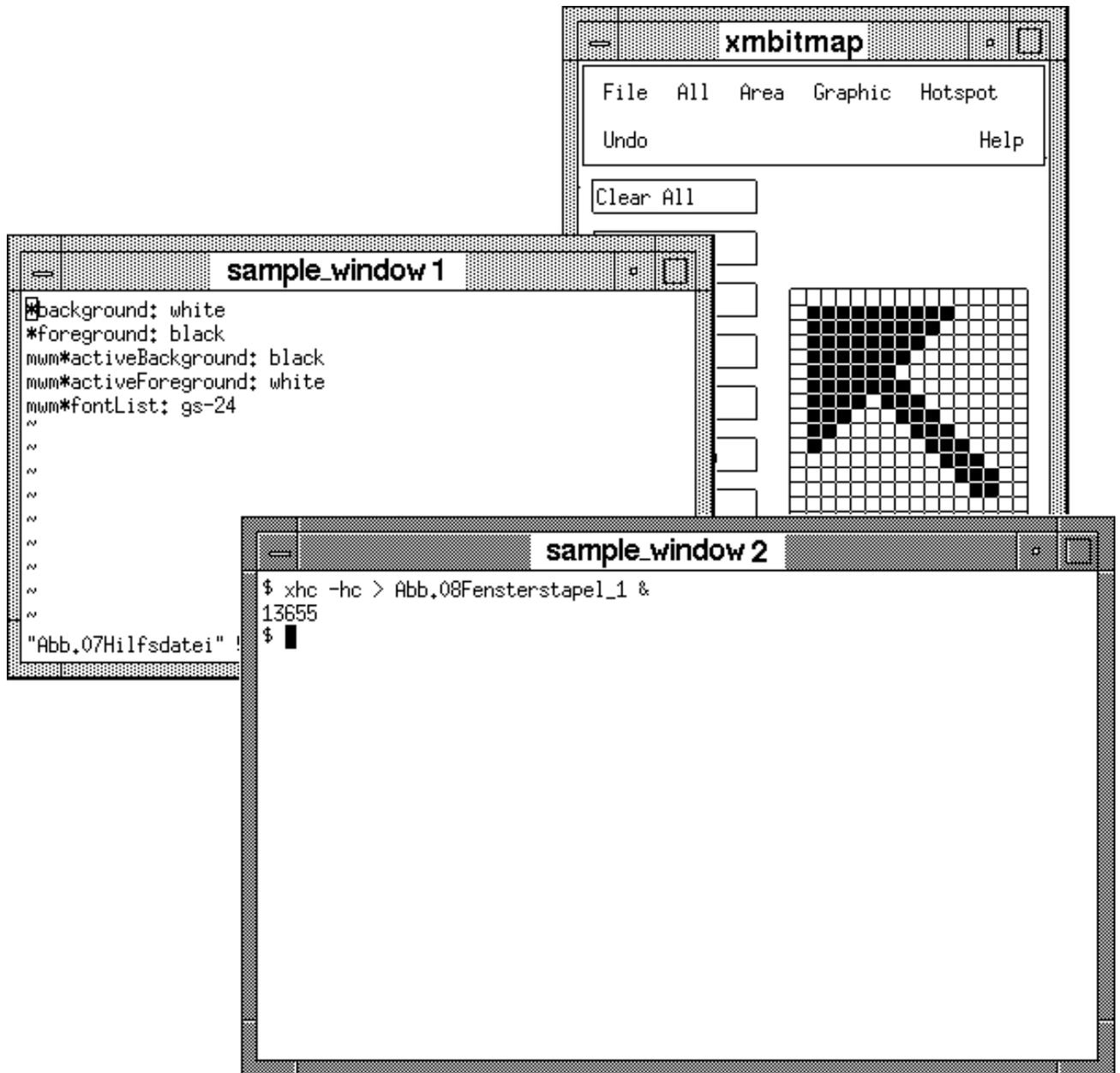


Figure 12: The window stack

4.2.2.1 Changing the stacking order with the mouse

The window stacking order can be changed

- with the menu items 'Shuffle Up' and 'Shuffle Down' on the root menu (see section "The root menu"),
- with the menu item 'Lower' on the window menu,
- as the result of a window receiving or losing the input focus.

When a window is minimized, its icon is usually placed at the bottom of the stack or in the icon box. The window at the top of the stack is assigned the input focus.

4.2.2.2 Changing stacking order with the keyboard

The accelerators for changing the stacking order differ depending on the value assigned to the `keyboardFocusPolicy` window manager resource. You can modify this resource with the 'Window Manager' desktool.

Accelerator	Requirements	Function description
[ALT] + [TAB RIGHT]	The accelerators are valid if a window is activated explicitly by clicking on it with <BSelect>.	The next window in the stack is assigned the input focus.
[ALT] + [SHIFT] + [TAB RIGHT]	as above	The bottom window in the stack is assigned the input focus.
[ALT] + [ESC]	The accelerators are valid if a window becomes active as soon as the pointer is moved on to the window.	The top window is lowered to the bottom of the stack (cf. 'Shuffle Down' on root menu).
[ALT] + [SHIFT] + [ESC]	as above	The bottom window is raised to the top of the stack (cf. 'Shuffle Up' on root menu).

Table 9: Changing window stacking order with the keyboard

4.2.3 Window manager icons

Icons are small graphical images used to represent objects that you can use to access a variety of functions. Icons consist of an icon image and an icon label. All icons have a predefined size.

One special icon type comprises the icons managed by the window manager. These are icons representing the windows of active applications. Another type of icon is described in the chapter "The desktop": the icons made available by object managers such as the desktop manager.

If you are working with a number of windows simultaneously, you can minimize windows that you do not currently need and thus reduce the clutter on your screen. Clients whose windows have been minimized have not been terminated. You can change a window into an icon by clicking on the minimize button in the title bar with the mouse button <BSelect> or by selecting 'Minimize' from the window menu.

icon image

icon label



Figure 13: An icon

Icons are either arranged in a row in the root window, or placed in an icon box, depending on your configuration. The icon box contains not just windows that have been minimized but also normal open windows, which are displayed two-dimensionally.

Double-clicking the mouse button <BSelect> on an icon changes it back to its normal size. If the icon represents an open window, the window is placed on the top of the stack. You can drag an icon around the user interface using either of the mouse buttons <BSelect> or <BTransfer>.

4.2.3.1 The icon menu

An icon has no window frame and thus no window menu button. You display the icon menu by clicking <BSelect> on the relevant icon. The items on the icon menu are the same as those on the window menu.

4.2.3.2 The icon box

The icon box is an mwm window. The window manager uses the icon box to store the icons of all windows opened during a session by starting a client. Windows that have been minimized are displayed in the icon box three-dimensionally, open windows two-dimensionally.

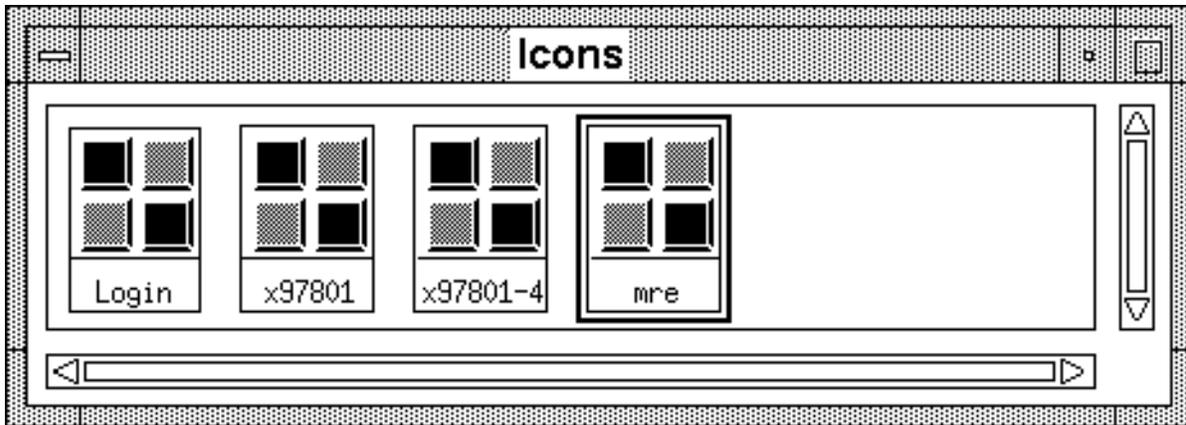


Figure 14: Icon box

The window manager only creates an icon box if it was configured correspondingly when it was started. You can change the configuration using the 'Window Manager' desktool; any changes made do not take effect until the next time the window manager is started.

The icon box, like all windows, also has a window menu. This is the same as the standard window menu with the exception of the menu item 'Pack Icons', which replaces the menu item 'Close'. When you select 'Pack Icons', the icons are arranged side by side in the icon box.

4.2.4 The root menu

The root menu is a pop-up menu (see section "Pop-up menu") associated with the root window and is generated by the window manager. It contains items which you can use to call window manager functions and start other applications.

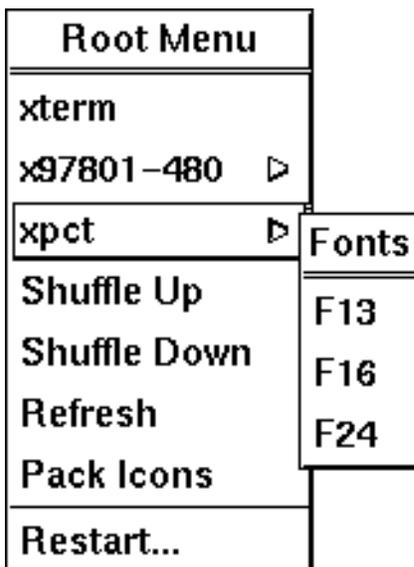


Figure 15: Root menu

To display the root menu, press the mouse button <BSelect> somewhere on the root window outside the client windows. Drag the pointer to the item you want to select and then release the mouse button. The menu then disappears and the selected action is performed.

Menu item	Function
xterm	Starts the <code>xterm</code> terminal emulator.
x97801-480	Starts the <code>x97801-480</code> terminal emulator. Different fonts can be set using items in a cascade menu.
xpct	Starts the <code>xpct</code> terminal emulator. Different fonts can be set using items in a cascade menu.
Shuffle Up	Raises the bottom window to the top of the stack.
Shuffle Down	Moves the top window to the bottom of the stack.
Refresh	Redraws the screen.
Pack icons	Arranges the window manager icons side by side
Restart	Restarts the <code>mwm</code> window manager.

Table 10: Items in root menu

4.3 Controls in windows

OSF/Motif-based user interfaces provide a number of standardized controls that make it easier for the user to select and execute functions. All controls with the same appearance are operated identically and all behave in a consistent manner.

All controls belong to one of the following groups:

- buttons
- boxes
- groups boxes

Within a window, various controls can be grouped together creating window areas. In paned windows, these areas can be resized, i.e. one area can be enlarged while the surrounding areas are reduced in size.

Only the controls relevant to the SINIX/windows User Environment are described.

4.3.1 Buttons

Buttons are delimited areas in windows that are surrounded by a 3-D shadow. They may have a label consisting of text or a graphic image.

You activate a button by clicking on it with the mouse button <BSelect>. The action that is invoked depends on the type of button.

4.3.1.1 Pushbutton

A button that is used to invoke an action. It has a label (text or bitmap) describing the action.



Figure 16: Different pushbuttons

4.3.1.2 Toggle button

A button that is used to switch between two states: set or not set. A toggle button provides a visual indication of its state. A toggle button that has been set looks like it has been pushed in. A toggle button can be either a check button or a radio button.

4.3.1.3 Check button

A check button is one of a set of toggle buttons, any number of which may be set at the same time.

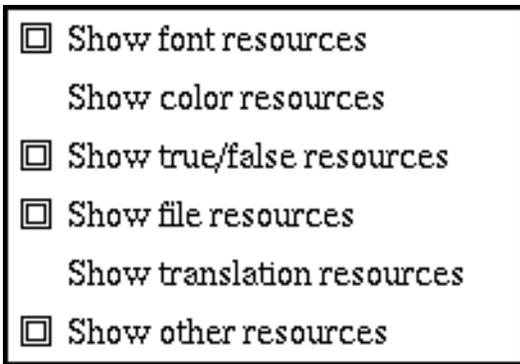


Figure 17: Check buttons

4.3.1.4 Radio button

A radio button is one of a set of mutually exclusive toggle buttons, i.e. only one radio button may be set at any one time.

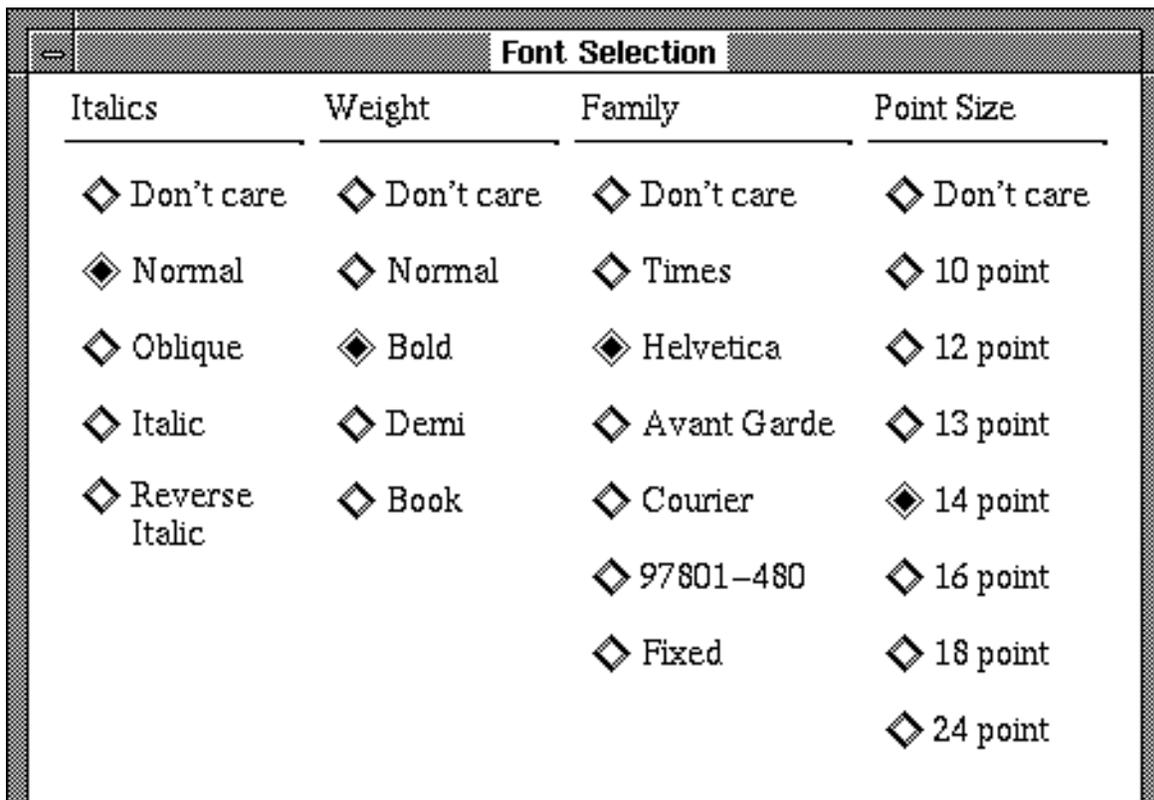


Figure 18: Radio buttons

4.3.1.5 Option button

A button that can be used to display an options menu. The button label indicates the current option. In order to distinguish an option button from other buttons, the option button includes a horizontal bar in addition to the label.



Figure 19: Option button

4.3.2 Boxes

Boxes are areas within a window used to display, input or edit texts, graphics, colors, etc. The following is a description of the different types of box.

4.3.2.1 Scale

A box containing a slider used to set a scalable value within a specified value range. The position of the slider indicates the position of the value within the range. The value is displayed as a number.

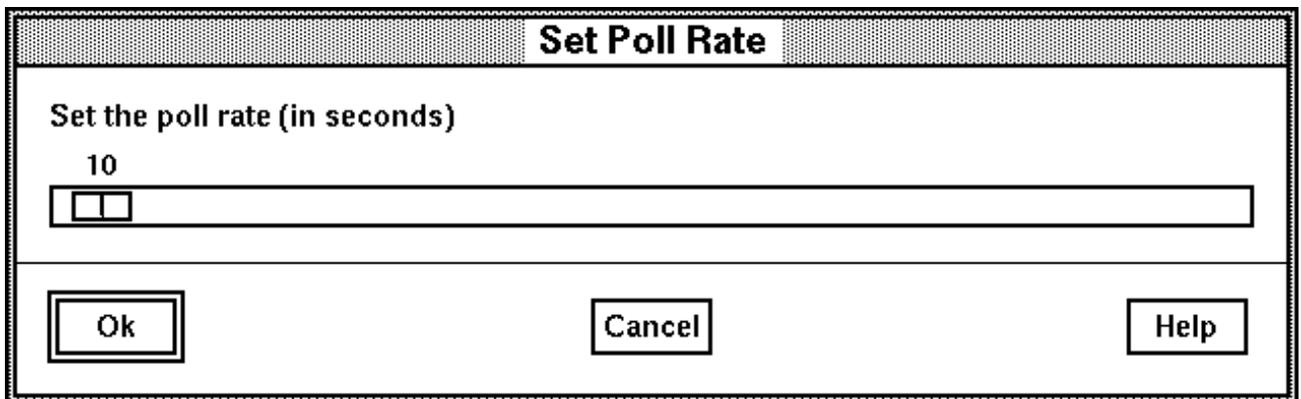


Figure 20: Scale

You change the value by moving the slider to a new position using the mouse button <BSelect>.

4.3.2.2 Scroll bar

A box consisting of the bar itself, a slider and two arrow buttons. It is coupled with a window area in which part of the whole area is displayed. The bar represents the complete area that the user can display. The length and position of the slider indicates the currently visible section of the area. There are vertical and horizontal scroll bars.

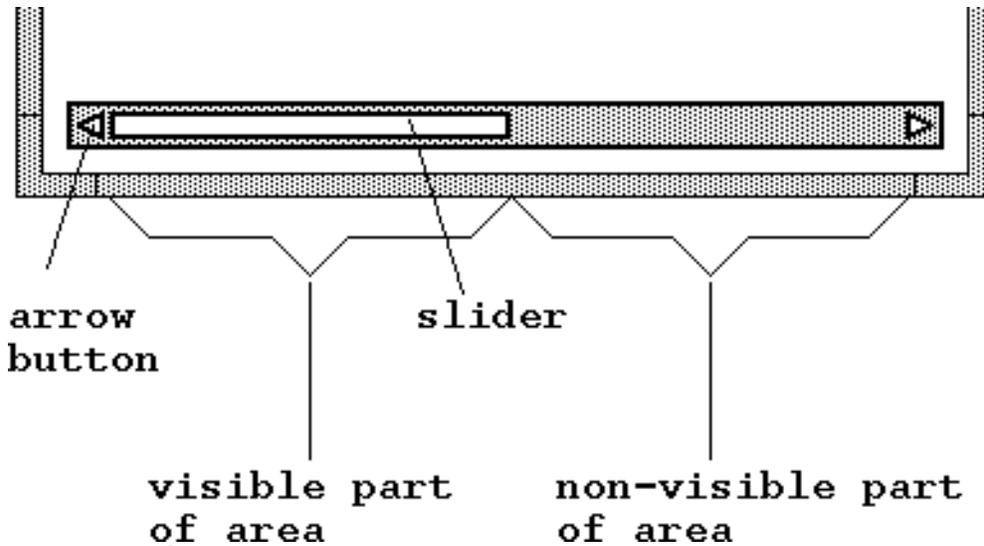


Figure 21: Scroll bar

To display a different section, drag the slider to a different position on the bar using the mouse button <BSelect>. You can also click on the arrow buttons to move the visible section in the corresponding direction.

4.3.2.3 List box

A box in which entries are displayed in list form. One or more items can be selected by clicking on them with <BSelect> in order to modify them, for example.

Help books

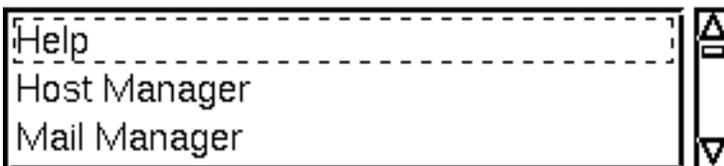


Figure 22: List box

4.3.2.4 Text box

A box in which text can be displayed, entered or edited. You activate a text box by clicking on it with the mouse button <BSelect>.

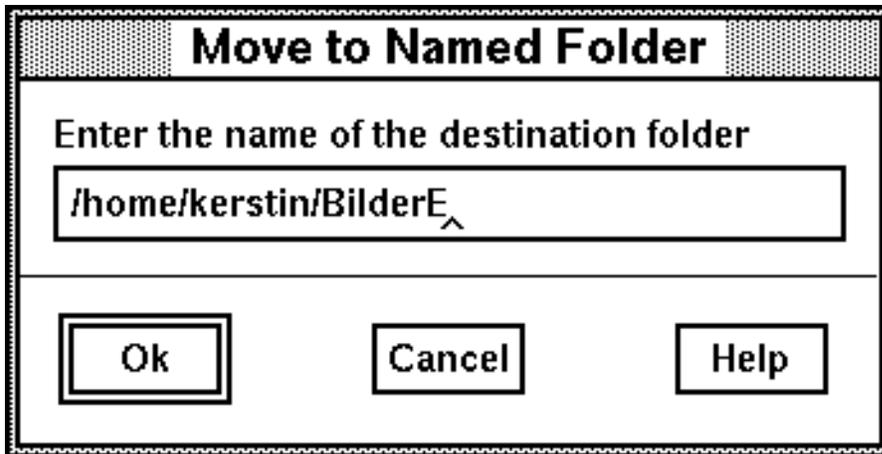


Figure 23: Text box

4.3.3 Group boxes

Controls can be grouped together, for example:

Menu	A menu groups together a number of buttons and arranges them in a menu.
Bar	A bar groups together a number of similar controls and arranges them in a row (e.g. menu bar, button bar).
Dialog box	A dialog box groups together a number of different controls that prompt the user to make an input. A text box, list box or a button bar can, for example, be provided for user input.

4.3.3.1 Icon bar

An icon bar appears at the top of the SINIX/windows object manager window, beneath the menu bar. The icon bar is not displayed if you specified No for the option 'Display icon bar yes/no' in the 'Options' pull-down menu.

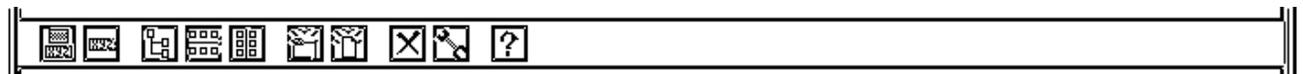


Figure 24: The icon bar

The icon bar displays buttons which you can use to select options or call the functions that you use the most. Within the icon bar, the individual buttons are grouped by functions, such as the display mode, operations on objects and help functions. When you position the pointer on a specific button, the status line shows you which function this button invokes. There are also other ways to access these functions and options (e.g. menus, keyboard: see the appropriate sections). However, it is often faster and easier to use the buttons.

4.3.3.2 Status line

A status line appears at the bottom of the SINIX/windows object manager. The status line is

not displayed if you specified No for the option 'Display status line yes/no' in the 'Options' pull-down menu.

The status line shows you which objects are available or selected and which functions are associated with buttons or menus. The display is linked to the pointer, which means that it changes continuously as you move the pointer across the screen, thereby passing over various elements.

You cannot write on the status line directly.

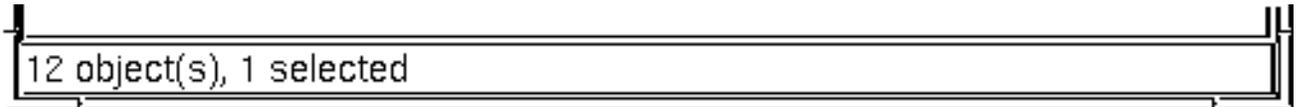


Figure 25: Status line

4.3.4 Paned window

A paned window comprises a number of window panes that are separated from each other by separators. The separators can be used to divide the window into panes vertically and horizontally. The sash on the window enables you to change the size of a pane. When you enlarge/reduce a pane, the surrounding panes are reduced/enlarged proportionately.



Figure 26: Paned window

A window pane can be enlarged or reduced in size by dragging the handle on the separator to a new position with the mouse button <BSelect>.

4.4 Menu

Menus provide you with an easy way of invoking actions. A menu is a list of actions. Each action on the list has a name, the menu item, consisting of a character string or a graphic image (bitmap). The list itself also has a name, the menu title.

Each menu item can be assigned a predefined key or button sequence. You invoke an action by selecting the appropriate menu item from the menu.

4.4.1 Types of menu

There are several types of menu: pull-down menus, pop-up menus, cascade menus and options menus.

4.4.1.1 Pull-down menu

Pull-down menus are accessed in a window by means of a label and can be arranged in a row in the menu bar at the top of the window. The label of a pull-down menu can be either a name or a graphical symbol (e.g. window menu button).

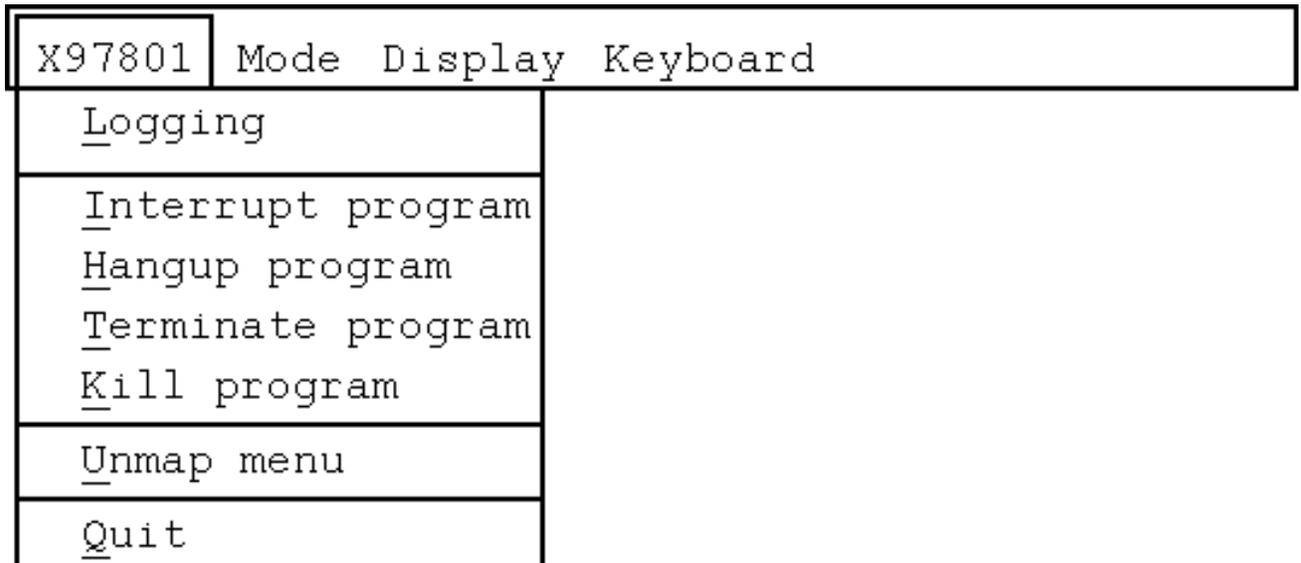


Figure 27: A pull-down menu

You open a pull-down menu by pointing to the label and pressing and holding down the mouse button <BSelect>. Drag the pointer to the desired menu item and release the mouse button. The selected action is executed.

You can also click on the label with <BSelect>. You can then click on the desired menu item on the menu that is displayed.

4.4.1.2 Pop-up menu

These menus take up no permanent space in the window, but are associated with a particular client work area. For example, the window manager provides a pop-up menu, the root menu, in the root window.



Figure 28: A pop-up menu

A pop-up menu "pops up" at the current pointer location when you press and hold down the mouse button <BMenu>. You then drag the pointer to the desired menu item and release the mouse button.

4.4.1.3 Cascade menu

Both pull-down and pop-up menus can have submenus, known as cascade menus. The items in a cascade menu amplify the corresponding item on the parent menu. An arrow to the right of a menu item indicates that there is a cascade menu for that item.

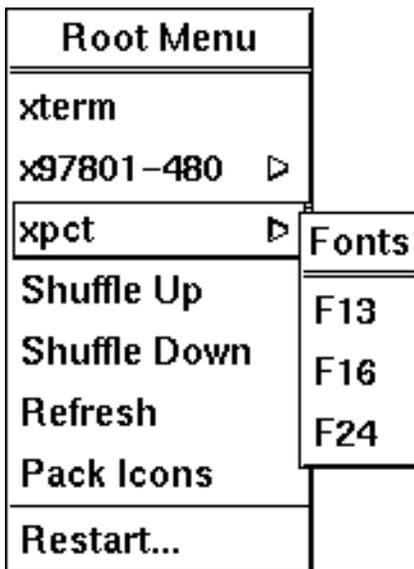


Figure 29: A cascade menu

You open a cascade menu by dragging the pointer onto the appropriate menu item.

4.4.1.4 Options menu

An options menu can be accessed on the user interface via the associated options button.

You open an options menu by positioning the pointer on the options button and clicking or pressing and holding down the mouse button <BSelect>. Once you have selected a menu item, the menu is closed and the selected item is used as the label for the options button.

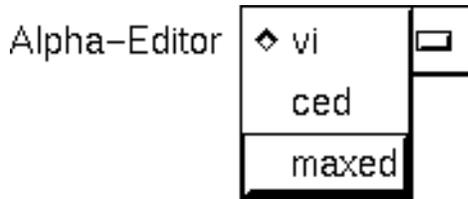


Figure 30: An options menu

4.4.2 Menu items

The individual entries in a menu are known as menu items. An action is invoked by selecting a menu item. A menu item that cannot be activated in the current context is grayed out. In addition to the menu names that indicate the associated action, the menu item can also provide information about what type of action will be performed or how to initiate the action from the keyboard.

4.4.2.1 Cascade menu items

An arrow to the right of an item indicates a cascade menu item. If this menu item is activated, the associated cascade menu is automatically opened next to the menu item. This menu may also include cascade menu items.

4.4.2.2 Dialog menu items

Dialog menu items end with an ellipsis. If you select one of these items, additional information is requested in a dialog box.

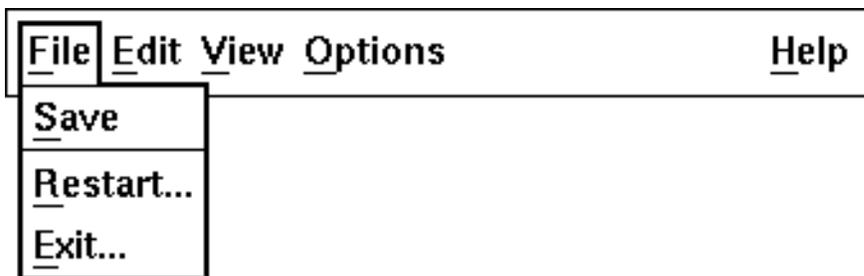


Figure 31: Dialog menu items

4.4.2.3 Selection menu items

Selection menu items are indicated by a toggle button to the left of the item that indicates the current status. Items currently selected are displayed in 3-D to look like they have been pushed in.

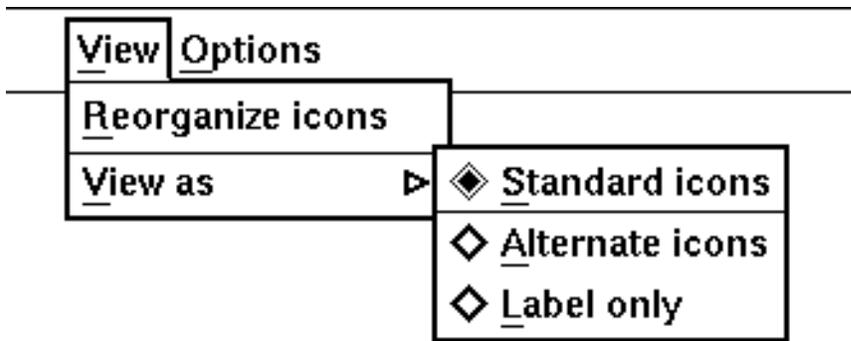


Figure 32: Radio buttons

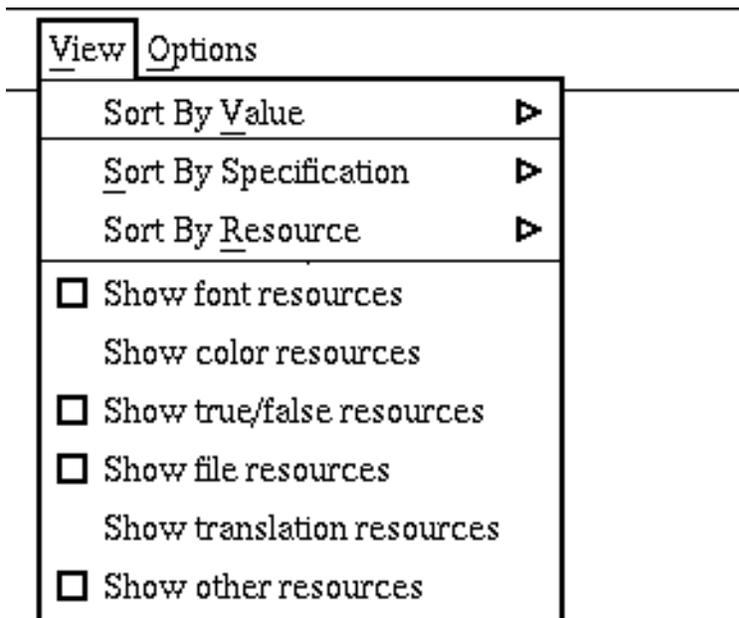


Figure 33: Check buttons

4.4.2.4 Mnemonics

A mnemonic is a letter of the alphabet that uniquely identifies an item within the menu. You use a mnemonic to quickly make a selection from an open (visible) menu by pressing a single letter on the keyboard. If a mnemonic has been defined, the corresponding letter of the item is underlined on the menu. Mnemonics are not case-sensitive.

A mnemonic is normally the first letter of the relevant menu item as this is the easiest to remember. If two menu items start with the same letter, a different, characteristic letter will be used as the mnemonic for the second menu item.

4.4.2.5 Accelerators

You can use a predefined key sequence (accelerator) assigned to a menu item to quickly make a selection from a menu without having to display the menu. Refer to the relevant menu items to see which accelerators have been defined.

The accelerator for a menu item must be unique within the context in which the menu could be displayed.

4.4.3 Standard menus

In order to ensure a uniform appearance of the user interface, the menu bar has the same structure for all OSF/Motif-based interfaces.

The menus described below are the standard menus. Menus may be omitted if an application does not supply the associated functionality. An application may also create additional menus specific to the nature of the application. If, however, an application uses the following menus, the layout and meaning of the items on them always remain the same.

File	This menu contains items for performing actions on files, such as opening, closing or printing. It may also contain menu items that affect the application itself, e.g. 'Exit' for terminating the relevant application properly.
Edit	This menu contains items for performing actions on the data output by the client to the window, such as cutting, copying, pasting or deleting. This menu may also contain an undo function for reversing the action.
View	This menu contains items controlling how data is displayed, e.g. by displaying data according to defined criteria, or by sorting the data in a specific order.
Options	This menu contains items that enable the user to control the client, e.g. commands.
Help	This menu contains items that provide the user with help information. The help menu is always located on the far right of the menu bar.

Table 12: Standard menus in the menu bar

5 Help system, online manuals, manual pages

In addition to this manual and its three companions, other sources of information on the operation and functionality of the SINIX/windows User Environment are available. The help system, online manuals and manual pages are available online while you are working. When using them, powerful search and navigation tools give you the fastest possible access to the desired information. In just a short time, you will see how advantageous these tools can be when working with the SINIX/windows User Environment.

The section entitled "The help system" provides you with an explanation of the various ways of obtaining help. This section also tells you how to request help on the help system itself, and how you can determine which desktools on the desktop are part of the SINIX/windows User Environment.

If your system administrator has installed the online manuals of the SINIX/windows User Environment, you will have this and the other three manuals available as files on CD-ROM. These online manuals are identical to the printed manuals with regard to the contents. To find out how to use these manuals for your work, refer to section "The 'Infothek' desktool". You can also display the client descriptions in the SINIX/windows User Environment in the form of manual pages, provided that your system administrator has installed them. This tool, which supplies information in English and is not integrated into the OSF/Motif user interface, is described in section "Displaying manual pages".

5.1 The help system

The help system is available as soon as you log in. Before calling up a desktool, activating a menu item or using a component of the graphical user interface, you can find out whether the action you are about to take does indeed produce the result you are looking for.

5.1.1 Requesting help

There are five different ways to access the help system:

- You can access the general functions of the help system by opening the 'Help' pull-down menu on the right-hand side of the menu bar at the top of the window "The 'Help' menu".
- You can obtain help on selected objects, windows, menu items, etc. by pressing the <KHelp> ([HELP] OR [F1]) key "Requesting context-sensitive help with the <KHelp> key".
- You can obtain action-oriented information on individual objects in the object managers by opening the pop-up menus for these objects "Help in an icon pop-up menu".
- You can gain a task-oriented overview of the current window by selecting the 'Help' button on the window icon bar "Requesting context-sensitive help with the <KHelp> key".
- Windows without menu bars have a 'Help' pushbutton which you can use to obtain information about the current window "The 'Help' pushbutton in windows without a menu bar".

Several desktools ('Lock Screen', 'Clock', 'Calculator', 'Manuals') do not support the help system described here. You can, however, display an overview of the desktools as a help text before you call one of these desktools. You display this overview as described in the

section "Help in an icon pop-up menu".

Please note that the available help texts generally relate to the window or object from which they are called. Although you can navigate freely through the help system, you will obtain the information more quickly if you access the help system directly from the object for which you need help.

Please note that not all the methods of obtaining help described below can be used in every situation. For example, the way in which you obtain help on the current window depends on whether the window provides a 'Help' pushbutton or a 'Help' menu. On the other hand, there are several ways of obtaining the same information. You can, for example, request information on the mouse buttons and the keyboard in every window by means of the help menu.

Context-sensitive help

In the SINIX/windows User Environment, context-sensitive help refers to help on a component of the graphical user interface such as help on a window control or on an icon in an object manager. As a result, you always call context-sensitive help in two phases: you first determine the context in which you need help. Then you call the help function.

You can use the context-sensitive help in one of two ways: from the 'Help' menu (see "The 'Help' menu") or by pressing the <KHelp> key (see "Requesting context-sensitive help with the <KHelp> key").

5.1.1.1 The 'Help' menu

If a window includes a menu bar, the menu bar provides you with a pull-down 'Help' menu located on the far right of the menu bar. The 'Help' menu contains menu items that allow you to request help information on the current window.

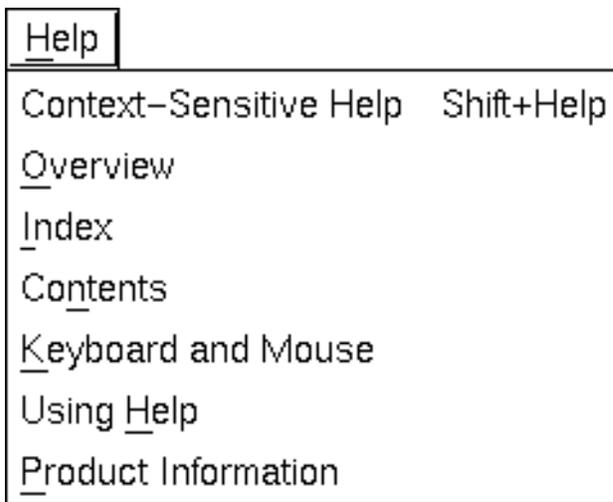


Figure 34: 'Help' menu

5.1.1.2 Requesting help on the current window

Open the window's pull-down help menu and select one of the following menu items:

Menu item	Function

Context-Sensitive Help	Allows you to obtain help on a particular object in the window (= [SHIFT]+<KHelp>). When you request context-sensitive help, the pointer turns into a question mark. Use this question mark to click on the object for which you need help
Overview	Opens a help window containing task-oriented information on the current window ('Help' pushbutton in windows without a menu bar).
Index	Opens the index search window which you can use to search for index entries in help texts.
Contents	Opens a help window listing the help texts available for the current window ('Help' pushbutton on the object manager icon bar).
Keyboard and Mouse	Opens a help window containing information on button and key bindings.
Using Help	Opens a help window containing information on working with the help system.
Product Information	Opens a help window containing information on the name and version of the product. You are also provided with a list of all the help books available in the SINIX/windows User Environment.

Table 13: Items in the help menu

The 'Help' menu can also include other menu items that allow you access to important information on the current window.

5.1.1.3 Requesting context-sensitive help with the <KHelp> key

Unlike requesting context-sensitive help from the 'Help' menu, in this case you first select the component for which you need help, then you request the help. This can be especially useful if you need information on menu items. You first select the menu item and then press the <KHelp> key to obtain information about the function of this item. You can, of course, also use the <KHelp> key in conjunction with other components of the graphical user interface.

Requesting help for the selected component

1. Using the mouse or keyboard, select the control for which you want help without activating it. A control is selected when it is assigned the input focus. See section "Navigating with the keyboard" for information on selecting a control with the keyboard.
2. Press the <KHelp> key ([HELP] or [F1]).

5.1.1.4 Help in an icon pop-up menu

An object is displayed on the graphical user interface as an icon. For example, the desktop icons are provided by the desktop manager. The desktop manager is an object manager provided by SINIX/windows (see the chapter "The desktop"). The pop-up menus of all object manager icons include a 'Help' menu item with which you can request help on the object represented by the icon.

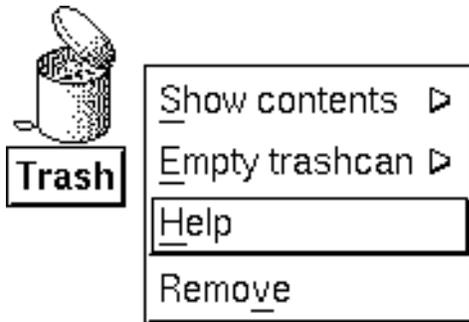


Figure 35: A pop-up menu with the menu item 'Help'

Requesting help on an object

Display the pop-up menu for the icon with the mouse button <BMenu> and select 'Help'. You can only obtain context-sensitive help on a specific object by using the 'Help' menu ("The 'Help' menu") or by pressing the <KHelp> key (see "Requesting context-sensitive help with the <KHelp> key").

5.1.1.5 The 'Help' pushbutton on the object manager icon bar

If the icon bar in the object manager has been activated, it appears at the top of the window, beneath the menu bar "Icon bar". The 'Help' button is the one to the far right on the icon bar; it displays a question mark (?). You can use this button to request an alphabetical list of all task-oriented help texts that are available for the current window.

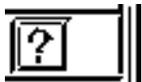


Figure 36: 'Help' button on the icon bar

Requesting help on the current window in an object manager

Click on the 'help' button on the icon bar with the <BSelect> mouse button.

You can also obtain help on the object manager by selecting the 'Contents' item in the 'Help' pull-down menu of the window.

5.1.1.6 The 'Help' pushbutton in windows without a menu bar

A window without a menu bar, typically a dialog box, normally contains a 'Help' pushbutton. You can use this pushbutton to request information on the current window.



Figure 37: 'Help' pushbutton

Requesting help on the current window without a menu bar

Click on the 'Help' button on the icon bar with the <BSelect> mouse button.

You can also obtain help on the current window without a menu bar by pressing the <KHelp> pushbutton.

5.1.2 Using the help system

Once you have found your way into the help mechanism, functions such as the following are available for your use:

- you can display an overview of the help texts
- you can navigate through the help text system
- you can request associated information and further details
- you can search the help texts by index entries
- you can use the help system as a source of information

All information in the help system appears in windows. There are two types of windows:

- help windows for displaying help texts
- index help window for searching for help texts on index entries

You can have as many help windows open simultaneously as you like. However, only one index search window can be open at a time.

You normally access the help system from a help window. This window contains general or more specific information about the component from which you requested help.

If you want to search for specific index entries in the help system, open the index search window. To do this, select the 'Index' entry in the 'Help' menu or select the 'Index...' entry from the 'Navigate' menu if the help window is already open. The index search window also gives you an overview of the available help books which make up the help texts.

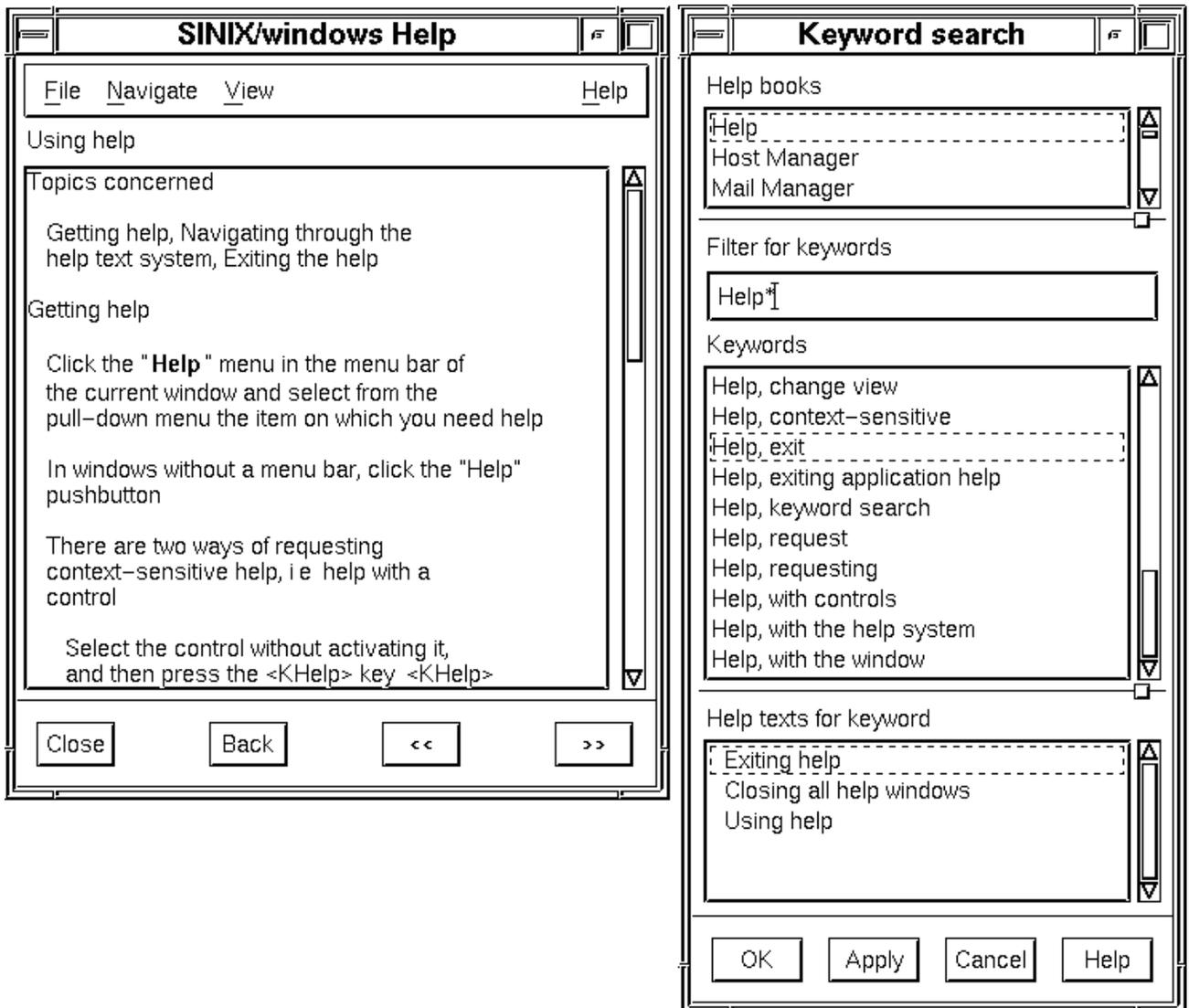


Figure 38: Help window and index search window

The following is a description of how to request help on the help system itself. Please refer to this help text and the help texts that you can open from this text for further information.

1. Point to the 'Help' desktool and press the mouse button <BMenu>. The desktool pop-up menu is displayed.
2. Drag the pointer onto the menu item 'Using Help' and release the mouse button.

5.1.2.1 Components of the SINIX/windows User Environment

The SINIX/windows User Environment allows experienced users to modify the configuration of the desktop in order, for example, to integrate additional applications into the graphical user interface. These applications are then displayed as desktools on the desktop. You can use the help system to obtain information on which of the desktools available on the desktop are actually part of the SINIX/windows User Environment.

1. Select the menu item 'Index' from the help menu of the 'Main Desktop' window. The index search window is then displayed with the help book 'SINIX/windows Desktop'

- preselected.
2. Select the index entry 'Desktool'. The help texts belonging to this index entry are indicated in the list of help texts.
 3. Select the help text 'Desktools overview' and confirm your selection. A help window is displayed which contains a help text that lists the desktools which are component parts of the product.

5.1.3 Exiting the help system

You exit help by closing the help system window. You can close each window individually, several windows simultaneously or all the windows of the help system together.

Closing a help window	Click the mouse button <BSelect> on the 'Close' pushbutton. The help window is then closed.
Closing the index search window	Click the mouse button <BSelect> on the 'Cancel' pushbutton. The index search window is then closed.
Closing an application's help windows	Select 'Close application's help windows' from the 'File' pull-down menu. The current help window and all help windows opened from the same application are closed. All these help windows have the same window title.
Closing all help windows	Select 'Close all help windows' from the 'File' pull-down menu. All open help windows on your screen are closed including the index search window if it has been opened.

Table 14: Exiting the help system

5.2 The 'Infothek' desktool

The 'Infothek' desktool is a collection of several help functions. It is one way to access the help system. To do this, you press the <BMenu> mouse button to activate the icon's pop-up menu. Select the 'Main Index' item to open the index window. Then select 'Use Help' to open a help window. You will find a detailed description of how to use the help system in section "Using the help system".

In addition, you can use the 'Infothek' desktool icon illustrated below to access the `dt_text` (DynaText) client. This application makes the online documentation available on your system very easy to use. You can access this manual and its three companions online while your are working at your computer, provided that your system administrator has installed the online manuals for the SINIX/windows User Environment.



Figure 39: The 'Infothek' desktool

5.2.1 Displaying online manuals with DynaText

There are two ways to start the DynaText application, which provides you with support in using the online manuals for the SINIX/windows User Environment and for other products while your are working: double-click on the icon with <BSelect> or select the 'Online Library' entry from the icon's pop-up menu.

The main window appears on the screen. It has two list boxes in the window area beneath the menu bar. The left-hand box contains the libraries which DynaText can access. The right-hand box contains the books in the respective libraries.

The online documentation for DynaText is always available on your system: you will see the 'Dyna Text Documentation' entry in the "Collections" box. This library contains a detailed description of how to use DynaText. Select this entry and then the entry which subsequently appears in the 'Books' box on the right. Click on the 'Open' pushbutton.

The 'SINIX/windows V3.0' entry in the 'Collections' box tells you whether the online manuals for the SINIX/windows User Environment are installed. When you select this entry, the individual books in this library are displayed in the right-hand field.

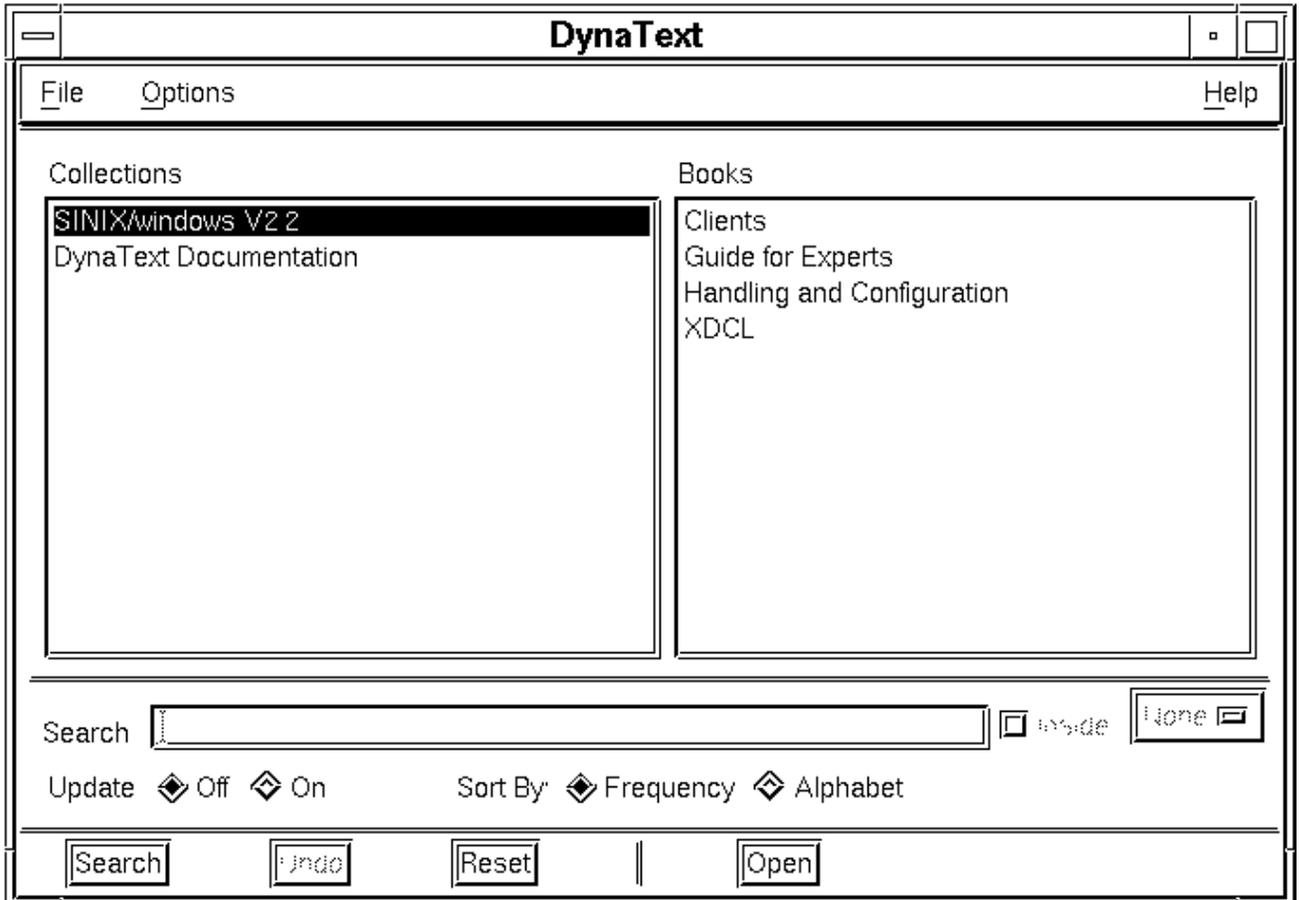


Figure 40: 'DynaText' main window

You can enter a search word in the 'Search' box of the main window and have Dynatext search the books in the selected library for this word. To do this, click on the 'Search' pushbutton. When the search is completed, numbers appear after the book titles in the right-hand box. These numbers indicate the number of times the search word was found in the individual books. This allows you to open the specific books which contain the information you are seeking.

After you select an entry and press the 'Open' pushbutton at the bottom of the window, the display window opens and the online version of the appropriate manual appears on the screen. For example, you will find the current manual under the name 'Operation' in the list.

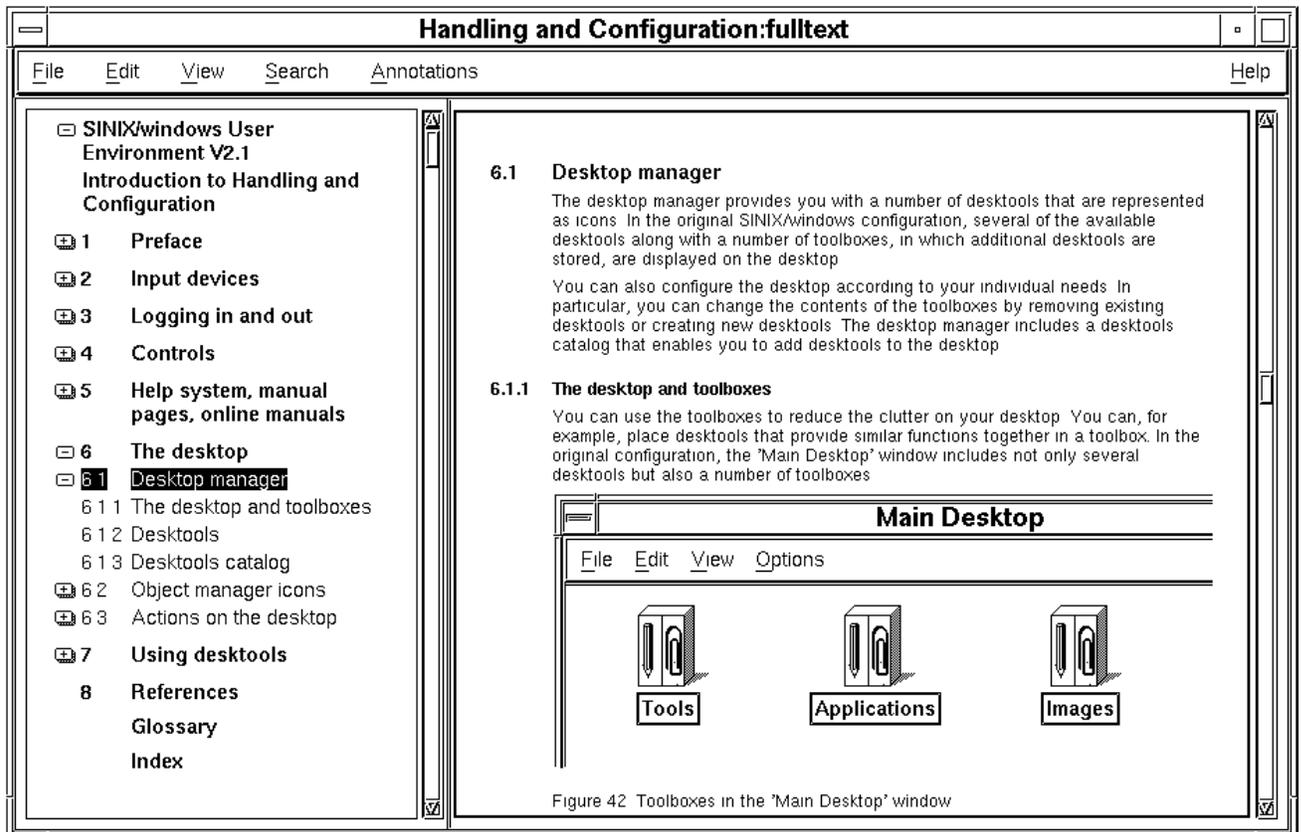


Figure 41: Displaying the online manuals with DynaText

5.2.2 Using DynaText

Unlike the hardcopy version, you can use Dynatext, for example, to display selected information such as the illustrations or tables in a document. You can also quickly go directly to the desired passage in the online manual. If you do not know where the desired information is located, Dynatext provides an easy-to-use search system. You can use this search system, for example, to find out how many times a search word occurs and where it occurs in the document. You can use some of these options, and others, in the 'View' and 'Search' menus illustrated below.

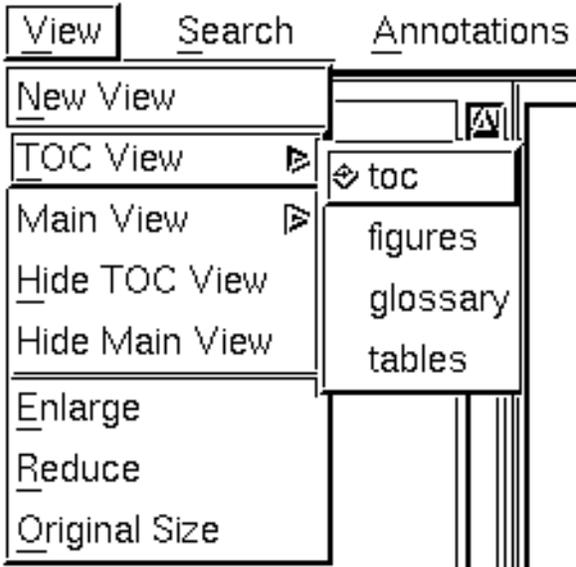


Figure 42: 'TOC View' in in the 'View' menu of the DynaText display window

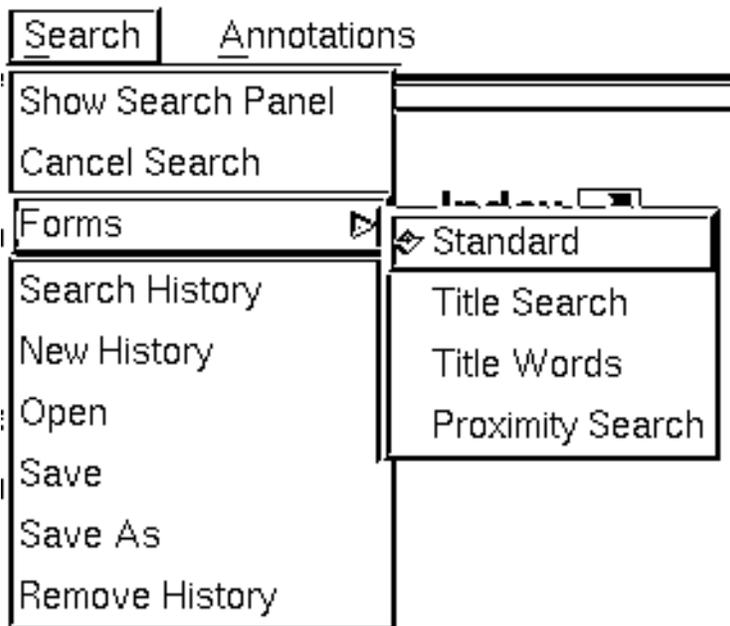


Figure 43: 'Forms' in the 'Search' menu of the DynaText display window

If you need more information on running DynaText, use the 'Help' menu in the various windows as well as the online "Dyna Text Documentation".

5.2.3 Exiting DynaText

To exit DynaText, close all display windows and the main window. You can use the relevant items in the "File" menu of the respective windows.

5.3 The manual pages

If your system administrator has installed the online manual pages for the SINIX/windows User Environment, you can display descriptions of the clients with the 'Manuals' desktool. The clients are documented in the "SINIX/windows User Environment; Client's Reference Manual". You can also use the 'Manuals' desktool to access the online manual pages of other products.

5.3.1 Displaying manual pages

The 'Manuals' desktool icon shown below represents the `xman` client. `xman` does not have any of the OSF/Motif controls described in the chapter "Controls".



Figure 44: 'Manuals' desktool

5.3.2 Using the 'Manuals' desktool

The help system does not support the 'Manuals' desktool. You can, however, display an English manual page in the 'Manuals' window by clicking on the 'Help' pushbutton. This manual page provides you with information on the following:

- scrolling
- the function of all menu items
- various mouse and keyboard actions
- using the search mechanism
- accelerators and mnemonics

5.3.2.1 'Manuals' window

When you call this desktool, the 'Manuals' window is displayed.



Figure 45: 'Manuals' window

It contains three pushbuttons, grouped under the name 'Manual Browser', which have the following functions:



Pushbutton	Function
Help	Opens the 'Help' window which contains a manual page describing how to use the desktool.
Quit	Exits the desktool.
Manual Page	Opens the 'Manual Page' window, which initially displays information on how to use the desktool.

Table 15: Push buttons in the 'Manuals' window

5.3.2.2 'Manual Page' window

The 'Manual Page' window is displayed when you click on the 'Manual Page' pushbutton in the 'Manuals' window using <BSelect>.

The window contains a menu bar with the 'Options' and 'Sections' menus and a text output box, as well as a non-editable text area in which the manual pages are displayed. If necessary, the window also includes a scroll bar.

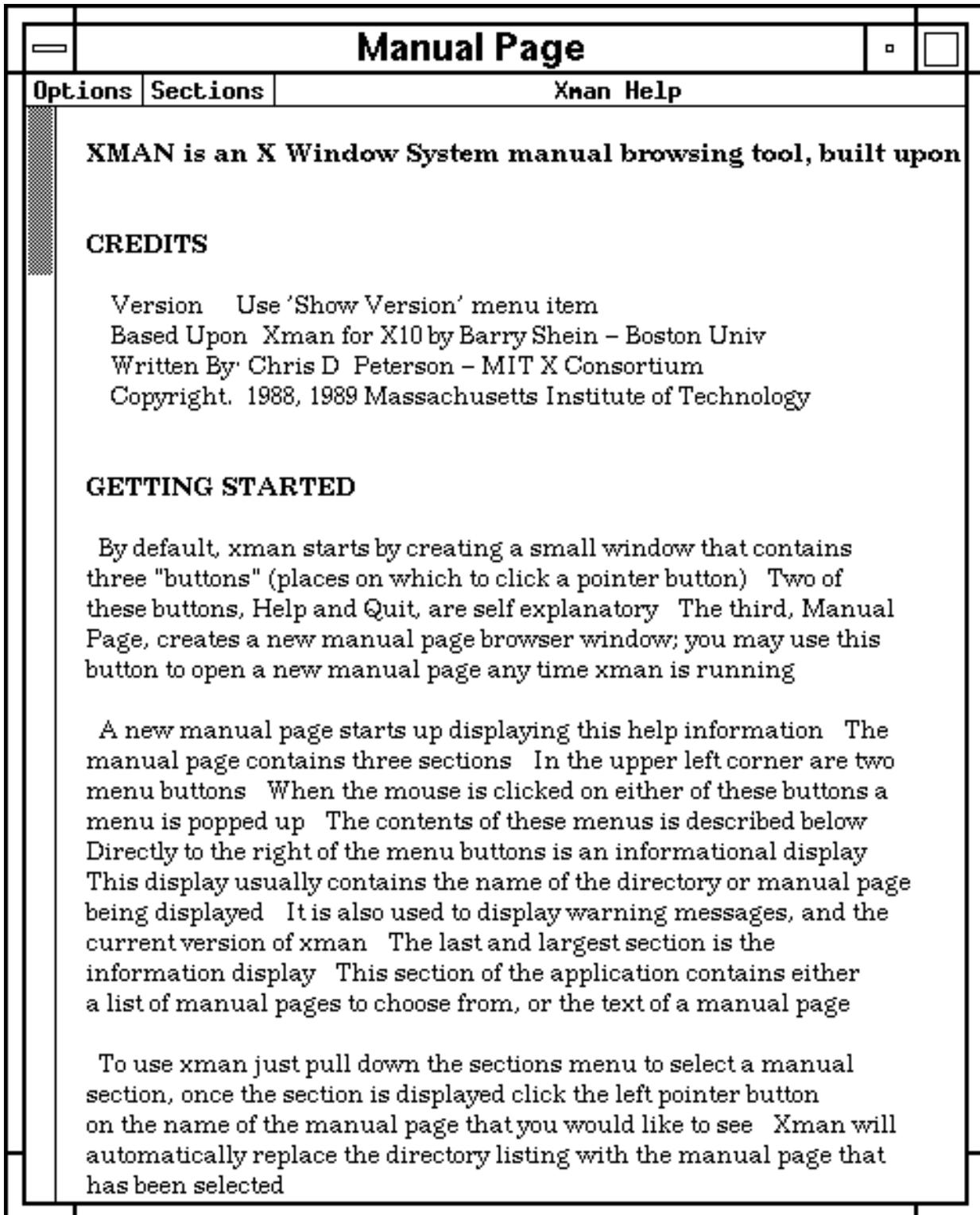


Figure 46: 'Manual Page' window

The 'Options' menu contains the following menu items:

Menu item	Function
-----------	----------

Display Directory	Displays a list of available manual pages in the text area.
Display Manual Page	Retrieves the previously displayed manual page if you have displayed the list of topics.
Help	Displays the manual page on using the desktool in a new window.
Search	Opens a dialog box for searching for an index entry.
Show Both Screens	Splits the text area into two so that you can simultaneously display the list and the manual page.
Remove This Manpage	Closes the current window.
Open New Manpage	Opens a new window.
Show Version	Displays information on the version of the desktool in the text output box on the menu bar.
Quit	Terminates the desktool.

Table 16: Items in the 'Options' menu in the 'Manual Page' window

The menu items on the 'Sections' menu allow you to determine which type of manual page is to be displayed in the list of topics; for example, commands, system calls or file formats. The number of menu items varies depending on which online manual pages are installed.

5.3.3 Manual pages on the SINIX/windows User Environment

It is assumed that the manual pages for the SINIX/windows User Environment have been installed and the desktop is still in its original configuration:

1. Open the 'System' toolbox on your desktop by double clicking on the appropriate icon with the mouse button <BSelect>.
2. Start the 'Manuals' desktool by double clicking on the icon with the mouse button <BSelect>. The 'Manuals' window is displayed.
3. Click on the 'Manual Page' pushbutton with <BSelect>. The 'Manual Page' window is opened, and the manual page on using the 'Manuals' desktool is displayed in the text area.
4. Select 'User Commands' from the 'Sections' menu. A list of command names for which manual pages exist is displayed in the text area.
5. Click on a command name with <BSelect>. After a brief interval the appropriate manual page is displayed in the text area. The list of topics may include other command names in addition to the client names.

5.3.4 Quitting manual pages

You can terminate the display of manual pages by exiting the 'Manuals' desktool. Any number of 'Manual Page' windows may be open at any one time, and you may close each

of these windows individually.

5.3.4.1 Exiting the 'Manuals' desktool

Click on the 'Quit' pushbutton in the 'Manuals' window with <BSelect>. You can also select the menu item 'Quit' from the 'Options' menu in each 'Manual Page' window.

5.3.4.2 Closing the 'Manual Page' window

Select 'Remove This Manpage' from the 'Options' menu. The window is closed but the 'Manuals' desktool is not exited.

6 The desktop

You can compare the desktop of the SINIX/windows User Environment with a model that you are familiar with: your desk. On your desk you have documents and forms with which you work, which you take out of folders and put away again. You probably also have other work aids on your desk such as a typewriter, mail trays and a pocket calculator.

You will find these and other tools on the SINIX/windows desktop. The tools on the desktop are represented by graphical symbols known as icons. An icon may represent an application (equivalent to, say, a typewriter), text files (equivalent to letters) or directories (equivalent to folders).

The applications, together with their icons, are referred to below as desktools. The desktools are supplied by one of the central components of the desktop, the desktop manager.

You will find other object managers represented as desktools on your desktop: the file manager, communication manager, user manager, host manager, NFS manager, volume manager, software manager, and audio manager. Just as the desktop manager manages desktools, the file manager manages files and directories, the user manager manages user accounts on the system, etc. In other words, each of these object managers provides a separate set of objects which you can process as icons.

The object manager icons provided by the desktools can all be manipulated in different ways: the icons can be arranged in the window according to your individual preferences. To avoid clutter on your desktop, the desktop manager provides you with toolboxes in which you can place desktools in accordance with your own particular needs. The desktools catalog provides you with an overview of the desktools.

All desktools have pop-up menus which you can use to start specific actions for the objects. In addition to the object managers, there are other desktool objects which you can display in the form of icons.

The icons on the desktop can be operated with the mouse. You use the icon to invoke an action for the object represented by the icon. Just as you would put a piece of paper in your typewriter, you can drag the icon representing a text file to the 'Editor' desktool and drop it there. As a result, a window is opened in which you can edit the file.

In the original configuration, the desktop shown below is displayed on your screen once you have successfully logged in to the system (see section "Logging in").

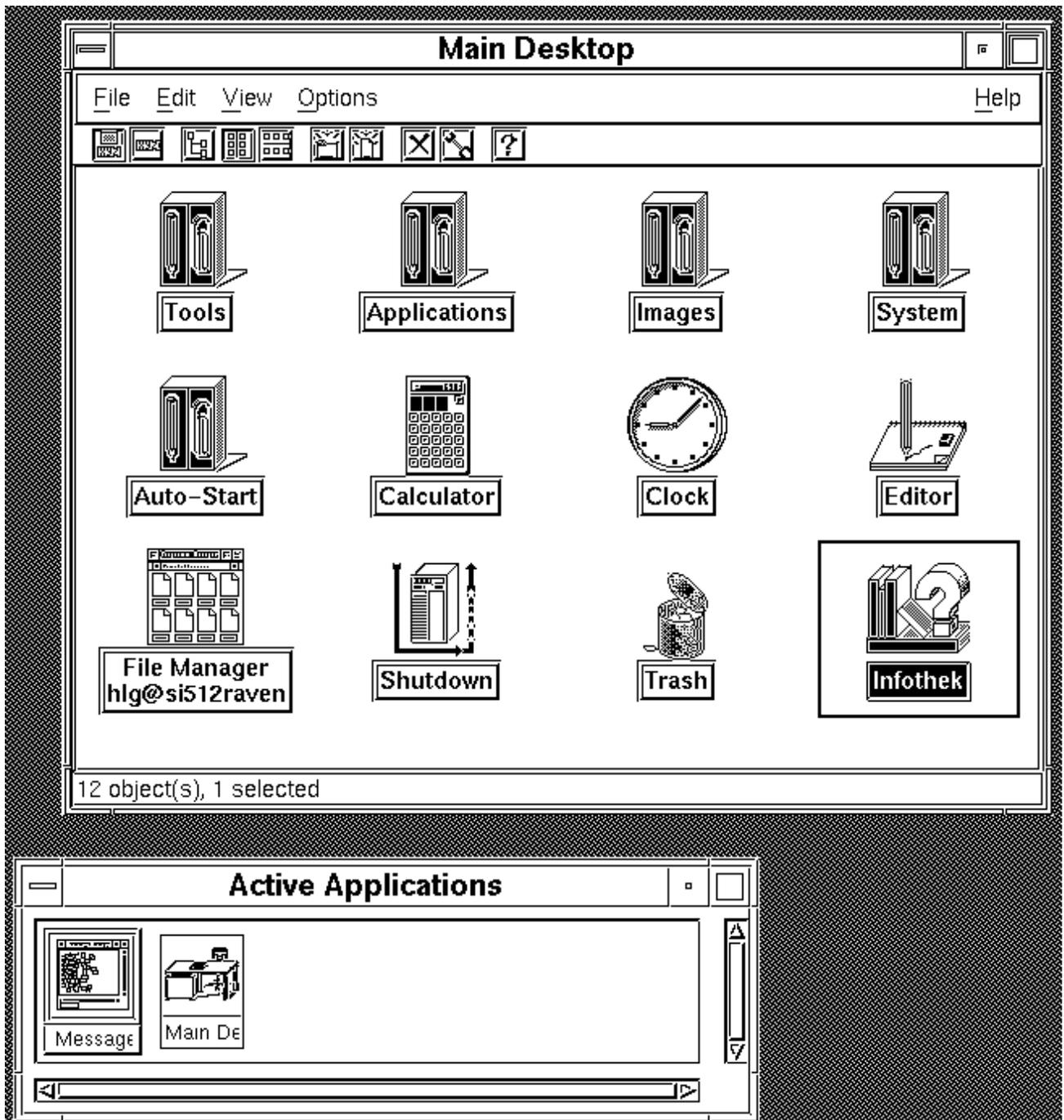


Figure 47: The factory default desktop configuration

In figure "The factory default desktop configuration" you see the desktop manager's 'Main Desktop' window and the icon box. In the windows you will recognize several controls that were described earlier: multiple windows, the window manager controls and a menu bar. As the system administrator can modify this configuration system-wide and the user can modify it for his or her login name, the appearance of the desktop on your screen may be different.

6.1 Desktop manager

The desktop manager provides you with a number of desktools that are represented as icons. In the original SINIX/windows configuration, several of the available desktools along with a number of toolboxes, in which additional desktools are stored, are displayed on the desktop.

You can customize the desktop according to your individual needs. You will not need to use all desktools every day. Configure the desktop so that it best suits your work habits. In particular, you can change the contents of the toolboxes by removing existing desktools or creating new ones. The desktop manager includes a desktools catalog that enables you to add desktools to the desktop; this is described in the section "Desktools catalog".

6.1.1 The desktop and toolboxes

You can use the toolboxes to reduce the clutter on your desktop. You can, for example, place desktools that provide similar functions together in a toolbox. In the original configuration, the 'Main Desktop' window includes not only several desktools but also a number of toolboxes.

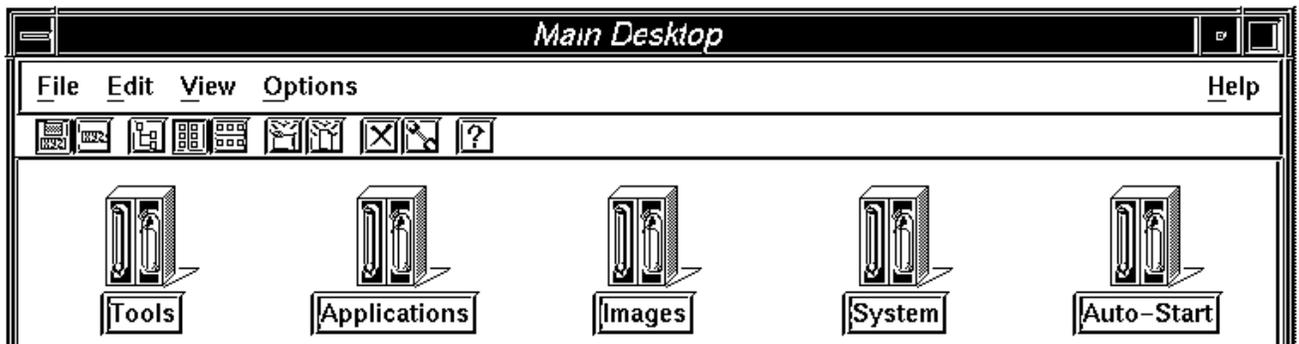


Figure 48: Toolboxes in the 'Main Desktop' window

You open a toolbox by double-clicking on the associated icon with <BSelect>. The desktools contained in the toolbox are then displayed. You can use the menu item 'New window on navigate' on the 'Options' menu to specify whether the contents of the toolbox are to replace the contents of the current window or are to be displayed in a separate window. If you open several windows, you can work with the desktools contained in different toolboxes simultaneously.

Toolboxes can also contain other toolboxes. You can therefore organize your desktools in a tree-like structure and use the icons representing the toolboxes to move around this structure. The window title indicates the level you are currently on.

The 'Main Desktop' is the root of the tree; in other words it is essentially the toolbox that contains all the other toolboxes. You can also recognize the 'Main Desktop' by the fact that it does not contain a toolbox with the label 'parent', which allows you to move to the parent toolbox by double-clicking on it. You can also display the tree-like structure of the toolboxes in the window by changing the view of the icons (see section "View of icons").

You create a new toolbox by selecting 'New' from the 'File' menu. You can modify the attributes of an existing toolbox by selecting the toolbox involved and then selecting 'Modify' from the 'Edit' menu. You can move desktools from one toolbox to another by dragging them from one toolbox and dropping them onto the other (see section "Dragging and dropping icons"), thus quickly reorganizing your desktop.

6.1.1.1 The 'Auto-Start' toolbox

The 'Auto-Start' toolbox has an expanded functionality which distinguishes it from the other toolboxes: desktools located in this special toolbox are called automatically each time you start up the desktop manager.



Figure 49: Icon of the 'Auto-Start' toolbox

For example, if you want a clock to appear on the screen from the very beginning of each subsequent session, copy the icon of the 'Clock', desktool to the 'Auto-Start' toolbox. Refer to the section "Dragging and dropping icons" for instructions on how to copy icons. When you exit the desktop, enter 'Yes' when the system asks whether you want to save the current configuration. The 'Clock' application will be started at the beginning of the next session and the clock will appear on the screen.

Of course, you can manipulate and exit any of these automatic applications in the usual way. If you no longer want the application to be executed automatically at the beginning of the session, remove the application's icon from the 'Auto-Start' toolbox and save the current configuration by selecting the 'Save' item from the 'File' menu on the menu bar.

6.1.2 Desktools

The desktop provides a number of desktools. These desktools can be contained in various toolboxes. The icon representing a desktool will give you an idea of what the desktool does. For example, the label of the 'Clock' desktool indicates the name of the desktool and the icon image is a picture of a clock.



Figure 50: Icon of the 'Clock' desktool

A desktool normally represents exactly one application. It is, however, possible to incorporate a number of applications in a single desktool, as is the case with 'Editor'. The application normally provides you with a graphical interface which facilitates working with the application program. The icon's pop-up menu contains menu items with which the application is called. Many applications open a window which prompts you for more detailed information on the action you have invoked; others execute the selected function immediately. If you are not certain which action will be performed, use the icon's pop-up menu to obtain help information on the desktool.

You can use the desktools as supplied, or you can modify the appearance and behavior of a desktool by modifying the icon image, the label or the action invoked by the icon. To do

this you select the desktool you wish to modify and then select the menu item 'Modify' from the 'Edit' menu.

The menu item 'New' on the 'File' menu enables you to create new desktools and thus provides you with a means of starting other applications directly from your desktop.

6.1.3 Desktools catalog

The desktools catalog provides you with an overview of all the desktools that the desktop manager normally provides. The catalog is a window in the desktop manager which you open by selecting 'Desktools catalog' from the 'Options' menu.

Unlike the desktop main window, where you can remove desktool icons according to your individual preferences, you will always find all desktools (and one corresponding icon) in the catalog window. For example, if you need a desktool whose icon was removed from the desktop, you can start it from the desktools catalog. If you want to use this icon frequently in the future, copy it from the catalog to the desktop main window and save the current desktop configuration by selecting 'Save' from the 'File' menu.

To close the desktools catalog, select 'Close Window' from the "File" menu on the menu bar of the desktools catalog window.

6.2 Object manager icons

The desktop manager is just one example of the object managers available in the SINIX/windows User Environment. The objects managed by the desktop manager are the desktools. You will find other object managers provided as desktools on your desktop, including the file manager, the mail manager, the user manager, the host manager, NFS manager, the volume manager, and the software manager.

Each object manager manages its own set of objects. These objects are represented as icons that the user can work with. All object manager icons share several identical attributes.

- Icons are displayed in windows by the object managers. The icons can be displayed in these windows in various different ways.
- Icons include a pop-up menu that can be used to invoke actions involving the objects they represent.
- For many object managers icons can be removed from a window by throwing them in the trash.

6.2.1 View of icons

All object managers display their icons in windows. The objects associated with these icons can be manipulated via the pull-down menus included in the menu bar. The desktop manager is the only object manager that can be configured in such a way that its objects are displayed in the root window. This is done using the 'Preferences' desktool. In such a configuration, the desktop manager itself is available as a desktool.

You can use the menu item 'Window' on the 'View' menu to modify the view of an object manager window. For many object managers the menu item 'Window' contains a cascade menu with the items 'Overview', 'Browser' and 'Split Browser'. The menu items include check buttons that indicate the current view of the window.

'Browser', for example, is the view type that you see in the 'Main Desktop' window if the desktop manager is started in its original configuration.

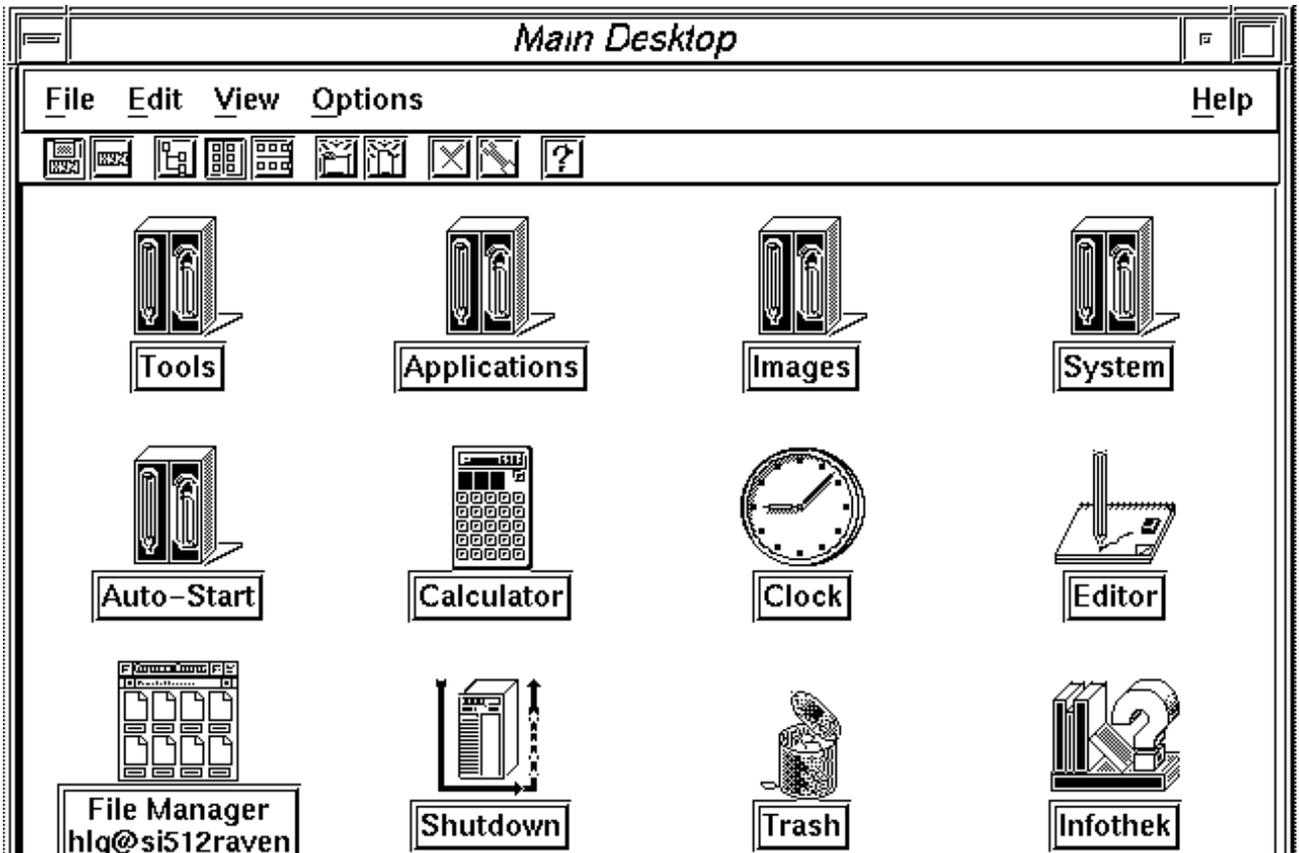


Figure 51: 'Main Desktop' window with the 'Browser' view

Object managers can also display their icons in paned windows. Paned windows are described in the section "Paned window".

If, in the 'Browser' view, different types of objects are being displayed, e.g. files and directories, you can display the different types in separate window panes. To do this you select the menu item 'Split Browser'.

The manner in which the objects are subdivided into types depends on the object manager. The desktop manager, for example, separates toolboxes from desktools; the file manager splits up files and directories. The user manager, however, displays only one type of object, the users, so in this case the 'Split Browser' menu item has no effect on the view.

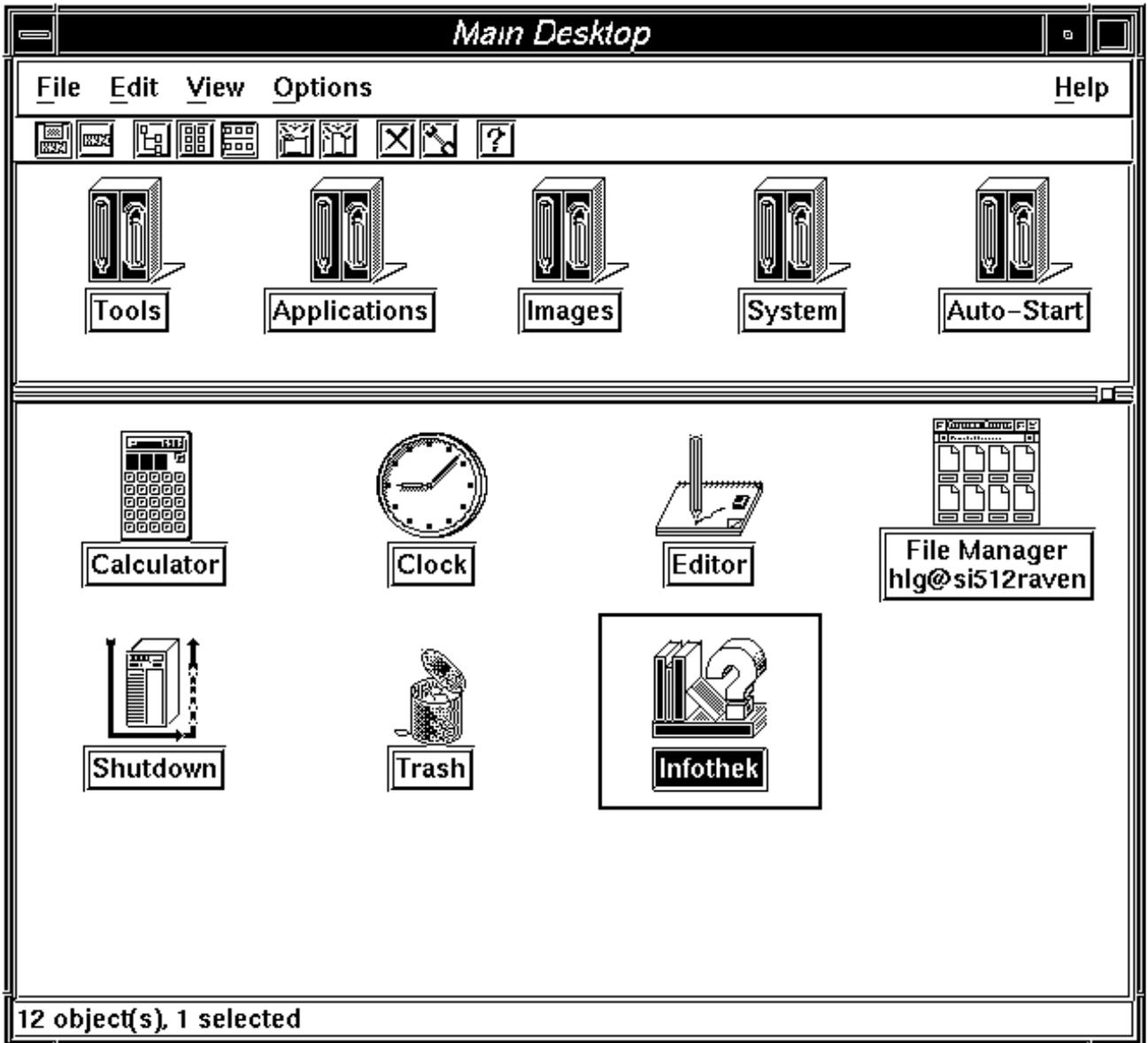


Figure 52: 'Main Desktop' with the 'Split Browser' view

Another way of displaying objects in context can be selected via the menu item 'Overview'. You are then provided with an overview of the objects displayed in the object window. What the overview looks like depends on the objects involved. For example, the user manager displays an overview of user groups, the host manager an overview of computer networks. The file manager, on the other hand, displays the directory structure starting at the current directory, and the desktop manager displays the tree-like structure of the toolboxes.

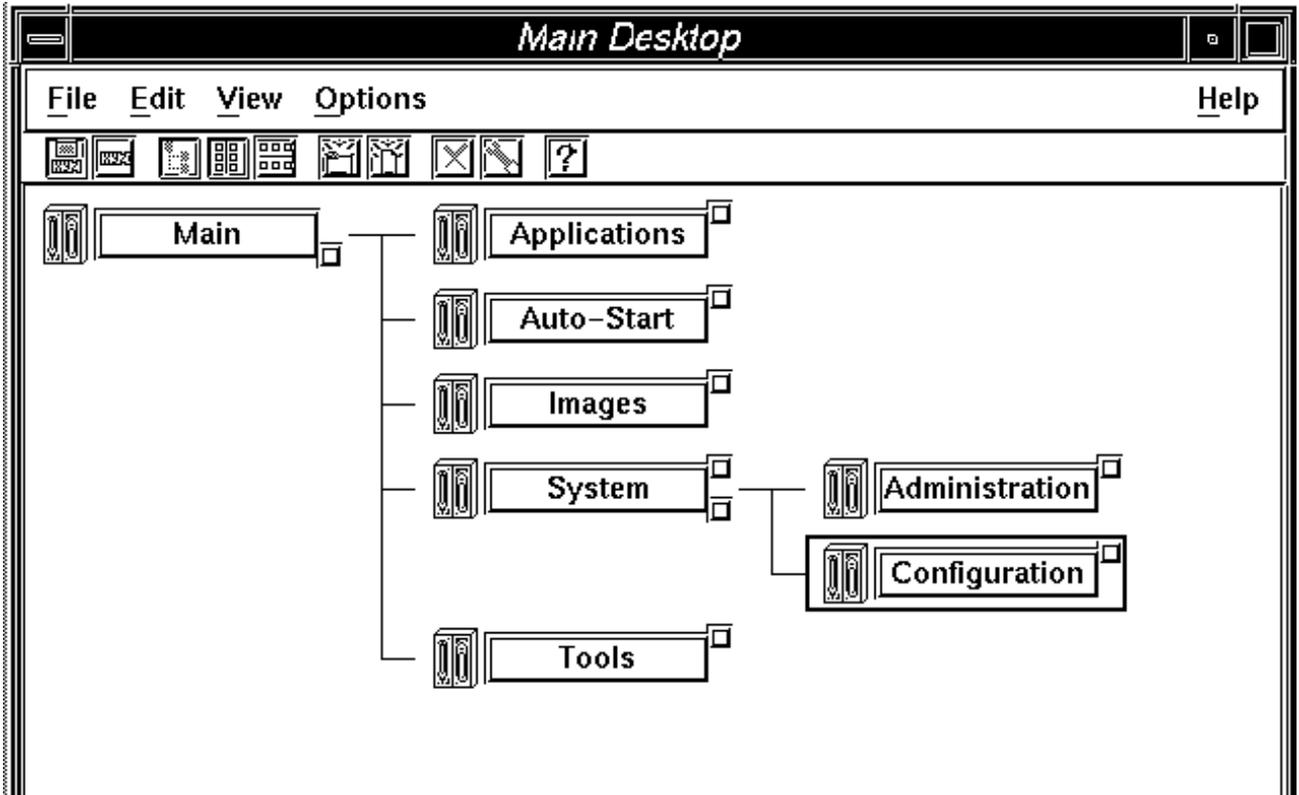


Figure 53: 'Main Desktop' in the 'Overview' view

6.2.2 Icon pop-up menu

Each icon belonging to an object manager has its own pop-up menu. The menu items on the pop-up menu enable you to perform actions on the object represented by the icon. The entries included on the menu depend on the object represented by the icon. For example, desktools can be started via the menu, files edited or printed, and mail read or stored.

All icons include the following menu items:

Menu item	Function
Help	Displays help information on the object or object type.
Remove	Removes the icon from the window and throws it into the trash. Please note that desktools and toolboxes are removed from the desktop but are not thrown into the trash.

Table 17: Items in the pop-up menu of an icon

6.2.3 Trash

For many object managers icons can be removed from the window and the associated

object thrown into the trash. An object is thrown into the trash either by selecting 'Remove' from the pop-up menu or by dragging the object onto the 'Trash' desktool and releasing it. 'Trash' acts as a buffer for objects that are no longer needed. You can retrieve these objects at any time using the 'Trash' desktool as long as you have not explicitly emptied the trashcan. Once the trashcan has been emptied, the objects have been deleted and can no longer be accessed.

You can throw any object manager icon into the trash. The objects are associated internally with the appropriate manager. You can then use the 'Trash' desktool to access the trash belonging to a specific object manager. You can, for example, take a look at all the files in the trash and delete all the mail thrown into the trashcan. The menu items of the 'Trash' desktool for viewing and emptying the trash contain cascade menus from which you can select the desired objects.

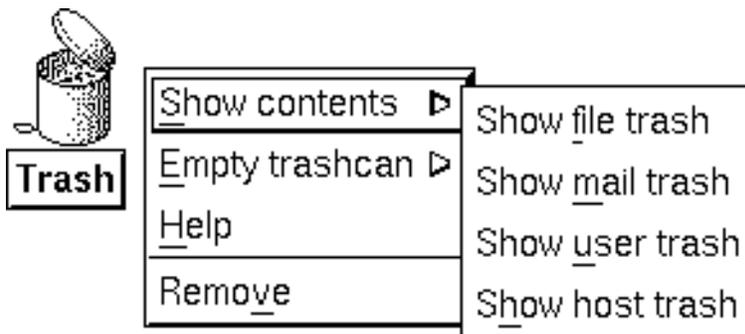


Figure 54: Pop-up menu of the 'Trash' desktool'

The objects belonging to the desktop manager are an exception. They can be removed from the desktop as described above, but they are not thrown into the trash. You can only restore a desktool if the desktools catalog contains a copy of the desired desktool.

Note:

Toolboxes and their contents and desktools you have created yourself cannot be retrieved once they have been removed from the desktop.

6.3 Actions on the desktop

You can manipulate objects easily by manipulating their representation on the screen using the mouse. An object can be a desktool, a file, a file name or a text, for example. The objects can be displayed as icons (desktool, file or file name) or as text in a text area. Before you can work with objects, you must first select the objects you wish to work with from the set of available objects. Objects that are represented as icons are chosen by selecting the associated icon. The help texts provide you with information on selecting and deselecting icons with the keyboard.

You can process the selected objects by dragging them to a different position on the graphical user interface and invoking an action there. You can drag and drop a single icon without having to select it first. The results of doing so depend on the objects being dragged, the selected action and the release position. In order to select a single action from a number of possible actions, you can press a defined key in combination with the mouse operation.

If you wish to be able to access several frequently used actions quickly, you can assign an action to a control; this action is then invoked when you double-click on the control. Certain actions invoked via the graphical user interface expect text input on your part. For example, a dialog box may be displayed in which you are prompted to enter the directory that you want the file manager to display. The section on "Copying and moving text" (see section "Cut and paste functionality") provides you with an explanation of how to select text in a window using the mouse and copy it into another window.

6.3.1 Selecting and deselecting icons

In order to perform a particular action involving an icon, you must first select the relevant icon: for example, if you want to select one of the items on the 'Edit' menu in a file manager window. You can, however, drag and drop a single icon without selecting it first. You can save a great deal of time by executing the same action on several icons simultaneously, for example if you want to delete several files or send them as mail. For this reason the desktop provides you with a means of selecting several icons simultaneously. If a window in which you can select icons (e.g. a file manager window) is active, you will see an outline around one of the icons. This is known as the selection cursor and indicates which icon will be affected by keyboard input.

6.3.1.1 Selecting a single icon

Point to the desired icon and click <BSelect>.

The icon is selected. This is indicated by the fact that the name of the icon is displayed in reverse video. If you subsequently select a different icon with <BSelect>, the original selection is cancelled.

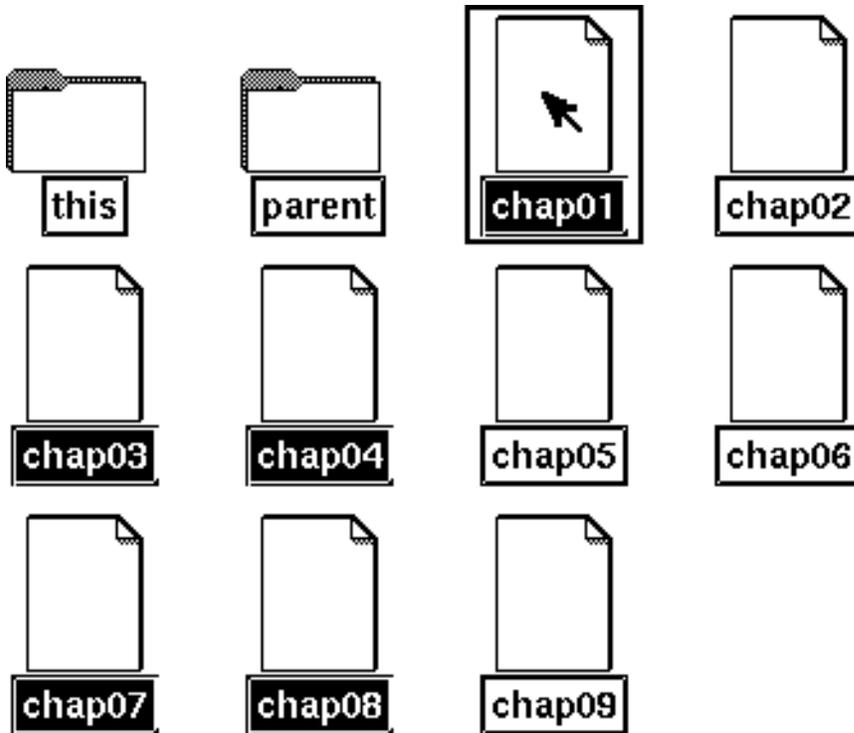


Figure 55: Selecting an icon by clicking with <BSelect>

6.3.1.2 Selecting icons within a rectangle

In order to select a number of icons within a rectangle, you indicate an anchor point and then drag the pointer to the end point, i.e. the diagonally opposite corner of the rectangle: Point to the anchor point of the rectangle and press <BSelect>. Drag the pointer to the end point of the rectangle.

All icons located within the rectangle defined by the anchor point and the end point are selected.

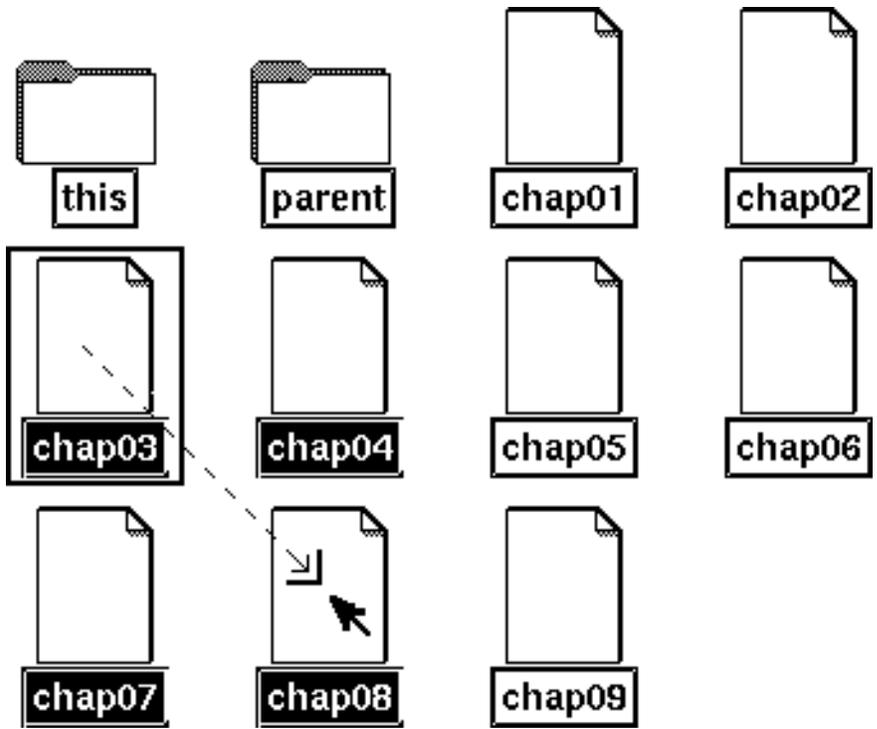


Figure 56: Selecting by dragging with <BSelect>

6.3.1.3 Extending the selection by a single icon

Point to an icon that has not yet been selected and click with <BToggle>, i.e. press [CTRL] +<BSelect>.

This icon is now also selected.

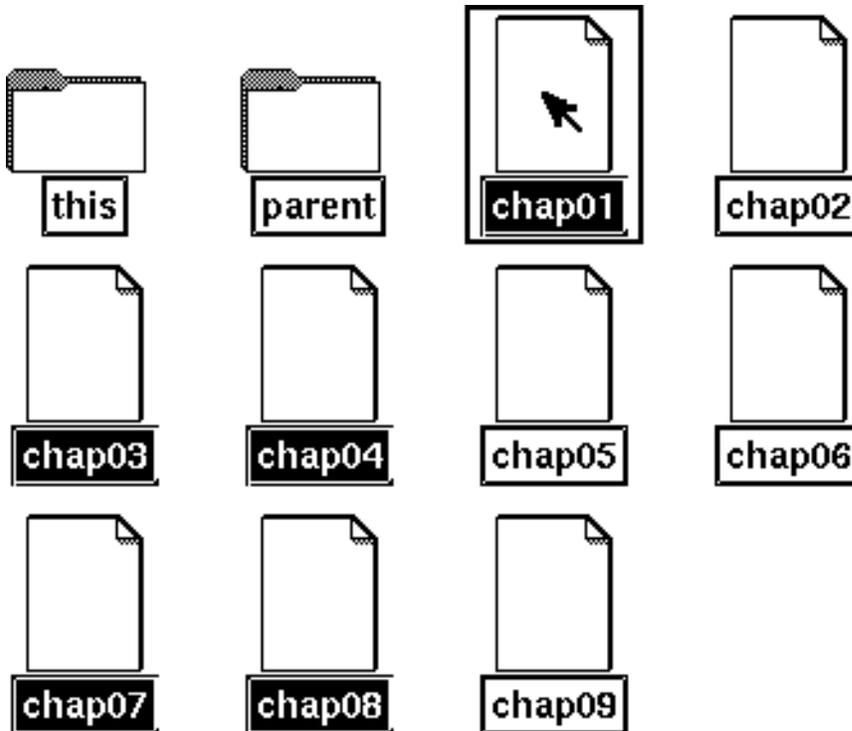


Figure 57: Selecting by clicking with <BToggle>

6.3.1.4 Extending a selection by a number of icons within a rectangle

Once you have made a selection, you have defined an anchor point that can be used for extending the selection by a number of icons located within a rectangle. All you have to do is define the end point of the rectangle:

Point to the end point of the rectangle and click with <BExtend>, i.e. press [SHIFT] +<BSelect>.

All icons located within the rectangle defined by the anchor point and the end point are selected.

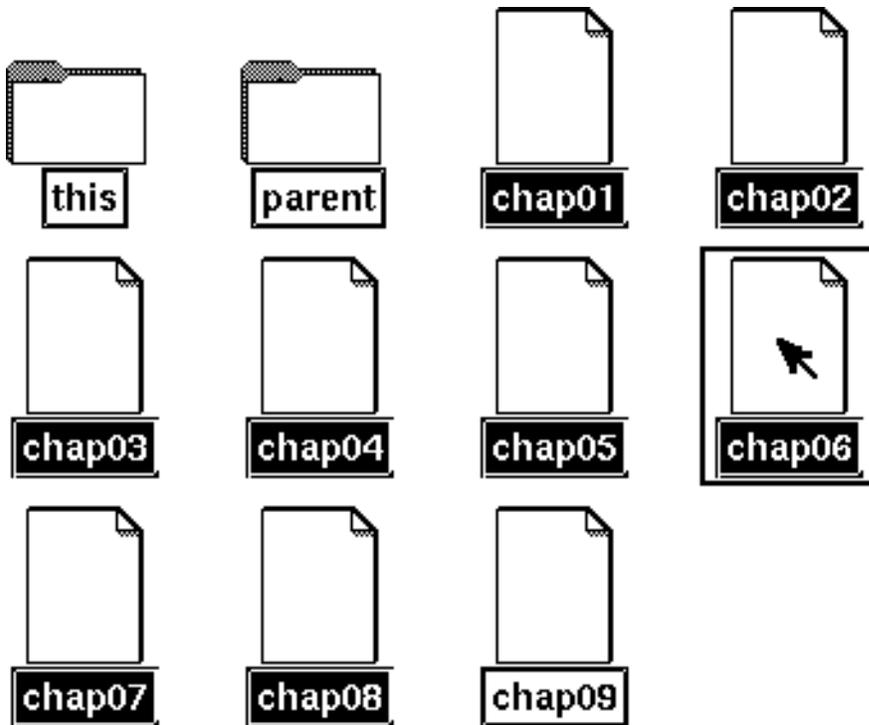


Figure 58: Selecting by clicking with <BExtend>

6.3.1.5 Deselecting individual icons

Point to a selected icon and click with <BToggle>, i.e. press [CTRL] +<BSelect>. The icon you click on is deselected; all other icons remain selected.

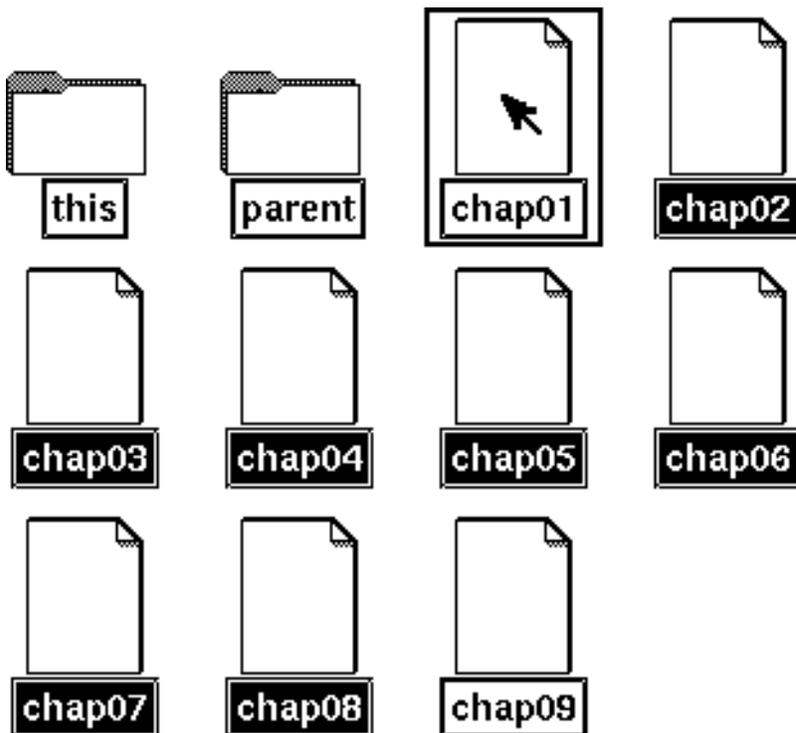


Figure 59: Deselecting by clicking with <BToggle>

6.3.1.6 Deselecting icons within a rectangle

Once you have performed a deselection, you have defined an anchor point that can be used to the icons located within a rectangle from the selection. To do this, you must drag the mouse from the anchor point to the end point of the rectangle.

1. Point to the anchor point of the rectangle that you wish to deselect.
2. Press <BExtend>, i.e. [SHIFT] +<BSelect>, and drag the pointer to the end point of the rectangle.

All the icons located between the anchor point and the end point are deselected.

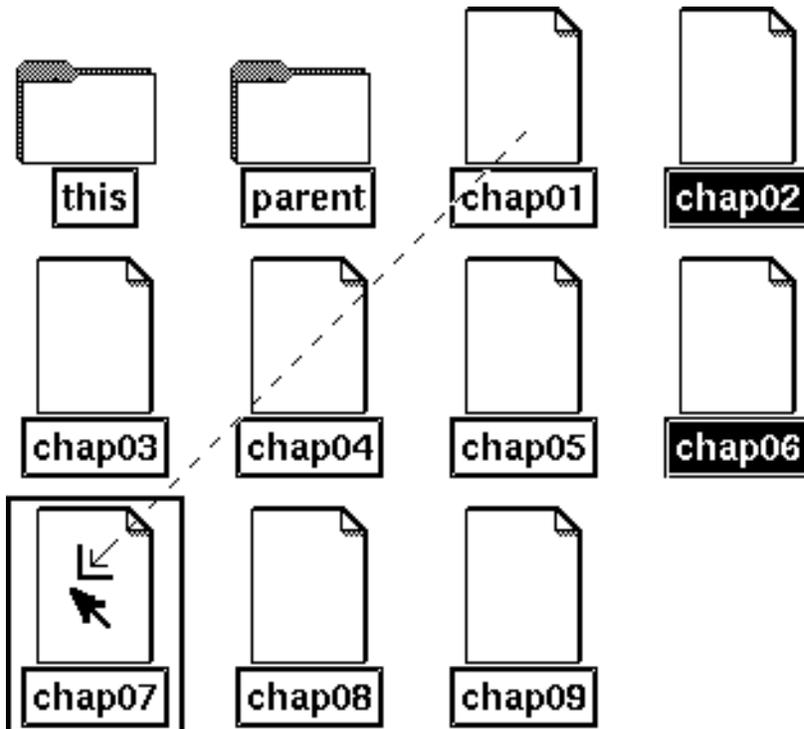


Figure 60: Deselecting by dragging with <BExtend>

6.3.1.7 Deselecting all icons

You can deselect all selected icons with a single action: Point to an empty space in the window and click <BSelect>. None of the icons is now selected.

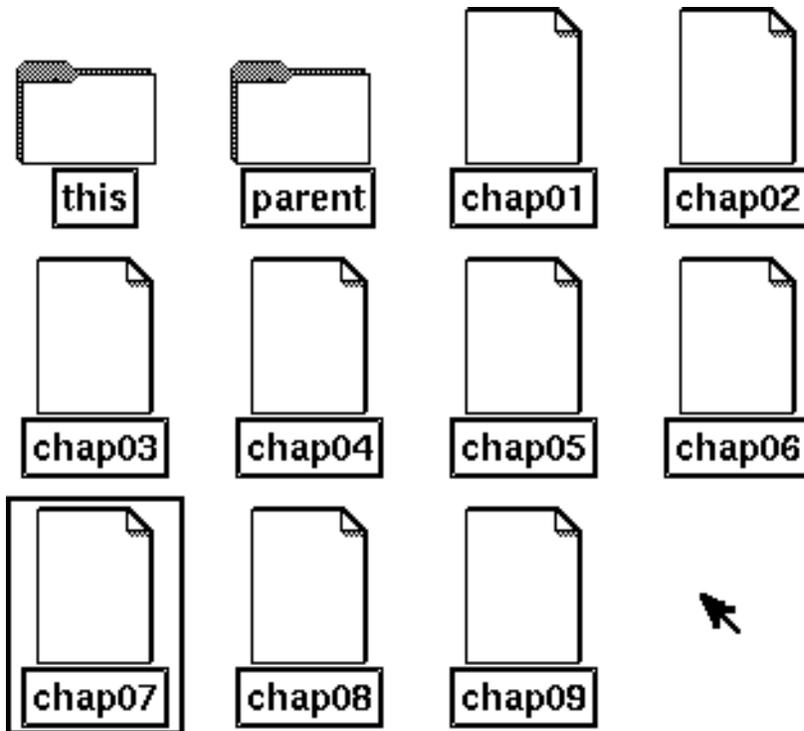


Figure 61: Deselecting all icons by clicking with <BSelect>

6.3.2 Dragging and dropping icons

The drag-and-drop mechanism enables you to move objects to a different position on the graphical user interface and drop them there, thus invoking a specific action, e.g. loading an image file into an appropriate editor. Using the keyboard, you can specify more exactly which action is to be invoked: for example, whether a file is to be copied or moved to a different directory. You can drag and drop not only objects belonging to the object managers but also text, e.g. text located in labels, lists and text boxes.

6.3.2.1 Picking up objects

1. Point to the object that you want to drag. If you wish to pick up several icons, you must first select the relevant icons (see section "Selecting and deselecting icons") and then point to one of the selected icons. If you wish to pick up text, the text must be selected first (see section "Cut and paste functionality").
2. Press and hold down the mouse button <BTransfer>.

Once you have picked up a draggable object, the pointer changes its shape. It is either displayed as a symbolic representation of the drag operation or as an image of the object that has been picked up. If you pick up a file, for example, you see the icon image of the file.

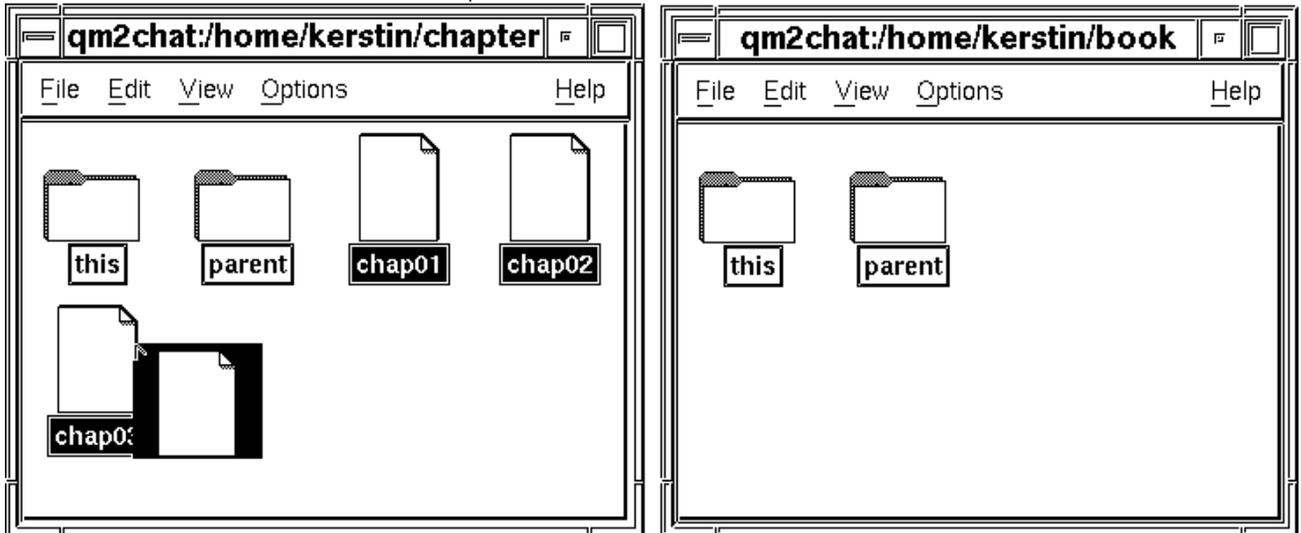


Figure 62: Picking up objects

6.3.2.2 Dragging

Drag the pointer across the desktop to the position at which you wish to release the object. You can cancel the drag operation at any time by pressing the [ESC] key.

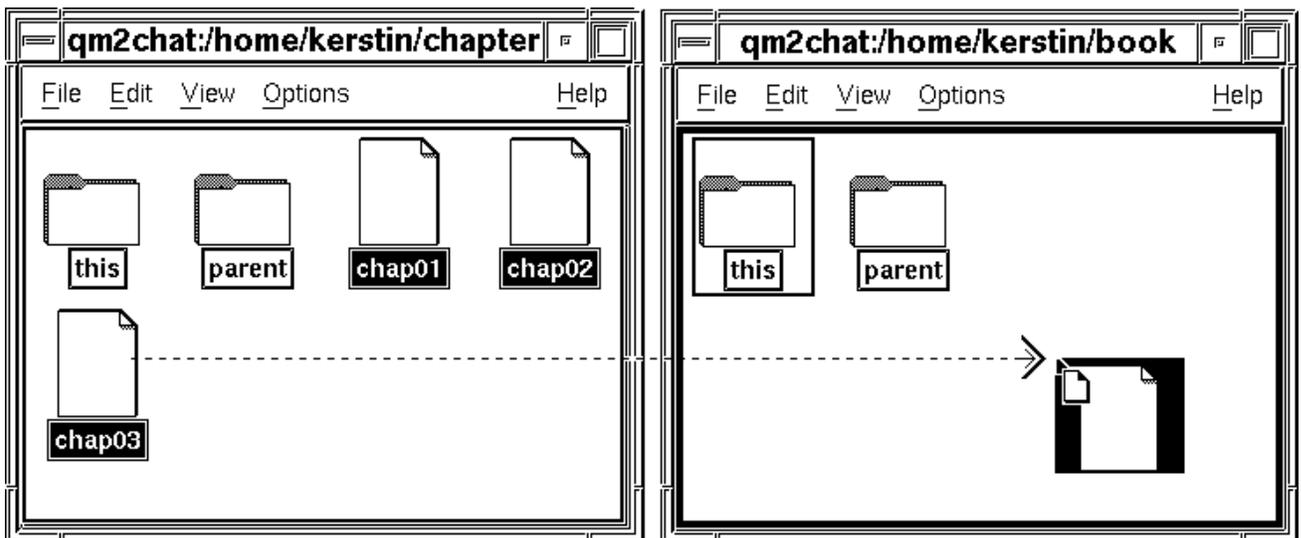


Figure 63: Dragging to release position

6.3.2.3 Determining the release position

As you drag the pointer across the desktop, you can obtain information about possible release positions for the object being dragged by either requesting help or by looking at the "drag effects".

The drag effects are indicated by the different forms the pointer takes and the graphical representation of the point at which the pointer is currently located. You can use the 'Preferences' desktool to specify whether and which drag effects are displayed.

Help during dragging: You request information about a release position by pressing the

<KHelp> key. You can then decide whether to release the object or cancel the drag-and-drop operation. If you wish to select a different release position, you must pick up the object again. If the object cannot be placed at the release position, the operation is aborted without help information being displayed.

Drag over effect: The pointer is used to symbolize the action that is invoked once the object is released:

- MovePointer is displayed as a single document
- CopyPointer is displayed as two documents

The drag over effect enables you to determine whether releasing an object will invoke the desired action without pressing a key. If no drag over effect is displayed, releasing the object will not initiate any action.

Drag under effect: The changing representation of the object on which the pointer is located indicates that an action will be invoked for the object being dragged when it is released.

For example, an open toolbox indicates that a desktool can be placed in that toolbox. Window areas in which an object can be placed may also be highlighted by a frame.

6.3.2.4 Selecting an action

By pressing a key, you determine the action that is invoked when the object involved is released:

- MovePress the [SHIFT] key
- CopyPress the [CTRL] key

If you do not select an action when you release an object, the first mutually compatible action for the dragged object and the release position is determined in the order "Move" and "Copy".

6.3.2.5 Dropping

Determine the exact release position for the object being dragged: the hotspot, i.e. the point on the graphical user interface for which a mouse action is registered, is symbolized in the pointer by the tip of an arrow. In general, the upper left-hand corner of the pointer determines the hotspot.

Release the mouse button <BTransfer>.

If the object is accepted at the release position, the pointer merges into the image at the release position. If not, the pointer jumps back to the position at which the object was picked up and no action is performed.

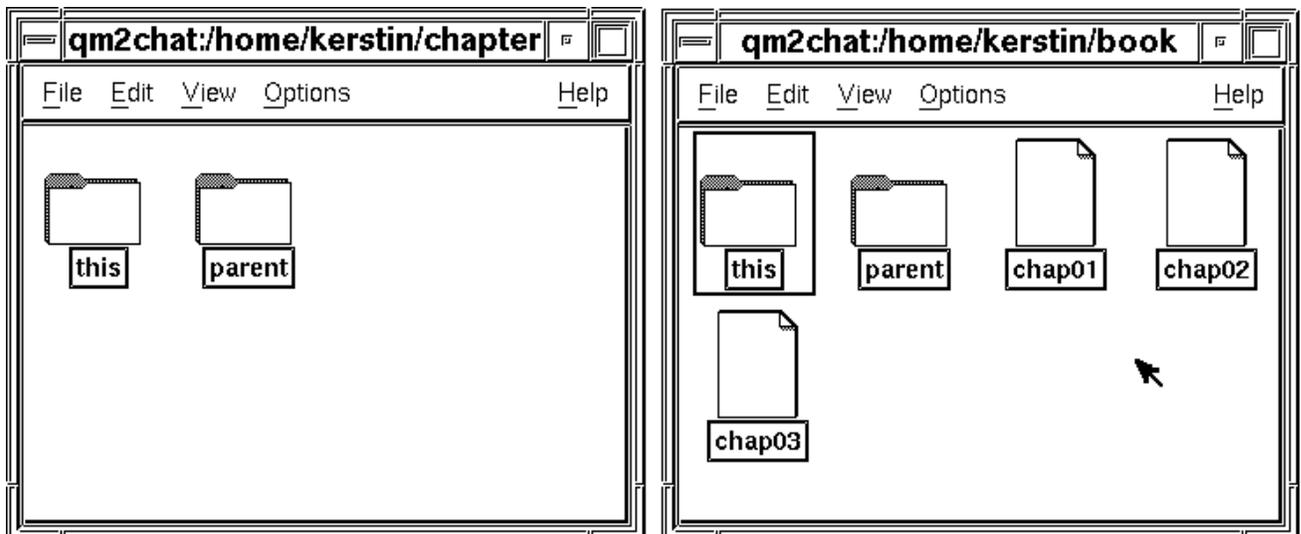


Figure 64: Releasing the objects

6.3.3 Double-clicking

Double-clicking with the mouse button <BSelect> on an object invokes the predefined action for that object. You can use the 'Mouse' desktool to change the maximum interval at which two clicks will be interpreted as a double click.

Defining this action is only of any use for a small number of objects. One example was already presented in the chapter headed "Controls": double-clicking on a minimized window returns the window to its previous size. This action is equivalent to selecting 'Restore' from the icon menu. The double click replaces several individual steps: in the above-mentioned example these steps were opening the menu and selecting the menu item.

Actions that are invoked after a double click have also been defined for object manager icons. In the original configuration, the action that is invoked is identical to the action invoked by the first item on the icon's pop-up menu.

6.3.4 Cut and paste functionality

You can use the mouse to select text from a window, copy it to a buffer (the cut buffer) and paste it in the same window or a different one. This applies both to terminal emulator windows and to areas of a window in which text can be entered. The text is stored in the cut buffer and can be retrieved at any time. Refer to section "Dragging and dropping icons" for information on how to move text using the drag-and-drop mechanism.

6.3.4.1 Selecting text character by character

Position the pointer on the first character of the text you want to select, and press and hold down the mouse button <BSelect>. Drag the pointer to the last character of the text. The text is visually highlighted. As soon as you release the mouse button, the selected text is copied into a global text buffer, known as the cut buffer.

If you copy excessively large amounts of data into the buffer, some of the data may be lost.

6.3.4.2 Selecting text word by word or line by line

Double-click the mouse button <BSelect> on the first word of the text that you want to select and drag the pointer to the last word of the text. Triple-clicking <BSelect> enables line-by-line selection.

6.3.4.3 Changing the size of the selected text area

Clicking the mouse button <BCustom> enables you to change the size of the selected text area:

1. Point to what is to be the new edge of the selected text area.
If the pointer is currently located inside the selected text area, the selection is reduced; if the pointer is located outside the selected text, the selection is extended.
2. Click with the mouse button <BCustom>.

The size of the selected text area is reduced/extended character by character, word by word or line by line up to the position of the pointer depending on the selection mode used to select the text area.

Multiple clicking using the mouse button <BCustom> changes the selection mode as described for <BSelect>. In other words, double-clicking <BCustom> allows you to extend or reduce the text area (selected character by character) word by word.

Double-clicking <BCustom> again allows you to change the selected text area line by line.

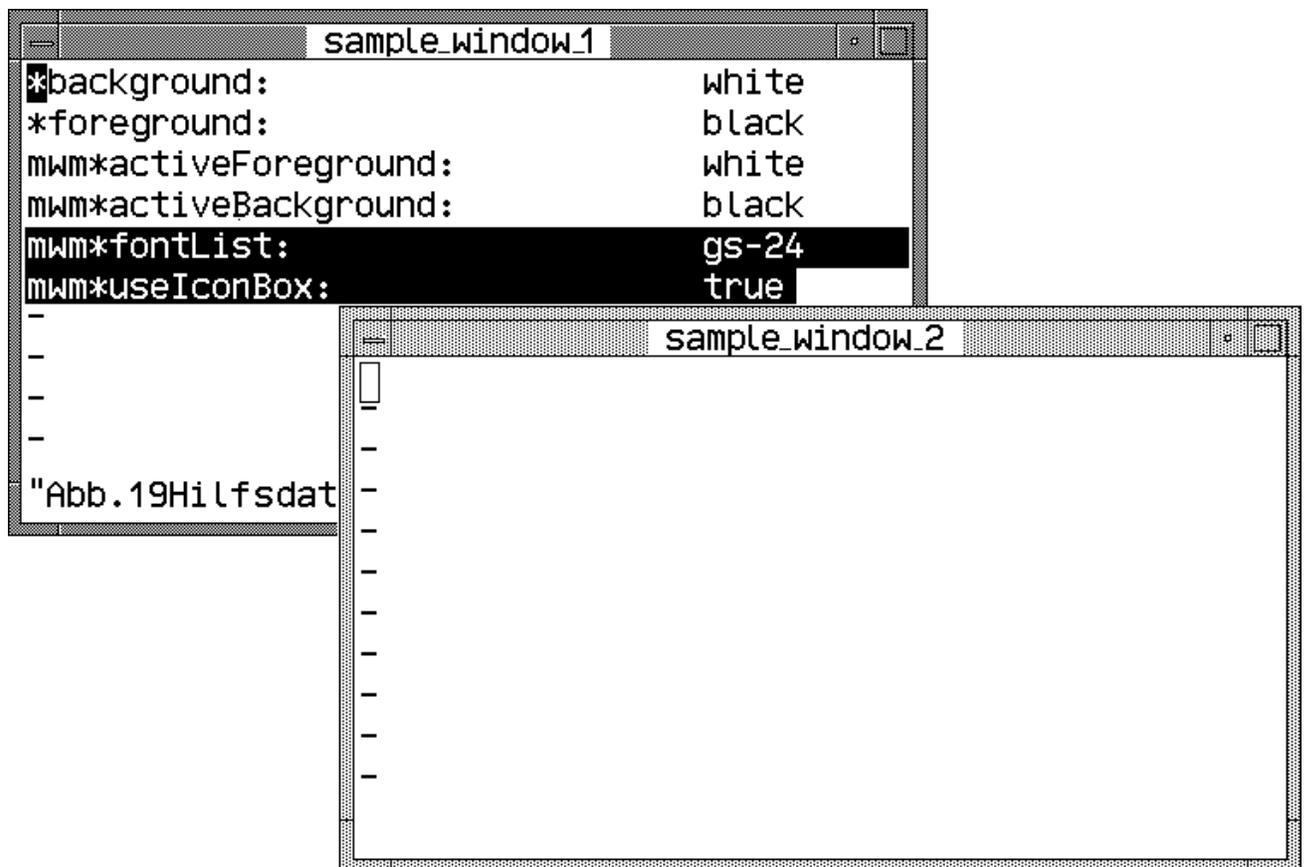


Figure 65: Selected text

6.3.4.4 Pasting text

Position the text cursor where you want the selected text to be pasted; this may be in the same window or a different one. Click the mouse button <BTransfer> to start pasting the text from the cut buffer in at the cursor position. The client involved treats this text in the same way as input from the keyboard.

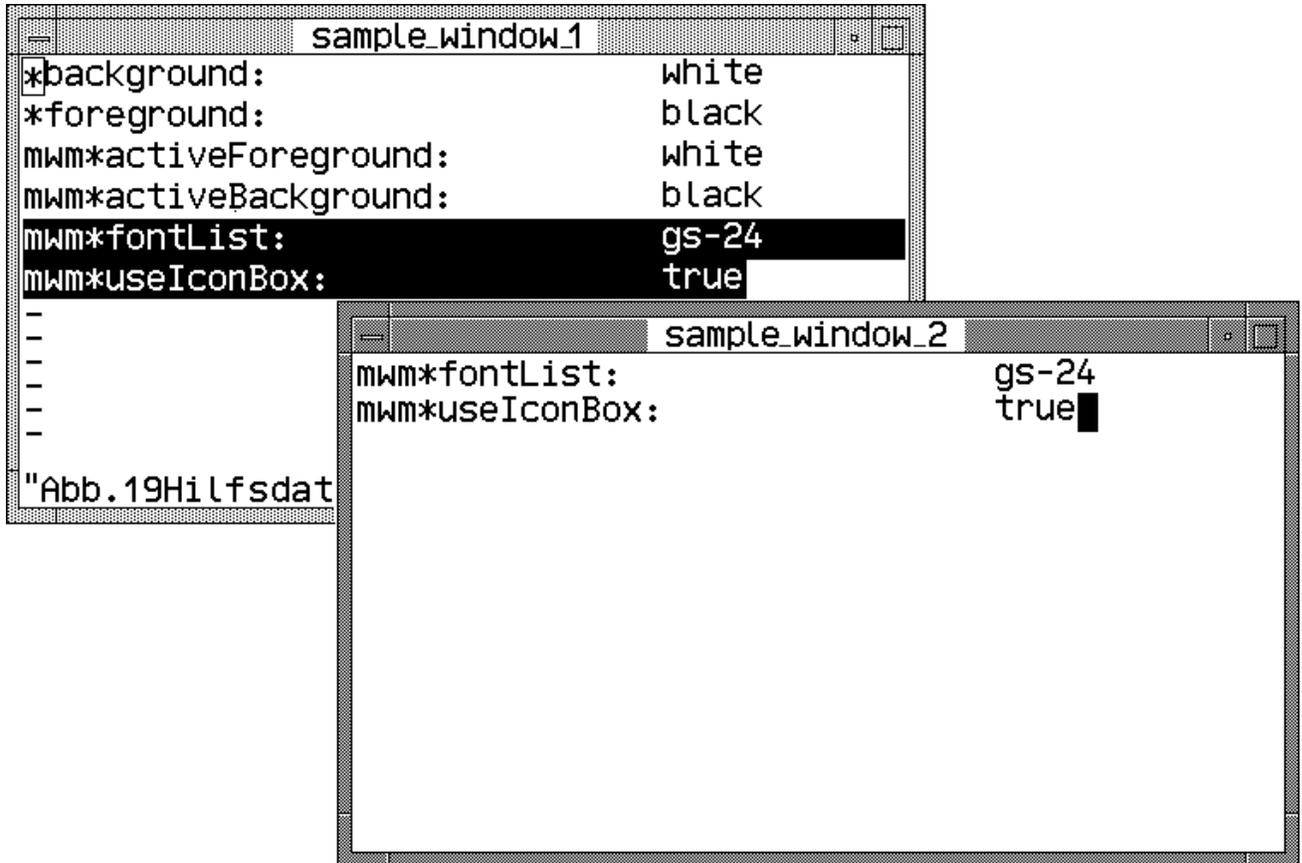


Figure 66: Pasted text

6.3.4.5 Pasting text chunks together

To paste a number of chunks of text together, repeat the cut and paste function as often as you want but make sure you do not include unwanted newline characters when selecting the text.

7 Using desktools

The desktools provide you with access to central SINIX/windows User Environment applications. The desktools are incorporated in the desktop where they are represented as icons, thus making them easy to operate with the mouse.

This chapter introduces you to working with the desktools. You will learn, for example, how to use a combination of desktools to perform certain tasks: creating an image and displaying it as an icon or configuring the desktop on your system to meet your own particular needs. Initially you will perform the above-mentioned tasks on the desktop in its original configuration. You will then be provided with information on configuring your working environment.

Once you have learned how to call and exit desktools in section "Calling and exiting desktools", the section "Preparing to work on the desktop" introduces you to various tools, several of which have already been described in the chapter "Help system, online manuals, manual pages". The other sections deal with creating and editing a text file (see section "Creating, editing and mailing text files"), creating and editing an image file (see section "Creating and editing an image file") and the further processing of files (see section "Processing files"). The final sections deal with configuring your working environment on the local host (see section "Configuring the working environment for the local host") and on remote hosts (see section "Configuring your working environment for remote hosts").

You will find that having the same desktool on the desktop in various configurations makes your work much easier. This is especially useful for desktools such as the file manager, which can also be started on remote hosts. The section "Saving the current configuration" tells you how to save your configuration so that it is made available to you the next time you log in.

Keep only those desktools open that you actually need for your current task. This will keep your screen free of clutter and save system resources at the same time.

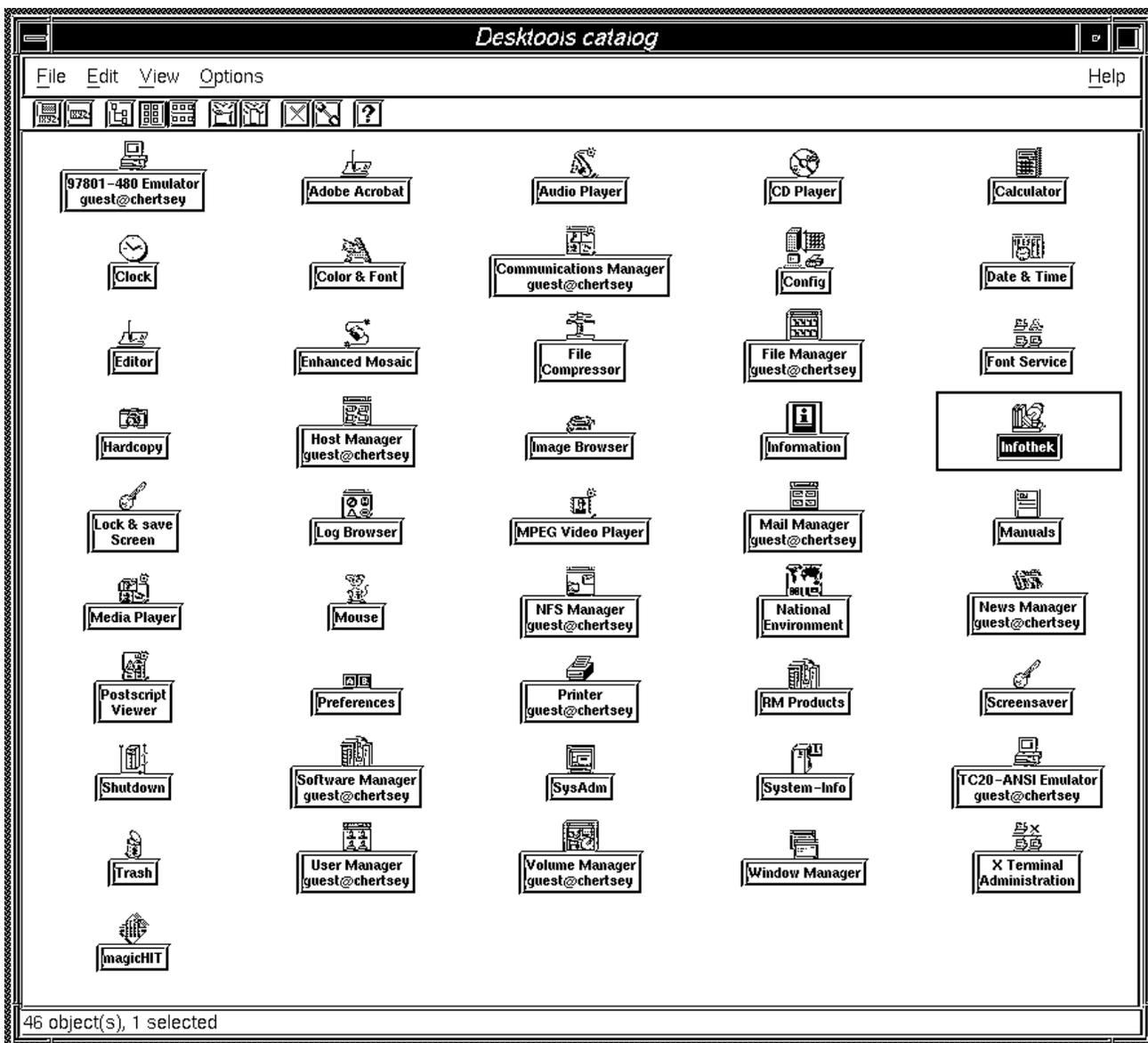


Figure 67: Desktools in the desktools catalog

The table below provides you with an overview of the tasks described for each desktool. It is normally also possible to perform tasks other than those mentioned here with a desktool. The following sections provide you with a brief description of the desktools that can be used to perform various tasks. You will also find information on the effect of a double click or the effect of dropping an object. For more detailed information call up help on the relevant desktool.

Desktool	Function ¹⁾
Calculator	Display calculator section "Displaying the calculator"
Clock	Display time section "Displaying the time"

Color & Font	Modify fonts in windows section "Changing the fonts in windows"
Communication Manager	Transfer file to communication manager section "Transferring a file to the communication manager". Send mail section "Administering user accounts"
Editor	Edit text file section "Editing a file"
Emulator	Grant access to remote host section "Granting access to remote hosts via terminal emulators"
File Compressor	Compress and decompress file section "Compressing a file"
File Manager	Create file section "Creating a file with the file manager" Configure for remote host section "Managing files and directories on remote hosts"
Font Service	System administration section "Configuring your working environment for remote hosts"
Hardcopy	Create image file section "Creating an image" Print image file section "Printing a file"
Help	Request help on a desktool section "Displaying the time"
Host Manager	System administration section "Configuring your working environment for remote hosts" Select remote host for desktool section "Managing files and directories on remote hosts"
Image Browser	Make image file available as icon image section "Using an image file as an icon image"
Information	Display information on system status section "Displaying manual pages"
Infothek	Display manual pages section "Displaying online manuals"
Lock Screen / Screen Saver	Interrupt session, configure Screen Saver section "Interrupting a session"
Manuals	Display manual pages

	section "Displaying online manuals"
Mouse	Set time interval for double click section "Setting the time interval for double clicks"
National	Configuring a country-specific user environment section "Configuring a country-specific user environment"
NFS Manager	View file systems accessible via NFS section "Viewing a file system accessible via NFS"
Pixmap Editor	Create icon image, edit image section "Editing an image and creating an icon image"
Preferences	Select text editor section "Editing a file" Save desktop status on exit section "Saving the current desktop configuration upon termination"
Printer	Print file section "Printing a file" Configure for remote host. Print file on remote printer section "Accessing a remote printer"
Trash	Remove file and mail, restore object, delete object section "Removing objects"
Shutdown	Shutting down or restart a host section "Shutting down the local host"
User Manager	Administering user accounts section "Administering user accounts"
Volume Manager	View file system stored on CD-ROM section "Viewing a file system stored on a CD-ROM" Save file section "Saving a file on floppy disk or streamer tape"
Window Manager	Activate windows by moving pointer section "Activating a window by moving the pointer"
X Terminal Administration	System administration section "Configuring your working environment for remote hosts"

Table 18: Functions described for desktools

¹⁾A page number in bold type refers to the page in the manual you can turn to for a brief description of the desktool.

7.1 Calling and exiting desktools

You call a desktool by means of its icon; desktools are exited using the controls in the desktool window, provided that the desktool opens a window.

7.1.1 Calling a desktool

Desktools can be called in a number of ways using their icons:

- You can activate or call most desktools by double-clicking on the associated icon with the mouse button <BSelect>.
- Most desktool icons can also be called via their pop-up menu: Point to the desktool icon, press <BMenu> and select the 'Run' command from the pop-up menu that is subsequently displayed. Several pop-up menus include menu items that can be used to call the desktool in a number of different ways. For example, when you start the 'Clock', you can decide whether to display the time in analog or digital form.
- Several desktools can also be called by dragging and dropping one or more objects onto the desired desktool icon (see section "Dragging and dropping icons").

If a desktool opens a window, a window manager icon is displayed in the icon box.

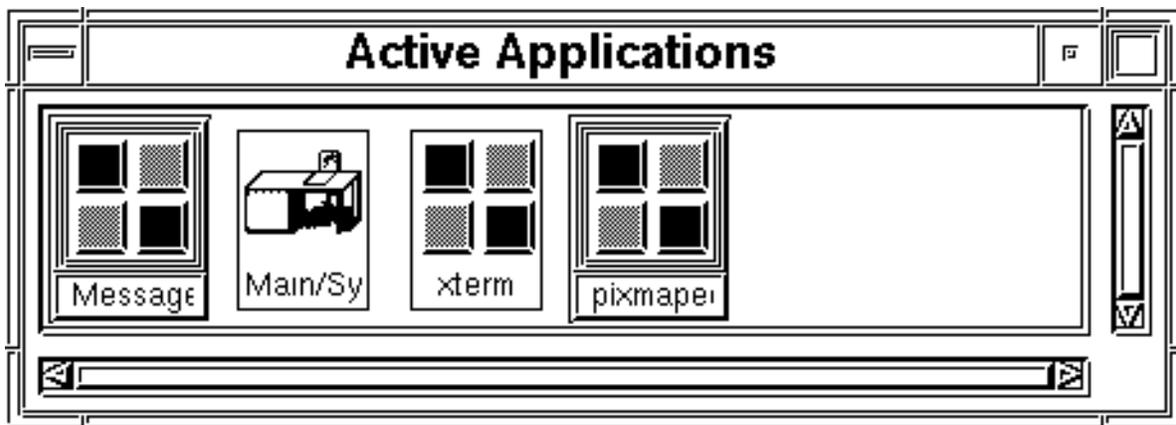


Figure 68: Icon box

7.1.2 Exiting desktools

There are three ways of exiting a desktool:

1. In windows without a menu bar, click with the mouse button <BSelect> on the 'Cancel' pushbutton.
2. If the window contains a menu bar, select 'Exit' from the first menu (on the far left) . Several windows also include a menu item for closing the current window.
3. If you do not see either of the above-mentioned controls in a desktool window, you can terminate the application by selecting the 'Close' command from the window menu.

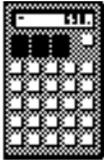
As soon as you exit a desktool, the corresponding primary window and any associated

secondary windows are closed. The icon representing this desktool disappears from the icon box.

7.2 Preparing to work on the desktop

This section explains how to display information and how to prepare your desktop for work.

7.2.1 Displaying the calculator

Calculator calls a pocket calculator.		
Double-clicking opens a window containing the calculator.	Dragging and dropping an object has no effect.	 

The 'Calculator' desktool is one of the work aids that you can call via the desktop. Double-clicking on the 'Calculator' icon opens a window in which a calculator is displayed. You press the buttons on the calculator with the mouse button <BSelect>. The calculator also accepts keyboard input.

7.2.2 Displaying the time

Clock calls a clock with analog or digital display.		
Double-clicking opens a window in which an analog clock is displayed.	Dragging and dropping an object has no effect.	 

Start the 'Clock' using the various menu items on the pop-up menu and compare the various displays. If you are the system administrator, you can change the date and time using the 'Date & Time' desktool. You can change the international formats using the 'National' desktool. For more information, refer to section "Configuring the working environment for the local host".

7.2.3 Displaying online manuals

Infothek displays the online manual available on the system.		
Double-clicking opens the 'Infothek' window containing pushbuttons for displaying online	Dragging and dropping an object has no effect.	 

manuals.		
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Refer to section "The 'Infothek' desktool" for a description of how to use the 'Infothek' desktool window and to run DynaText, which enables you, among other things, to display the online manuals for the SINIX/windows User Environment. You can use the software manager described in section "Managing software" to check whether the online manuals are available on your system.

7.2.4 Displaying manual pages

Manuals		
displays the online manual pages available on the system.		
Double-clicking opens the 'Manuals' window containing pushbuttons for displaying manual pages.	Dragging and dropping an object has no effect.	

Please refer to section "Displaying manual pages" for information on how to operate the window of the 'Manuals' desktool and display the online manual pages for the SINIX/windows User Environment. You can use the software manager described in section "Displaying the calculator" to check whether the manual pages are available on your system.

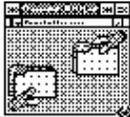
7.2.5 Administering user accounts

User Manager		
provides you with an overview of local and global login names and user groups on the system. If you are the system administrator, you can manage the login names and user groups. The user manager can also be started on remote hosts.		
Double-clicking opens a window in which the names of system users are displayed in the form of icons.	Dragging and dropping an object has no effect.	

The user manager allows you to display user accounts and user groups known to your host. In addition, it lets system administrators manage them as objects. If your host is managed by the Network Information Service NIS, you can also view global user accounts and global user groups. System administrators of the NIS master server can manage global user accounts and groups. In a user manager window the objects "user account" and "group" are represented as icons.

By default, such a window (a "user manager view") displays all users of the system. However, it is possible to display only those users that belong to a certain group. In System Administrator mode it is possible to manage user passwords or to create, modify, and delete local user accounts or groups. Local users or groups may even be removed into the trashcan, and later on be retrieved or permanently deleted from the system. The user manager also manages the assignment of icon pictures to users and groups. If you are working on a NIS master server you can also manage global user accounts and groups.

7.2.6 Viewing a file system accessible via NFS

<p>NFS Manager</p> <p>enables you to view file systems accessible via NFS. If you are the system administrator, you can manage these file systems. This enables you to mount and unmount remote file systems, provide local access to them and delete those to which access has been provided. The NFS manager can also be started on remote hosts.</p>		
<p>Double-clicking opens a window containing a list of all configured share and mount points.</p>	<p>Dragging and dropping an object has no effect.</p>	 <p>NFS Manager kerstin@qm2chat</p>

If NFS is running on your system, you can access file systems that are exported from remote hosts via NFS and that are locally mounted. Only the system administrator is allowed to mount and unmount file systems.

In the lower part of the NFS manager's window you can view directories that are mounted locally via NFS. You can use the file manager to access its files and directories in the normal manner.

7.2.7 Viewing a file system stored on a CD-ROM

<p>Volume Manager</p> <p>enables you work with archives and file systems stored on devices with removable media. The volume manager can also be started on remote hosts.</p>		
<p>Double-clicking opens a window containing a list of all configured devices with removable media, including CD-ROM, floppy disk and streamer tape.</p>	<p>Dragging and dropping an object has no effect.</p>	 <p>Volume Manager kerstin@qm2chat</p>

If a CD-ROM drive is attached to your system, you can access file systems stored on a

CD-ROM. Only the system administrator is allowed to mount and unmount file systems. Before a file system can be used, it must be mounted in the file tree. The system administrator specifies the directory that is to be used as the mount point. Once the file system has been mounted, you can use the file manager to access its files and directories in the normal manner. An easy access to the root of the file system is provided by double clicking the respective CD-ROM device in the volume manager's window. A file manager's window will then be displayed allowing you to view the CD-ROM file system.

7.2.8 Managing software

<p>Software Manager displays information about the software that the system can access. If you are the system manager, you can change the status of the software: for example you can load, install and delete software. You can also start the software manager on remote hosts.</p>		
<p>Double-clicking opens a window which contains the available software in the form of icons.</p>	<p>Dragging and dropping an object has no effect.</p>	 <p>Software Manager thom@si512raven</p>

In its main window, the software manager displays the software which the system recognizes. The window title consists of the elements <host_name>:<software_position>:<current_software_object>. The icon format provides information on the status of the software it represents:

- the software is a software package or a software product consisting of several software packages;
- the software is located on the host or on an external volume;
- the software is partially or completely installed in the system or it is not installed in the system.

Depending on the status of the software object, the system administrator has a number of different operations at his disposal. For example, he can select, load, install, transfer and delete software or display and sort information about software. You can select the operations from menus on the menu bar or from the pop-up menus of the individual icons. If you do not have system administrator privileges, you will be prompted to enter the system administrator password. If you do not know this password, you cannot make any changes to the software status.

7.2.9 Displaying information on the system status

<p>Information displays information on the system, the disk capacity, current processes as well as information on your screen.</p>		
<p>Double-clicking</p>	<p>Dragging and</p>	

<p>opens the 'Information' window. You determine the information displayed using the window menu bar.</p>	<p>dropping an object has no effect.</p>	
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The window displayed when you call the 'Information' desktool contains an empty display area which you can fill with the desired information by selecting the appropriate item from the 'Information' menu.

<p align="center">System Info displays information on the system architecture, system activity, as well as status messages.</p>		
<p>Double-clicking opens the 'System Info' window. You determine the information details displayed using the 'List' buttons.</p>	<p>Dragging and dropping an object has no effect.</p>	

The window displayed when you call the 'System Info' desktool contains a display area which you can replenish with additional information by clicking the appropriate 'List' button. This includes e.g. detailed information on errors, warnings, dumps, or the output of the `sar(1)` command. Using the 'Number of hours back' slider you can set the period for the display of the system activity history.

7.2.10 Interrupting a session

<p align="center">Lock Screen/Screen Saver interrupts your session until you enter your password.</p>		
<p>Double-clicking locks the screen and activates a screen saver.</p>	<p>Dragging and dropping an object has no effect.</p>	

You can interrupt your session at any time by double-clicking on the 'Lock Screen' desktool and thus prevent unauthorized users from accessing your screen. You will find a detailed description of this desktool in section "Interrupting a session".

<p align="center">Screen Saver</p>

You can choose and configure a screen saver.		
Double-clicking opens the window Screen Saver.	Dragging and dropping an object has no effect.	

You can choose a special Screen Saver and determine the parameters of the automatic screen lock.

Note:

These objects are not available if you are working in a session in the Common Desktop Environment.

7.3 Creating, editing and mailing text files

This section provides you with information on creating and editing text files and sending mail to other users.

7.3.1 Creating a file with the file manager

<p>File Manager enables you to work with files and directories displayed in windows as icons. The file manager can also be started on remote hosts.</p>		
<p>Double-clicking opens a dialog box in which you enter the name of the directory you want displayed in a window.</p>	<p>Dragging and dropping an object has no effect.</p>	

Double-click on the 'File Manager' icon and enter in the dialog box the name of the directory you want displayed in the file manager window. You can also enter an environment variable, e.g. `$HOME` for your home directory.

The contents of the directory are displayed in the file manager window as an icon. Create a new file using the 'File' menu. Once you have entered the file name in the dialog box, a new icon representing the newly created file is displayed in the window.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.3.2 Editing a file

<p>Editor enables you to edit different types of objects, for example text files, image files or other desktools.</p>		
<p>Double-clicking opens a window in which a text file can be created and edited.</p>	<p>Dragging and dropping an editable object loads the object into a suitable editor.</p>	

You now wish to edit the empty file created by the file manager. Drag and drop the file onto the 'Editor' desktool.

You can select the text editor that is called by this action using the 'Preferences' desktool. In the original configuration, the 'Text Editor' window generated by the client `mined` is displayed. Write a short message that you would like to send as mail in the text area. You,

yourself, will be the recipient of this message.

The 'File' menu provides you with menu items for creating, opening and saving a file and for exiting the text editor. Save your message and then close the window.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.3.3 Transferring a file to the communication manager

<p>Communication Manager enables you to read, store and send electronic mail. The communication manager can also be started on remote hosts.</p>		
<p>Double-clicking opens a window in which your mail is displayed in the form of icons.</p>	<p>Dragging and dropping an object has no effect.</p>	

When you call the communication manager, the mail you have received is displayed in a window. If you wish to send mail, select the appropriate item from the 'File' menu. A new window is displayed, which, among other things, contains an editor in which you can enter and edit the message.

A file can be dropped onto the MIME-editor of the 'Send' dialogbox. By doing this you indicate that the contents of the specified file are to be sent as mail.

After clicking the action button 'OK' the mail is sent. The communication manager informs you about the mail you have received. Incoming mail is shown as icons in the window.

7.3.4 Removing objects

<p>Trash enables you to remove objects such as files, mail and login names from the object manager windows. These objects can be restored provided that the trashcan has not yet been emptied thus deleting its contents. Desktools that you create yourself and toolboxes cannot be restored.</p>		
<p>Double-clicking opens a window in which the trash belonging to the file manager is displayed.</p>	<p>Dragging and dropping an object removes it from the object manager's window and places it in the trashcan.</p>	

You can trash objects from object manager windows (e.g. users, hosts, mail).

Drag your file from the file manager window and drop it onto the 'Trash' desktool. Do the

same if you want to throw away mail. Then display information on the object by selecting the appropriate items from the pop-up menu of the 'Trash' desktool. You can now use the drag-and-drop mechanism to move objects from the trashcan back to the window of the associated object manager. You can also delete the object (and, at the same time, all the trash belonging to the object manager) irretrievably by emptying the trash using the pop-up menu of the 'Trash' desktool.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.4 Creating and editing an audio file

Audio player allows you to play, edit, and record audio files.		
Double-clicking opens a window in which an audio file can be created and edited.	Dragging and dropping an object has no effect.	

The audio manager provides a simple tool to play, edit, and record audio files. While the playing and recording capabilities remind one of a cassette recorder, the editing functions have the look and feel of a normal text editor.

The interface consists of a menubar, an input controller, a selection controller, a graphic display of the audio data, an input and output volume scale as well as cassette recorder buttons to control the recording, playing and positioning of the file.

The audio manager connects to an audio server which performs the actual recording and playing of the data. This server may run locally or reside on a remote machine and acts much like the X server.

Since sound data is converted to an internal format, the user can load, save, insert, edit, and mix files together without worrying about the various sound file formats available. File format and data conversion are also made simple using the audio manager. Audio file formats which are supported by Xmaudio include:

- Microsoft WAVE
- Sun NeXT
- Creative Labs VOC
- AIFF
- Amiga IFF/8SVX

7.5 Creating and editing an image file

This section provides you with information on how to create and edit an image file and make it available as an icon image.

7.5.1 Creating an image

Hardcopy enables you to generate and store hardcopy dumps of the graphical user interface, convert them to a different file format, and display and print them.		
Double-clicking opens the 'Hardcopy' window.	Dragging and dropping an object has no effect.	

You will now create a hardcopy dump of a selected area of your screen that you can use later as an icon image. Therefore the image you create should not be too big. You can, for example, use the minimize button of a window as your image. Start the 'Hardcopy' desktool and select 'Capture' from the 'Image' menu. The shape of the pointer changes and you use this new pointer to indicate the part of the screen you wish to generate as a dump. Point to the upper left-hand corner of the desired area and press <BSelect>, move the pointer to the lower right-hand corner and release the mouse button. A message indicating that an image has been captured is displayed in the 'Hardcopy' window. Store the image file using the 'Image' menu.

7.5.2 Editing an image and creating an icon image

Pixmap Editor enables you to create and edit bitmap or pixmap files.		
Double-clicking opens the 'Pixmap Editor' window in which a new image file can be created.	Dragging and dropping an image file starts the pixmap editor with this file.	

Drag your image file from the file manager window and drop it onto the 'Pixmap Editor' desktool. You can now use the pixmap editor to edit the image you captured. You can, for example, draw lines or circles, change the colors or copy and move areas of the image. The command area of the pixmap editor contains a number of radio buttons that you can use to quickly select the desired editing function. You will use the fact that it is possible to copy parts of your image to different windows belonging to the pixmap editor when you create an icon image. In order to be able to select a section of your image, click with the mouse button <BSelect> on the radio button represented as an image of a pointer. First mark the rectangular area of your image that you wish to use as the icon image with the mouse button <BSelect>. Use the 'Edit' menu to copy this area to the cut buffer. The pop-up menu of the 'Pixmap Editor' desktool contains items for creating new icon

images. Create a color icon with a height and width of 64 x 64 pixels. The pixmap editor is started with an empty image of this size. Using the 'Edit' menu, paste the section of your image stored in the cut buffer in the empty icon image. You can position the outline of the image within the frame of the icon image by pressing and holding down the mouse button <BSelect>. In order for the 'Image Browser' desktool to display the icon image, you must store the file under a file name with an extension indicating the size of the icon image (in our example: .64). Use the file manager to display the contents of the directory in which you have stored the icon image.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.5.3 Using an image file as an icon image

Image Browser displays icon images that are available system-wide and icon images that you have created yourself.		
Double-clicking opens a window in which your icon images are displayed.	Dragging and dropping an object has no effect.	

Once you have started the 'Image Browser' desktool by double-clicking on its icon with the mouse button <BSelect>, your icon images are displayed. Each window of the desktool contains two images with the labels '<<' and '>>' which you can use to navigate the directories in which the available icon images are stored.

Drag the file containing your icon image from the file manager window and drop it onto the window containing your icon images. This window subsequently contains the icon image you created.

You can now use your icon image for representing objects on the desktop by exchanging it for the icon image of a desktool, for example. To do this you drag and drop the desired desktool onto the 'Editor'. A window in which you can edit the desktool is displayed. Drop your icon image onto the area of the window that contains the image of the desktool. Once you confirm the modification, the icon image you created is used to represent the desktool on the desktop.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.6 Processing files

This section explains how to print or compress a file and how to save a file on floppy disk or streamer tape. You process the text or image file created in the previous section, or you can process a number of files simultaneously by selecting them (section "Selecting and deselecting icons") and then dragging and dropping them onto the appropriate desktool (section "Selecting and deselecting icons").

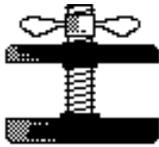
7.6.1 Printing a file

<p>Printer enables you, among other things, to print files, modify print jobs, and query printer and job status. The desktool can also be started on remote hosts.</p>		
<p>Double-clicking opens a window in which the status of print jobs is displayed.</p>	<p>Dragging and dropping an object starts the predefined print method for the object.</p>	 <div style="border: 1px solid black; padding: 2px; display: inline-block;"> <p>Printer kerstin@qm2chat</p> </div>

You print a file by dragging the file from the file manager window and dropping it onto the 'Printer' desktool.

You can use the 'Hardcopy' desktool to print an image file. It allows you to convert files into various formats and set options for the print job. You can, for example, generate a PostScript file from a pixmap file in GIF format (Graphics Interchange Format) and print it with a height and width of your choice.

7.6.2 Compressing a file

<p>File Compressor enables you to compress files in order to save space. You can decompress compressed files, which are indicated by a special icon image.</p>		
<p>Double-clicking opens a help window containing help on the desktool.</p>	<p>Dragging and dropping a file compresses or decompresses the file, depending on its state.</p>	 <div style="border: 1px solid black; padding: 2px; display: inline-block;"> <p>File Compressor</p> </div>

Drop a file onto the 'File Compressor' desktool. The fact that the icon image has changed indicates that the file has been compressed. Decompress the file by dropping it onto the 'File Compressor' desktool again.

7.6.3 Saving a file on floppy disk or streamer tape

The 'Volume Manger' desktool is a tool that you can use to back up and read in files (see

section "Viewing a file system stored on a CD-ROM"). Before you call this tool, place a floppy disk or streamer tape, as appropriate, in the drive. You back up a file by first starting the desktool. Then you drop the file onto the device containing the inserted removable media. The file is preselected in the open selection window. Start the write operation by clicking on the 'Apply' pushbutton. The write operation is logged in the same window.

7.7 Configuring the working environment for the local host

You work on your desktop with applications that you can start both on your local host and on remote hosts. The local host is the system you log in to for your session. For example, you can use the user manager to set up a new user who can work only on the local host or who has global privileges, i.e. receives a work area on remote hosts in the network as well. In this section you will find an explanation of how to modify behavior for mouse actions, define fonts for window controls, change the date and time as well as its format and save your desktop configuration when you terminate your session.

7.7.1 Setting the time interval for double clicks

<p>Mouse enables you to change the behavior of the mouse. You can, for example, change the button bindings for left-handed users.</p>		
<p>Double-clicking opens the 'Mouse Configuration' window.</p>	<p>Dragging and dropping an object has no effect.</p>	

Double-clicking with a mouse button means clicking the button twice in rapid succession. You can specify the time interval that distinguishes between slow and fast clicks using the 'Mouse' desktool.

You use a scale in the 'Mouse Configuration' window to set the time interval. The value you set is the length of the interval in tenths of seconds.

Confirm the new value you have specified for the time interval between two clicks with the 'Ok' or 'Apply' pushbutton. A dialog box is displayed if the settings cannot be applied by the desktool immediately.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.7.2 Activating a window by moving the pointer

<p>Window Manager enables you to modify window manager attributes. You can, for example, specify whether an icon box is to be created.</p>		
<p>Double-clicking opens the 'Window Manager Configuration' window.</p>	<p>Dragging and dropping an object has no effect.</p>	

You can use this desktool to define the mouse action that activates a window, among other things. Only the active window can receive keyboard input. You can specify whether you must click on a window explicitly or whether it is sufficient to move the pointer onto the window. You activate a window in the original configuration by clicking on it.

Once you have called the 'Window Manager' desktool, you define the desired behavior by setting the corresponding radio button.

If you wish to change the behavior of the window manager, confirm your setting. A dialog box informs you that the modifications made will not take effect until the window manager has been restarted.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.7.3 Changing the fonts in windows

Color & Font allows you to change the colors and fonts in windows.		
Double-clicking opens the 'Color & Font' window.	Dragging and dropping an object has no effect.	

You use this desktool to change the appearance of a window on your screen. You change the fonts in a window by selecting a different font family, in which a number of fonts for different areas of the window are grouped together.

A configuration that has been modified with this desktool does not affect the current state of the desktop. Therefore, the 'Color & Font' window includes a display area in which the effect of your current selection is demonstrated. This allows you to see which parts of the window are affected by your selection.

Compare the listed font families by clicking on the items in the list. You confirm your selection using the pushbuttons at the bottom of the window.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.7.4 Setting the date and time

Date & Time enables you to display the date, time and time zone settings on the local host. If you are the system administrator, you can also change the settings.		
Double-clicking	Dragging and	

<p>Opens the 'Date & Time' window.</p>	<p>dropping an object has no effect.</p>	 <p>Date & Time</p>
--	---	--

This desktool enables you to display the date, time and time zone settings used, for example, when you display the 'Clock' desktool on your system. The position of the button beneath the list box tells you whether the selected setting takes daylight savings time into account.

You must have system administrator privileges to change these settings. Otherwise you will be prompted to enter a password when you try to access the desktool. You cannot make any changes unless you know the password.

7.7.5 Configuring a country-specific user environment

<p align="center">National</p> <p>enables you to customize the country-specific aspects of your user environment. For example, you can select the language and customize the display of information such as the date, time and currency to suit your individual needs.</p>		
<p>Double-clicking opens the 'National' window.</p>	<p>Dragging and dropping an object has no effect.</p>	 <p>National Environment</p>

You can use this desktool to change the environment variables of your user interface. First, you must determine whether you want the changes to apply only to a specific user or to the entire system. To make system-wide changes, you must have system administrator privileges. Otherwise the system will prompt you to enter a password; you cannot make any system-wide changes unless you know this password.

Click on the 'Language' pushbutton to display the available language variants. After selecting a language variant, you can make all additional formats dependant on this general language setting. If you do not want to do this, you can manipulate the individual formats manually.

The individual settings include sorting order, currency format, date and time format, character class and numerical format. The various menus corresponding to the option buttons list the possible language variants.

For more details, refer to the help texts and the section entitled "National Environment - NLS (Native Language System)" in the SINIX Commands Reference Manual, Volume 1.

7.7.6 Auto-starting an application at the beginning of a session

<p align="center">Auto-Start</p> <p>enables you to start selected applications automatically at the beginning of each session. For example, you can</p>
--

<p>automatically display a clock when you start working with the desktop.</p>		
<p>Double-clicking opens the 'Auto-Start' toolbox</p>	<p>Dragging and dropping an object starts the corresponding application at the beginning of each subsequent session.</p>	

The section "The 'Auto-Start' toolbox" contains a detailed description of how to copy the desktools to the special 'Auto-Start' toolbox and then execute these applications automatically from the desktop at the beginning of each subsequent session.

Note:

This object is not available if you are working in a session in the Common Desktop Environment.

7.7.7 Saving the current desktop configuration upon termination

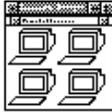
<p>Preferences enables you to change certain attributes of the desktop. You can, for example, specify the size of the icons or change the drag attributes.</p>		
<p>Double-clicking opens the 'Preferences' window.</p>	<p>Dragging and dropping an object has no effect.</p>	

In the original configuration, you are asked whether you wish to save the current desktop configuration before you terminate your session. You can use the 'Preferences' desktool to either suppress this query or to specify that the desktop is to always be saved or never be saved at the end of a session. Your selection also applies to all other object managers. In the 'Preferences' window you can select and confirm one of the values offered on the options menu.

7.8 Configuring your working environment for remote hosts

When you configure a remote host, a distinction is made between users and system administrators.

All users can configure their own working environment for remote hosts by starting the appropriate desktools on the remote host involved. The system administrator can use the desktools provided for managing users, hosts, X terminals and font services to modify the existing configuration and thus the working environment for users on the local and remote hosts.

<p>Host Manager provides you with an overview of hosts and host networks as well as information on such topics as availability, network integration and the system type used. To perform administrative tasks, you require system administrator privileges. The host manager can also be started on remote hosts.</p>		
<p>Double-clicking opens a window in which the hosts are displayed in the form of icons.</p>	<p>Dragging and dropping an object has no effect.</p>	 <p>Host Manager kerstin@qm2chat</p>

<p>X Terminal Administration provides you with access to X terminal administration. You start the desktool via the menu items on the pop-up menu. To perform administrative tasks, you need system administrator privileges.</p>		
<p>Double-clicking opens a help window containing help on the desktool.</p>	<p>Dragging and dropping an object has no effect.</p>	 <p>X Terminal Administration</p>

<p>Font Service provides you with access facilities for administering, installing and making available fonts for one or more hosts. To perform administrative tasks, you need system administrator privileges.</p>		
<p>Double-clicking</p>	<p>Dragging and</p>	

<p>opens the font server administration window.</p>	<p>dropping an object has no effect.</p>	
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Several desktools provide you with a convenient means of working on remote hosts. You can recognize these desktools on the desktop by the fact the icon label is made up of the login name and the host name of the system for which they have been configured. Provided you have not made any changes, all the desktools are configured for your login name on the local host.

This section provides you with information on granting access to a remote host, configuring the 'File Manager' and 'Printer' desktools for this host and printing files located on the local host on a remote printer.

Note:

If you want to work with desktools located on remote hosts,

- SINIX/windows User Environment V2.0 or a later version must be installed on the remote host,
- a user account must be set up for you on the remote host. The login name does not have to be identical to your login name on the local system.

7.8.1 Granting access to remote hosts via terminal emulators

<p style="text-align: center;">Emulator enables you to work with the operating system via a terminal emulator. This desktool can also be started on remote hosts.</p>		
<p>Double-clicking opens the 'Shell' window.</p>	<p>Dragging and dropping an object has no effect.</p>	

If you wish to start an application program located on a remote host from your local system, you must make your local login name known on the remote host. This information must be stored in a special file on the remote host.

Call the 'Emulator' desktool. Log in to the remote host. Create a `.rhosts` file in the home directory of this login name and enter a line with the following syntax in this file:

localHost localLoginName

Save the file. You can now start applications located on the remote host from your local host.

7.8.2 Managing files and directories on remote hosts

You are now going to configure and call a file manager for a remote host. You can use the

host manager to obtain an overview of the remote hosts known to your local host. Open the desktools catalog and drag the file manager icon onto the desktop. The pop-up menu of this desktool contains items relating to configuration. Select 'Define host...' from the pop-up menu. Enter the name of the remote host in the dialog box that is subsequently displayed. You can enter the name at the keyboard or with the help of the host manager, dragging the icon representing the remote host from the host manager's window and dropping it onto the text box. Once you have confirmed your input, the dialog box is closed. The file manager's icon label now contains the name of the remote host.

Now assign the file manager the name of the user, i.e. your login name, on the remote host in the same way.

Then select 'Authorize' from the pop-up menu. This gives the remote file manager permission to open a window on your screen and accept input from the mouse and keyboard. A dialog box informs you whether authorization was successful or not.

Note:

For reasons of security, authorization is only valid until the end of your current session. When you log in to the system again, you must authorize desktools configured for remote hosts again.

Now start the remote file manager. The remote file manager then displays the contents of the directory you select.

7.8.3 Accessing a remote printer

You are now going to configure the 'Printer' desktool for a remote host on your desktop. This enables you to print files located on your local system on the remote printer. Open the desktools catalog and drag the printer icon onto the desktop. Assign the 'Printer' desktool the name of the remote host and your login name on that host. Then authorize the remote 'Printer'.

You can now drag a file from the window of the local file manager and drop it onto the remote 'Printer'. This initiates the printing of this file on the remote printer. Dragging and dropping also enables you to print a file located on the remote host on the local 'Printer'.

7.9 Saving the current configuration

You can save the current configuration of the desktop and the configuration of the windows of other object managers. You can at any time save the configuration of an individual object manager. It is also possible for you to specify whether the current configuration of all object managers is to be saved at the end of a session.

7.9.1 Saving the current configuration immediately

Select 'Save' from the 'File' menu.

A message box is displayed. As soon as you confirm the information displayed in the message box, the current configuration is saved.

7.9.2 Saving upon exit

You can use the 'Preferences' desktool to specify whether the current configuration is always saved at the end of a session, is never saved or is only saved when you specify so explicitly.

7.10 Shutting down the local host

<p>Shutdown enables the system administrator to shut down and restart the local host.</p>		
<p>Double-clicking opens the 'Shutdown' window.</p>	<p>Dragging and dropping an object has no effect.</p>	

If you do not have system administrator privileges, the system will prompt you to enter the system administrator password in the 'Shutdown' window. You cannot shut down or restart the host unless you know this password.

Furthermore, you can use a pop-up menu to define the status and display a grace-period scale which shows the amount of time remaining between pressing the 'Start' pushbutton and the beginning of system shutdown. You can close any applications that are still running during this period.

8 Related publications

SINIX/windows

Documentation Overview

SINIX/windows User Environment

Guide for Experts and System Administrators
(SINIX Desktop)

SINIX/windows User Environment

Clients Reference Manual
(SINIX Desktop)

SINIX/windows User Environment

XDCL Desktop Configuration Language
(SINIX Desktop)
Reference Manual

SINIX/windows User Environment

Desktop Kornshell User's Guide
(Common Desktop Environment)

SINIX/windows User Environment

User's Guide
(Common Desktop Environment)

SINIX/windows User Environment

TED Enhancements
(Common Desktop Environment)

SINIX/windows User Environment

Advanced User and System Administrator Guide
(Common Desktop Environment)

SINIX/windows Development

Product Overview

SINIX/windows Development

OSF/Motif
Style Guide Release 1.2

SINIX/windows Development

OSF/Motif
Programmer's Reference, Release 1.2

SINIX/windows Development

OSF/Motif
Programmer's Guide, Release 1.2

SINIX/windows Development

OSF/Motif
X Server Reference Manual

SINIX/windows Development
X Window System, Xt Toolkit Intrinsic
Reference Manual

SINIX/windows Development
X Window System X11, Xlib
Programming Manual

SINIX/windows Development
X Window System, Xlib
Reference Manual

SINIX/windows Development
X Window System X11 Rel.5 (SINIX), X Input Extension
Programmer's Reference

SINIX/windows Development
X Window System, X Protocol
Reference Manual

SINIX/windows Development
Widget Set
Programmer's Reference

SINIX/windows Development
Programmer's Guide
(Common Desktop Environment)

SINIX/windows Development
Programmer's Overview
(Common Desktop Environment)

SINIX/windows Development
Application Builder User's Guide
(Common Desktop Environment)

SINIX/windows Development
Help System Author's and Programmer's Guide
(Common Desktop Environment)

SINIX/windows Development
Internationalization Programmer's Guide
(Common Desktop Environment)

SINIX/windows Development
Style Guide and Certification Checklist
(Common Desktop Environment)

SINIX/windows Development

Tooltalk Messaging Overview
(Common Desktop Environment)

SINIX/windows Development

Tooltalk Programmer's Guide
(Common Desktop Environment)

Ordering manuals

The manuals listed above and the corresponding order numbers can be found in the Siemens Nixdorf *List of Publications*. New publications are described in the *Druckschriften Neuerscheinungen (New Publications)*.

You can arrange to have both of these sent to you regularly by having your name placed on the appropriate mailing list. Please apply to your local office, where you can also order the manuals.

Glossary

A **accelerator**

A key sequence with which you can quickly access interface elements. If, for example, an accelerator has been defined for a menu item, you can activate that item by pressing the key sequence, without having to display the menu. The accelerators are displayed next to the menu item.

active window

The window which currently has input focus. Only an active window can receive input from the keyboard. Only one window may be active at a time. An active window is distinguished from non-active windows by the color of its window frame and by a change in the shape of the text or selection cursor. You make a window active by either clicking on one of its components or by moving the pointer onto the window, depending on the configuration.

B **bitmap**

A bitmap is a pixmap with a depth of 1. Bitmaps can, for example, be used for icons, the pointer, background or foreground patterns.

C **cascade menu**

A menu item that provides access to a submenu. The submenu is displayed next to the corresponding menu item.

check button

A button that can have two states. It represents one of a group of options, any number of which may be selected.

click

Pressing and releasing the mouse button once.

client

An application that exchanges data with the X server. The client and the X server can be running on different computers. A client sets up a connection to the X server and prompts the X server to perform a certain task, for example, display a window. The X server directs user input to the client, for example, the fact that the user has clicked on a pushbutton in the client's work area. Some clients do not require a window, for example if they only set attributes of the X server and do not expect any input or output on the screen.

D **deselect**

Cancel a selection, for example, of items in a list box or of icons.

desktool

A desktool is an application that can be called via its icon on the desktop. Desktool icons are provided by the desktop manager.

dialog box

A window requesting, or giving, information, or requiring you to select from a number of

possible choices.

directory window

The work area of a directory window is used to display the contents of a directory in the form of icons.

display

The graphical input/output device. A display consists of one or more screens, a keyboard and a pointing device, e.g. a mouse. An X server controls exactly one display. The X server, for example, interprets a client's request to display a window or pass input from the mouse or keyboard to the client. Several clients can output to one and the same display simultaneously, allowing the user to work with several applications in parallel.

double-click

Pressing and releasing a mouse button twice in rapid succession. An action can be defined for a control, e.g. a pushbutton or icon, that is invoked when a double-click is performed.

drag

Pressing and holding down a mouse button and then moving the mouse in order to move an object on the interface, change the size of a window or move the pointer through the items on an open menu.

drag and drop

Pressing the mouse button <BTransfer> while pointing to an object, moving the object to a new position and then releasing the mouse button. The action invoked by this operation depends on the object which is dropped and the place it is dropped on.

F font

A font groups together alphanumeric characters, special characters or graphics elements (e.g. for the pointer) under a single name, the font name. Fonts are supplied by the X server.

G graphical user interface

Makes it possible to interact with a computer by means of images. Graphical applications use elements taken from everyday life, which are therefore easily understood by the user. Communication with the computer takes place primarily by manipulating graphical objects. The input of commands via the keyboard is secondary.

gray out

Graying out is a technique used to indicate that something cannot be used in the present context. In the standard configuration, the components of a window that cannot currently be accessed are grayed out. These could be, for example, menu items that initiate an action that would make no sense in the current context.

H help system

The help system provides access to action- and task-oriented information that can be displayed on the screen. The help system provides its own windows in which the information can be accessed as help texts.

I icon

A small graphical representation of an object that can be used to access the functionality of that object. An icon comprises an icon image and an icon label. Icons that are managed by the window manager represent active applications. Object manager icons represent the associated objects, for example desktools or files and directories. An icon can provide a pop-up menu that is opened when the mouse button <BMenu> is pressed with the pointer positioned on the icon.

icon box

The icon box is a window in which the window manager displays the icons of the clients started for the display. Minimized windows are displayed in the icon box in 3-D, opened window are displayed two-dimensionally.

input focus

The input focus determines which window receives input from the keyboard. An active window has the input focus.

M manual page

Manual pages ('man' pages) are a collection of files which contain the reference sections of the documentation of a product and which can be displayed on the screen.

maximize

To expand a window until it fills the entire screen. Some windows can only be expanded to a certain size.

maximize button

The button in the right corner of the title bar of a window. When you press the maximize button, the window is expanded to fill the entire screen. If you press the maximize button in a window that has already been maximized, it returns to its original size.

menu

A rectangular area containing a list of menu items. Selecting an item from a menu invokes the action defined for the menu item.

menu bar

A rectangular area below the title bar of a window. The menu bar contains the names of the pull-down menus provided by the client for this window.

message box

A dialog box that contains a warning or an error message.

minimize

Reduce a window to an icon.

minimize button

The button in the upper right corner of the title bar, next to the maximize button. When you press the minimize button, the window is reduced to an icon.

mnemonic

The mnemonic of a menu item is a single letter of the alphabet that appears in the menu item. It identifies this menu item uniquely within the whole menu. The mnemonic for a menu item is underlined. You can use the mnemonic to select a menu item from an open menu.

mouse

A pointing device which you can use to move the pointer freely around the screen. In SINIX/windows, you may use either a two-button or three-button mouse.

mouse button

A key on a mouse. There are physical and virtual mouse buttons. Physical mouse buttons designate the actual arrangement of the buttons on the mouse, e.g. left mouse button or mouse button 1; virtual mouse buttons designate the function that they perform, e.g. the mouse button <BSelect> is used to select icons. The bindings between physical and virtual mouse buttons can be freely configured, e.g. they can be changed for left-handed users.

mouse cursor

See "pointer".

O object

An element which the user can see and manipulate on the graphical user interface, e.g. files, desktools or text. As a rule, objects are represented as icons that the user can operate with the mouse.

object manager

A client that makes objects available in a window. An object manager can manage different types of objects, e.g. files and directories. The desktop manager, file manager and mail manager are examples of object managers.

P pixmap

A pixmap is a definition of color values that can be interpreted as a two-dimensional arrangement of pixels. A pixel is the smallest element of a screen that can be defined. Each pixel in a pixmap has the same number of bits, e.g. n bits. The pixmap is then said to have a depth of n. The greater the number of bits provided for defining the pixmap, the greater the number of colors that can be represented. Pixmap can be used for icons and for background or foreground patterns, for example.

point

Position the pointer at a particular point in a window.

pointer

The graphical symbol representing the mouse on the screen. The pointer tracks the movement of the mouse on the screen. The mouse can change shape depending on its position and the context in which it is displayed. Also known as a mouse cursor.

pointing device

A device such as a mouse or graphics tablet that can be used to move the mouse freely around the screen.

pop-up menu

A menu that is associated with a control and which cannot be accessed via the menu bar or menu name. It is displayed whenever a certain action is performed on the object for which it has been defined. The root window menu is an example of a pop-up menu; it pops up when the mouse button <BMenu> is pressed in the root window.

press

Pressing and holding down a mouse button.

primary window

A window that is generated when a client is called. All other windows opened from a primary window are known as secondary windows.

pull-down menu

A menu whose menu items are not displayed until the menu name is pressed in the menu bar.

pushbutton

A rectangular area within a window, delimited by a 3-D shadow, with which an action can be initiated when the pushbutton is pressed. A pushbutton has a label consisting of an image or text describing the action.

R radio button

A button that has two states. It represents one of a group of mutually exclusive options.

resource

You use resources to customize your user interface. You can use resources to influence the appearance, size, position, color and pattern of windows, 3-D shadows, window fonts and input processing.

root window

The window that provides the background on a screen and upon which all other windows are arranged. The root window is generated by the X server. It is not managed by the window manager and therefore does not have a window frame.

S scroll bar

A bar which lets you move through the contents of a window or list, for example, horizontally or vertically. The functional parts of the scroll bar are the slider and the arrow buttons. The area that can be made visible with the aid of a scroll bar depends on the size of the buffer.

secondary window

A window that is opened from a primary window.

select

Choosing one or more objects for processing. The selected objects are marked in some way, e.g. their labels are displayed in reverse video.

selection cursor

A graphical symbol indicating the position at which an object can be selected or deselected using the keyboard.

selection dialog box

A dialog box containing a list of items you can select, such as a list of file names, a list of printers available in the network or a list of font or color names.

shell access

Permission to work at SINIX command level.

stacking order

The order in which the windows on the screen are arranged. The uppermost window is visible in its entirety. It obscures the other windows partially or totally. You can change the stacking order by moving a window to the bottom or top of the stack.

T **text cursor**

A graphical symbol indicating the position at which text can be entered. The text cursor may change shape, depending on its position and the context in which it is displayed.

text box

An area in a dialog box for entering text.

title bar

The rectangular area at the top of a window that contains the window menu button, the title area (in which the name of the window is displayed) and the minimize and maximize buttons. The title bar can be used to move the window.

toolbox

An area on the desktop where the desktop manager makes desktools available. Toolboxes can also contain other toolboxes.

W **window**

A window is a rectangular area on a screen that the window manager, mwm, surrounds with a frame. Each window has its own input and output functionality.

window manager

The window manager, mwm, is a client that manages the primary and secondary windows of a display. It makes it possible to resize or reposition a window, minimize or maximize a window, change the stacking order and perform other similar operations. The window manager does not, however, have any influence on the work area of a client. The work area of a client is managed exclusively by the client itself.

window menu

A pull-down menu containing the menu items for managing a window, e.g. for moving it, minimizing or maximizing it or closing it. The window menu is displayed when you press the window menu button.

window menu button

The button in the upper left corner of the window. The window menu is displayed when you press the window menu button.

work area

The area of a window managed by the client that generated the window. The work area can comprise a number of controls. The window frame does not belong to the work area and is managed by the window manager.

X X server

An X server is a program that controls a display and all the connections between the display and clients. Because the X server controls only one display, the term "display" is often used as a synonym for the X server. The X server provides the window mechanism, directs graphics request from clients to the correct window on the correct screen and passes user input to the client managing the currently active window. The X server functions only in response to client requests.

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