

**NAME**

XtGetApplicationResources, XtVaGetApplicationResources – obtain application resources

**SYNTAX**

```
void XtGetApplicationResources(Widget w, XtPointer base, XtResourceList resources, Cardinal num_re-  
sources, ArgList args, Cardinal num_args);
```

```
void XtVaGetApplicationResources(Widget w, XtPointer base, XtResourceList resources, Cardinal  
num_resources, ...);
```

**ARGUMENTS**

<i>args</i>	Specifies the argument list to override resources obtained from the resource database.
<i>base</i>	Specifies the base address of the subpart data structure where the resources should be written.
<i>num_args</i>	Specifies the number of arguments in the argument list.
<i>num_resources</i>	Specifies the number of resources in the resource list.
<i>resources</i>	Specifies the resource list for the subpart.
<i>w</i>	Specifies the widget that wants resources for a subpart or that identifies the resource database to search.
...	Specifies the variable arguments to override resources obtained from the resource database.

**DESCRIPTION**

The **XtGetApplicationResources** function first uses the passed widget, which is usually an application shell, to construct a resource name and class list. Then, it retrieves the resources from the argument list, the resource database, or the resource list default values. After adding base to each address, **XtGetApplicationResources** copies the resources into the address given in the resource list. If *args* is NULL, *num\_args* must be zero. However, if *num\_args* is zero, the argument list is not referenced. The portable way to specify application resources is to declare them as members of a structure and pass the address of the structure as the base argument.

**SEE ALSO**

*X Toolkit Intrinsics – C Language Interface*  
*Xlib – C Language X Interface*