

**NAME**

XtCreateWindow – window creation convenience function

**SYNTAX**

```
void XtCreateWindow(Widget w, unsigned int window_class, Visual *visual, XtValueMask value_mask,
                    XSetWindowAttributes *attributes);
```

**ARGUMENTS**

<i>attributes</i>	Specifies the window attributes to use in the <b>XCreateWindow</b> call.
<i>value_mask</i>	Specifies which attribute fields to use.
<i>visual</i>	Specifies the visual type (usually <b>CopyFromParent</b> ).
<i>w</i>	Specifies the widget that is used to set the x,y coordinates and so on.
<i>window_class</i>	Specifies the Xlib window class (for example, <b>InputOutput</b> , <b>InputOnly</b> , or <b>CopyFromParent</b> ).

**DESCRIPTION**

The **XtCreateWindow** function calls the Xlib **XCreateWindow** function with values from the widget structure and the passed parameters. Then, it assigns the created window to the widget's window field.

**XtCreateWindow** evaluates the following fields of the **Core** widget structure:

- depth
- screen
- parent -> core.window
- x
- y
- width
- height
- border\_width

**SEE ALSO**

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*