

**NAME**

xlogo - X Window System logo

**SYNOPSIS**

**xlogo** [*-toolkitoption* ...]

**DESCRIPTION**

The *xlogo* program displays the X Window System logo.

**OPTIONS**

*Xlogo* accepts all of the standard X Toolkit command line options, as well as the following:

- render** This option indicates that the logo should be drawn with anti-aliased edges using the RENDER extension.
- sharp** If **-render** is also specified, this forces the edges to be rendered in sharp mode, (ie. 1-bit alpha channel).
- shape** This option indicates that the logo window should be shaped rather than rectangular.

**RESOURCES**

The default width and the default height are each 100 pixels. This program uses the *Logo* widget in the Athena widget set. It understands all of the Simple widget resource names and classes as well as:

**foreground** (class **Foreground**)

Specifies the color for the logo. The default is depends on whether *reverseVideo* is specified. If *reverseVideo* is specified the default is *XtDefaultForeground*, otherwise the default is *XtDefaultBackground*.

**shapeWindow** (class **ShapeWindow**)

Specifies that the window is shaped to the X logo. The default is False.

**WIDGETS**

In order to specify resources, it is useful to know the hierarchy of the widgets which compose *xlogo*. In the notation below, indentation indicates hierarchical structure. The widget class name is given first, followed by the widget instance name.

```
XLogo  xlogo
      Logo  xlogo
```

**ENVIRONMENT****DISPLAY**

to get the default host and display number.

**XENVIRONMENT**

to get the name of a resource file that overrides the global resources stored in the RESOURCE\_MANAGER property.

**FILES**

*/etc/X11/app-defaults/XLogo*  
specifies required resources

**SEE ALSO**

X(7), xrdp(1)

**AUTHORS**

Ollie Jones of Apollo Computer and Jim Fulton of the MIT X Consortium wrote the logo graphics routine, based on a graphic design by Danny Chong and Ross Chapman of Apollo Computer.