

**NAME**

XtRealizeWidget, XtIsRealized, XtUnrealizeWidget – realize and unrealize widgets

**SYNTAX**

```
#include <X11/Intrinsic.h>

void XtRealizeWidget(Widget w);

Boolean XtIsRealized(Widget w);

void XtUnrealizeWidget(Widget w);
```

**ARGUMENTS**

*w*                      Specifies the widget.

**DESCRIPTION**

If the widget is already realized, **XtRealizeWidget** simply returns. Otherwise, it performs the following:

- Binds all action names in the widget's translation table to procedures (see Section 10.1.2).
- Makes a post-order traversal of the widget tree rooted at the specified widget and calls the `change_managed` procedure of each composite widget that has one or more managed children.
- Constructs an **XSetWindowAttributes** structure filled in with information derived from the **Core** widget fields and calls the realize procedure for the widget, which adds any widget-specific attributes and creates the X window.
- If the widget is not a subclass of **compositeWidgetClass**, **XtRealizeWidget** returns; otherwise, it continues and performs the following:
  - Descends recursively to each of the widget's managed children and calls the realize procedures. Primitive widgets that instantiate children are responsible for realizing those children themselves.
  - Maps all of the managed children windows that have `mapped_when_managed` **True**. (If a widget is managed but `mapped_when_managed` is **False**, the widget is allocated visual space but is not displayed. Some people seem to like this to indicate certain states.)

If the widget is a top-level shell widget (that is, it has no parent), and `mapped_when_managed` is **True**, **XtRealizeWidget** maps the widget window.

The **XtIsRealized** function returns **True** if the widget has been realized, that is, if the widget has a nonzero X window ID.

Some widget procedures (for example, `set_values`) might wish to operate differently after the widget has been realized.

The **XtUnrealizeWidget** function destroys the windows of an existing widget and all of its children (recursively down the widget tree). To recreate the windows at a later time, call **XtRealizeWidget** again. If the widget was managed, it will be unmanaged automatically before its window is freed.

**SEE ALSO**

XtManageChildren(3)  
*X Toolkit Intrinsics – C Language Interface*  
*Xlib – C Language X Interface*