

**NAME**

XtAppCreateShell, XtVaAppCreateShell – create top-level widget instance

**SYNTAX**

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

```
Widget XtAppCreateShell(const char *application_name, const char *application_class, WidgetClass widget_class, Display *display, ArgList args, Cardinal num_args);
```

```
Widget XtVaAppCreateShell(const char * application_name, const char * application_class, WidgetClass widget_class, Display *display, ...);
```

**ARGUMENTS**

*application\_name*

Specifies the name of the application instance.

*application\_class*

Specifies the class name of this application, which usually is the generic name for all instances of this application.

*widget\_class*

Specifies the widget class that the application top-level widget should be.

*display*

Specifies the display from which to get the resources.

*args*

Specifies the argument list from which to get the resources.

*num\_args*

Specifies the number of arguments in the argument list.

...

Specifies the variable argument list from which to get the resources.

**DESCRIPTION**

The **XtAppCreateShell** function saves the specified application name and application class for qualifying all widget resource specifiers. The application name and application class are used as the left-most components in all widget resource names for this application. **XtAppCreateShell** should be used to create a new logical application within a program or to create a shell on another display. In the first case, it allows the specification of a new root in the resource hierarchy. In the second case, it uses the resource database associated with the other display.

Note that the widget returned by **XtAppCreateShell** has the WM\_COMMAND property set for session managers (see Chapter 4).

**SEE ALSO**

XtCreateWidget(3)

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*