

**NAME**

XtCreatePopupShell, XtVaCreatePopupShell – create a popup shell

**SYNTAX**

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

```
Widget XtCreatePopupShell(const char *name, WidgetClass widget_class, Widget parent, ArgList args,  
                          Cardinal num_args);
```

```
Widget XtVaCreatePopupShell(const char *name, WidgetClass widget_class, Widget parent, ...);
```

**ARGUMENTS**

<i>args</i>	Specifies the argument list to override the resource defaults.
<i>name</i>	Specifies the text name for the created shell widget.
<i>num_args</i>	Specifies the number of arguments in the argument list.
<i>parent</i>	Specifies the parent widget.
<i>widget_class</i>	Specifies the widget class pointer for the created shell widget.
...	Specifies the variable argument list to override the resource defaults.

**DESCRIPTION**

The **XtCreatePopupShell** function ensures that the specified class is a subclass of **Shell** and, rather than using `insert_child` to attach the widget to the parent's children list, attaches the shell to the parent's pop-ups list directly.

A spring-loaded pop-up invoked from a translation table already must exist at the time that the translation is invoked, so the translation manager can find the shell by name. Pop-ups invoked in other ways can be created “on-the-fly” when the pop-up actually is needed. This delayed creation of the shell is particularly useful when you pop up an unspecified number of pop-ups. You can look to see if an appropriate unused shell (that is, not currently popped up) exists and create a new shell if needed.

**SEE ALSO**

XtCreateWidget(3), XtPopdown(3), XtPopup(3)

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*