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 proce-dures. 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 wid-get 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 (recur-sively 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