

**NAME**

XtPopdown, XtCallbackPopdown – unmap a pop-up

**SYNTAX**

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

```
void XtPopdown(Widget popup_shell);
```

```
void XtCallbackPopdown(Widget w, XtPointer client_data, XtPointer call_data);
```

**ACTIONS**

```
void XtMenuPopdown(String shell_name);
```

**ARGUMENTS**

<i>call_data</i>	Specifies the callback data, which is not used by this procedure.
<i>client_data</i>	Specifies a pointer to the <b>XtPopdownID</b> structure.
<i>popup_shell</i>	Specifies the widget shell to pop down.
<i>shell_name</i>	Specifies the name of the widget shell to pop down.
<i>w</i>	Specifies the widget.

**DESCRIPTION**

The **XtPopdown** function performs the following:

- Calls **XtCheckSubclass** to ensure *popup\_shell* is a subclass of **Shell**.
- Checks that *popup\_shell* is currently popped\_up; otherwise, it generates an error.
- Unmaps *popup\_shell*'s window.
- If *popup\_shell*'s *grab\_kind* is either **XtGrabNonexclusive** or **XtGrabExclusive**, it calls **XtRemoveGrab**.
- Sets pop-up shell's popped\_up field to **False**.
- Calls the callback procedures on the shell's popdown\_callback list.

The **XtCallbackPopdown** function casts the client data parameter to an **XtPopdownID** pointer:

```
typedef struct {
    Widget shell_widget;
    Widget enable_widget;
} XtPopdownIDRec, *XtPopdownID;
```

The *shell\_widget* is the pop-up shell to pop down, and the *enable\_widget* is the widget that was used to pop it up.

**XtCallbackPopdown** calls **XtPopdown** with the specified *shell\_widget* and then calls **XtSetSensitive** to resensitize the *enable\_widget*.

If a shell name is not given, **XtMenuPopdown** calls **XtPopdown** with the widget for which the translation is specified. If a *shell\_name* is specified in the translation table, **XtMenuPopdown** tries to find the shell by looking up the widget tree starting at the parent of the widget in which it is invoked. If it finds a shell with the specified name in the pop-up children of that parent, it pops down the shell; otherwise, it moves up the parent chain as needed. If **XtMenuPopdown** gets to the application top-level shell widget and cannot find a matching shell, it generates an error.

**SEE ALSO**

XtCreatePopupShell(3), XtPopup(3)  
*X Toolkit Intrinsics – C Language Interface*  
*Xlib – C Language X Interface*