

font	The default font for text inserted into the widget.
fg	The color used for text (and bitmaps) within the widget. You can change the color for tagged regions; this option is just the default.
height	Window height.
relief	Normally, a top-level window will have no 3-d borders around it. To get a shaded border, set the bd option larger than its default value of zero, and set the relief option to one of the constants.
width	The desired width of the window.

Methods

Toplevel objects have these methods:

Methods and Description
deiconify() Displays the window, after using either the iconify or the withdraw methods.
frame() Returns a system-specific window identifier.
group(window) Adds the window to the window group administered by the given window.
iconify() Turns the window into an icon, without destroying it.
protocol(name, function) Registers a function as a callback which will be called for the given protocol.
iconify() Turns the window into an icon, without destroying it.