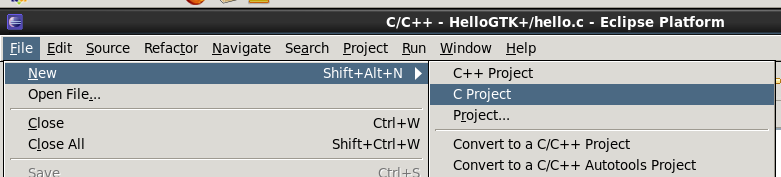
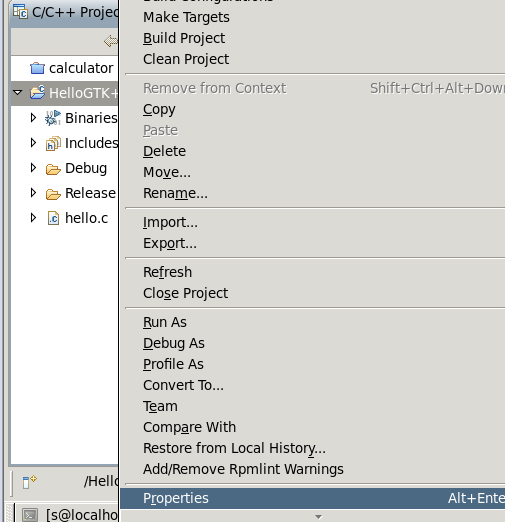
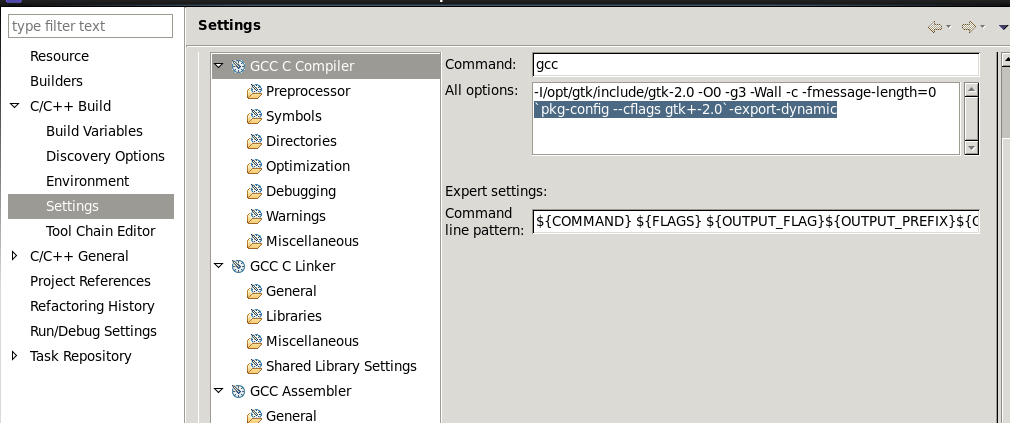
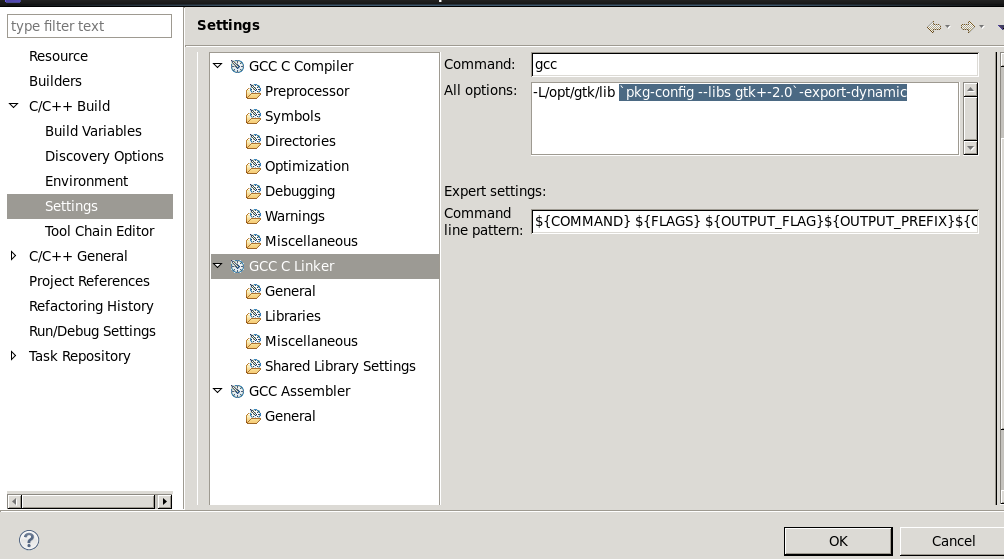
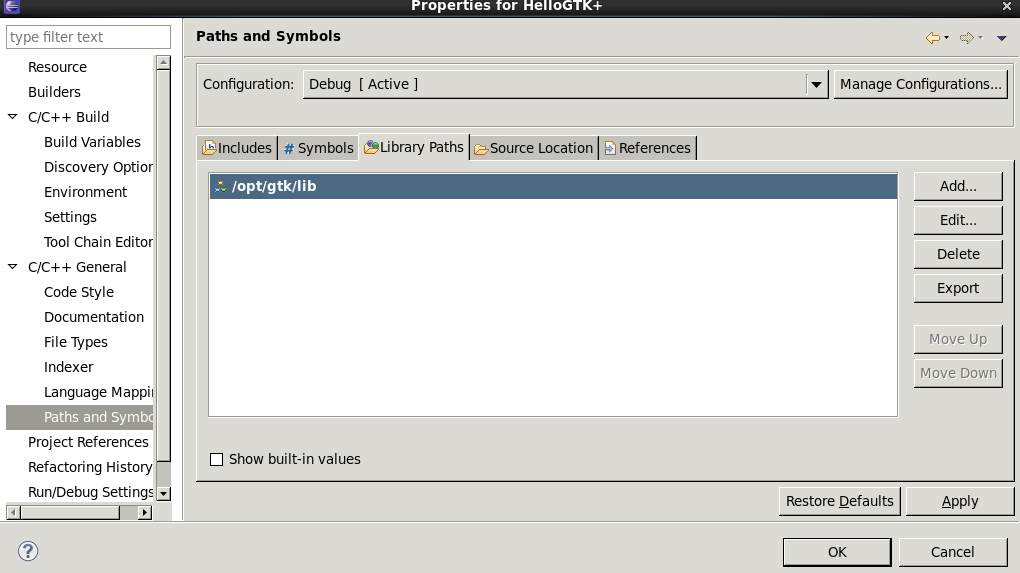
环境配置要点如以下图片所示。文中出现的/opt/gtk应修改该为你系统中gtk安装目录，可用pkg-config --cflags gtk+-2.0及pkg-config --libs gtk+-2.0查看你系统中对应的头文件目录及库目录。

1. 
2. 
3. 
4. 
5. 

代码中的构件名字应和glade文件中的构件名字一致，如文中“window1”。工程代码内容：

**#include**<gtk/gtk.h>

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**#define** w\_(builder,type,name) name=GTK\_**##**type(gtk\_builder\_get\_object(builder,#name))

GtkWindow \*window1;

//GtkEntry \*entry1;

//GtkButton \*l;

//GtkButton \*button7;

**voidcal\_get\_widgets**(GtkBuilder\* gb)

{

w\_(gb,WINDOW,window1);

// w\_(gb,ENTRY,entry1);

// w\_(gb,BUTTON,button1);

// w\_(gb,BUTTON,button7);

}

GtkBuilder\* **gtk\_load\_glade**(gchar\* filename)

{

GtkBuilder \*gb;

gb = **gtk\_builder\_new**();

**if**(!**gtk\_builder\_add\_from\_file**(gb,filename,NULL))

**return** NULL;

**gtk\_builder\_connect\_signals**(gb,NULL);

**return** gb;

}

**voidcal\_widget\_init**()

{

**if**(window1)

**printf**("yes\n");

**gtk\_widget\_show\_all**(GTK\_WIDGET(window1));

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**intmain**(**int** argc, **char**\* argv[])

{

GtkBuilder \*gb;

**gtk\_init**(&argc,&argv);

gb = gtk\_load\_glade("/home/s/Desktop/login.glade");//glade文件路径

**if**(gb == NULL)

**return** -1;

cal\_get\_widgets(gb);

// g\_signal\_connect(GTK\_BUTTON(button1),,G\_CALLBACK(on\_button1\_clicked),NULL);

// on\_entry1\_insert\_text(GTK\_ENTRY(entry1),"123");

// gtk\_entry\_set\_text(GTK\_ENTRY(entry1), 2);

cal\_widget\_init();

**gtk\_main**();

**return** 0;

}