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A Little About X — Writing Application Programs

 How to write a program with a GUI? Can make calls to X library functions directly — set up window(s), main processing loop to handle "events". (Example.)

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• Or can use a higher-level "widget set" (buttons, menus, etc.): Motif, GTK, etc. (Why several? Well, this is UNIX.)

Also try wxWidgets (cross-platform GUI library).

A Little About X — User Interface

 Separate "window manager" controls how user interacts with windows — how they're arranged on the screen, how the user moves them around, etc.
Examples include twm, fvwm, Window Maker. (Why several? You know.) switchdesk provides limited ability to change window manager. To tweak further, edit appropriate dot-something files in home directory.

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- In addition, can have a "desktop environment" that provides additional features. Examples include CDE (Sun), KDE, GNOME. Desktop environments provide something that looks more like Mac/Windows interface, but at a performance cost.
- A somewhat extreme view: "A window manager is a mechanism for managing xterms." (Similarly: "A mouse is a device for selecting xterms.")



• Can start a second X server on Linux machines via:

X :1 -query machine -once

Switch back and forth with control-alt-F7/F8.

- Lab machines set up now so that when you ssh -X to another machine and run an X-using application, it automagically displays on your screen.
 (Formerly, you had to set the DISPLAY environment variable and export it.)
- VNC (Virtual Network Computing) is another protocol for remote access. Try vncviewer.





