

NAME

XtGetApplicationResources, XtVaGetApplicationResources - obtain application resources

SYNTAX

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

```
void XtGetApplicationResources(Widget w, XtPointer base, XtResourceList resources, Cardinal  
    num_resources, ArgList args, Cardinal num_args);
```

```
void XtVaGetApplicationResources(Widget w, XtPointer base, XtResourceList resources, Cardinal  
    num_resources, ...);
```

ARGUMENTS

- | | |
|----------------------|---|
| <i>args</i> | Specifies the argument list to override resources obtained from the resource database. |
| <i>base</i> | Specifies the base address of the subpart data structure where the resources should be written. |
| <i>num_args</i> | Specifies the number of arguments in the argument list. |
| <i>num_resources</i> | Specifies the number of resources in the resource list. |
| <i>resources</i> | Specifies the resource list for the subpart. |
| <i>w</i> | Specifies the widget that wants resources for a subpart or that identifies the resource database to search. |
| ... | Specifies the variable arguments to override resources obtained from the resource database. |

DESCRIPTION

The **XtGetApplicationResources** function first uses the passed widget, which is usually an application shell, to construct a resource name and class list. Then, it retrieves the resources from the argument list, the resource database, or the resource list default values. After adding base to each address, **XtGetApplicationResources** copies the resources into the address given in the resource list. If args is NULL, num_args must be zero. However, if num_args is zero, the argument list is not referenced. The portable way to specify application resources is to declare them as members of a structure and pass the address of the structure as the base argument.

SEE ALSO

X Toolkit Intrinsic - C Language Interface
Xlib - C Language X Interface