NAME
  XtAppCreateShell, XtVaAppCreateShell - create top-level widget instance

SYNTAX
  #include <X11/Intrinsic.h>

  Widget XtAppCreateShell(const char *application_name, const char *application_class, WidgetClass
      widget_class, Display *display, ArgList args, Cardinal num_args);

  Widget XtVaAppCreateShell(const char * application_name, const char * application_class,
      WidgetClass widget_class, Display *display, ...);

ARGUMENTS
  application_name
              Specifies the name of the application instance.

  application_class
              Specifies the class name of this application, which usually is the generic name for all
              instances of this application.

  widget_class   Specifies the widget class that the application top-level widget should be.

  display   Specifies the display from which to get the resources.

  args   Specifies the argument list from which to get the resources.

  num_args   Specifies the number of arguments in the argument list.

  ...   Specifies the variable argument list from which to get the resources.

DESCRIPTION
  The **XtAppCreateShell** function saves the specified application name and application class for
  qualifying all widget resource specifiers. The application name and application class are used as the
  left-most components in all widget resource names for this application. **XtAppCreateShell** should be
  used to create a new logical application within a program or to create a shell on another display. In the
  first case, it allows the specification of a new root in the resource hierarchy. In the second case, it uses
  the resource database associated with the other display.

  Note that the widget returned by **XtAppCreateShell** has the WM_COMMAND property set for session
  managers (see Chapter 4).

SEE ALSO
XtCreateWidget(3)
X Toolkit Intrinsics - C Language Interface
Xlib - C Language X Interface