NAME

XtCreatePopupShell, XtVaCreatePopupShell - create a popup shell

SYNTAX

#include <X11/Intrinsic.h>

Widget XtCreatePopupShell(const char *name*, WidgetClass *widget_class*, Widget *parent*, ArgList
    args, Cardinal *num_args*);

Widget XtVaCreatePopupShell(const char *name*, WidgetClass *widget_class*, Widget *parent*, ...);

ARGUMENTS

args   Specifies the argument list to override the resource defaults.

name   Specifies the text name for the created shell widget.

num_args   Specifies the number of arguments in the argument list.

parent   Specifies the parent widget.

widget_class   Specifies the widget class pointer for the created shell widget.

...   Specifies the variable argument list to override the resource defaults.

DESCRIPTION

The **XtCreatePopupShell** function ensures that the specified class is a subclass of **Shell** and, rather than
using insert_child to attach the widget to the parent's children list, attaches the shell to the parent's
pop-ups list directly.

A spring-loaded pop-up invoked from a translation table already must exist at the time that the
translation is invoked, so the translation manager can find the shell by name. Pop-ups invoked in other
ways can be created "on-the-fly" when the pop-up actually is needed. This delayed creation of the shell
is particularly useful when you pop up an unspecified number of pop-ups. You can look to see if an
appropriate unused shell (that is, not currently popped up) exists and create a new shell if needed.

SEE ALSO

XtCreateWidget(3), XtPopdown(3), XtPopup(3)
X Toolkit Intrinsics - C Language Interface
Xlib - C Language X Interface