Contents

Preface

Part I Basic Integration

1. Basic Application Integration 21
   Basic Integration Features 21
     Organization of Basic Integration Information 22
   Basic Integration Tasks 22
     Levels of Printing 23
     Complete Print Integration 23
     Partial Print Integration 26
     Nonintegrated Printing 28
     Creating a Registration Package for Your Application 29

Part II Recommended Integration

2. Integrating Fonts 33
   Standard Interface Fonts 33
     Default Font Names 33
     Point Sizes for Standard Interface Fonts 35
     Patterns for the Standard Interface Font Names 35
   Using Fonts in CDE Configuration Files 36
   Standard Application Fonts 36
Part III  Optional Integration

6. Integrating with the Workspace Manager  73
   Communicating with the Workspace Manager  74
   Placing an Application Window in Workspaces  74
   ▼ To Place an Application Window in All Workspaces  75
   ▼ To Place an Application Window in Specified Workspaces  75
   Identifying Workspaces Containing the Application Windows  76
   ▼ To Identify Workspaces That Contain the Application Window  76
   Preventing Application Movement Among Workspaces  76
   ▼ To Prevent Movement to Another Workspace  77
   Monitoring Workspace Changes  77
   ▼ To Monitor Workspace Switching  78
   ▼ To Monitor Other Workspace Changes  78

7. Common Desktop Environment Motif Widgets  79
   Menu Button Widget (DtMenuButton)  80
      Library and Header Files  80
      Demo Program  80
      Convenience Functions  80
      Classes  81
      Resources  81
      Callback Structures  82
      Example of DtMenuButton Widget  82
   Text Editor Widget (DtEditor)  84
      Library and Header Files  85
      Demo Program  85
      Classes  85
      Convenience Functions  86
      Resources  89
Preface

This book describes the CDE development environment, and assumes that you are familiar with Motif®, X, UNIX®, or C programming.

Who Should Use This Book

Use this book if you are a programmer interested in integrating an existing application into the Common Desktop Environment (CDE), or in developing a new application that uses the features and functionality of CDE.

Before You Read This Book

The Solaris Common Desktop Environment: Programmer’s Guide is a collection of programming information. The manuals listed in the section “Related Books” on page should be read before you begin integration of any applications to CDE.

The Common Desktop Environment: Programmer’s Overview provides a description of CDE and introduces the programming environment.
How This Book Is Organized

The Solaris Common Desktop Environment: Programmer’s Guide has two parts. Each part provides a detailed description of each element of the Common Desktop Environment, a conceptual diagram, and a task-oriented description of how to use each element, complete with code examples.

Part 1 – introduces how to register your application and printing levels.

Chapter 1 describes the steps involved with the basic integration of an existing application into CDE.

Part 2 – introduces how to integrate existing applications into the Common Desktop Environment.

Chapter 2 describes how to use generic standard font descriptions to ensure that you get the closest matching font for your application on any CDE-compliant system.

Chapter 3 describes a common model for presenting information and error messages.

Chapter 4 describes the ICCM session management protocol and provides examples of how to integrate your application with Session Manager.

Chapter 5 describes the drag-and-drop user model, the new drag-and-drop application program interface (API), and how to use drag and drop.

Part 3 – describes how to integrate new applications with the Session Manager and with drag and drop. It also explains how locales affect the Login Manager, Window Manager, and the terminal emulator.

Chapter 6 describes how to integrate your application with the Workspace Manager in specialized ways.

Chapter 7 describes how to use the custom widgets that are provided as part of CDE.

Chapter 8 describes how to create actions within your application.

Chapter 9 describes the data-typing functions and how to use the data-typing database.

Chapter 10 introduces the Calendar API, including functions, data structures, calendar attributes, and entry attributes. It also describes how to use the Calendar API.

Glossary is a list of words and phrases found in this book and their definitions.
Related Books

Before beginning integration of your application into CDE, you should become familiar with the other books in the documentation set. See “Development Environment Documentation” on page for a list of the companion books.

The run-time environment documentation set consists of:
- Solaris Common Desktop Environment: User's Guide
- Solaris Common Desktop Environment: User's Transition Guide
- Online help volumes

Note - Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide contains information to help you integrate an application into the desktop.

For more information about the Calendaring and Scheduling API, contact the X.400 API Association for the latest copy of the XAPIA Specification. The address is X.400 API Association, 800 El Camino Real, Mountain View, California, 94043.

Development Environment Documentation

This section provides an overview of each manual—except for the Programmer’s Guide—in the developer documentation set. In addition to the Programmer’s Guide, the development environment documentation set consists of:
- Common Desktop Environment: Style Guide and Certification Checklist
- Common Desktop Environment: Application Builder User’s Guide
- Common Desktop Environment: Programmer’s Overview
- Solaris Common Desktop Environment: Motif Transition Guide
- Common Desktop Environment: Help System Author’s and Programmer’s Guide
- Common Desktop Environment: ToolTalk Messaging Overview
- Common Desktop Environment: Internationalization Programmer’s Guide
- Common Desktop Environment: Desktop KornShell User’s Guide
- Common Desktop Environment: Product Glossary
- Online man pages
Common Desktop Environment: Programmer’s Overview

The Common Desktop Environment: Programmer’s Overview has two parts. Part 1 contains an architectural overview of the Common Desktop Environment, including high-level information on both the run-time and development environments. Part 2 contains information useful to know before developing an application, and describes the development environment components.

The Common Desktop Environment: Programmer’s Overview provides a high-level view of the Common Desktop Environment development environment and the developer documentation set. Read this book first before starting application design and development.

Common Desktop Environment: Style Guide

The Common Desktop Environment: Style Guide and Certification Checklist provides application design style guidelines and the list of requirements for Common Desktop Environment application-level certification. These requirements consist of the Motif Version 2.1 requirements with Common Desktop Environment-specific additions.

The checklist describes keys using a model keyboard mechanism. It assumes that your application is being designed for a left-to-right language environment in an English-language locale. Wherever keyboard input is specified, the keys are indicated by the engravings on the Motif model keyboard. Mouse buttons are represented using a virtual button mechanism to specify behavior independent of the number of buttons on the mouse.

This book provides information to assist the application designer in developing consistent applications and behaviors within the applications.

Common Desktop Environment: Application Builder User’s Guide

The Common Desktop Environment: Application Builder User’s Guide (also called App Builder) is an interactive tool for developing Common Desktop Environment applications. AppBuilder provides features that facilitate both the construction of an application graphical user interface (GUI) and the incorporation of the desktop’s many useful desktop services (such as Help, ToolTalk, and Drag and Drop). The Common Desktop Environment: Application Builder User’s Guide explains how to create an interface by dragging and dropping “objects” from a palette. The guide also explains how to make connections between objects in the interface, use the application framework editor to easily integrate desktop services, generate C code, and add application code to the App Builder output to produce a finished application.
Common Desktop Environment: Help System Author’s and Programmer’s Guide

The Common Desktop Environment: Help System Author’s and Programmer’s Guide describes how to develop online help for application software. It covers how to create help topics and integrate online help into a Motif application.

The audience for this book includes:

- Authors who design, create, and view online help information
- Developers who want to create software applications that provide a fully integrated help facility

This book has four parts. Part 1 describes the collaborative role that authors and developers undertake to design application help. Part 2 provides information for authors organizing and writing online help. Part 3 describes the Help System application programmer’s toolkit. Part 4 contains information for both authors and programmers about preparing online help for different language environments.

Common Desktop Environment: ToolTalk Messaging Overview

The Common Desktop Environment: ToolTalk Messaging Overview describes the ToolTalk components, commands, and error messages offered as convenience routines to enable your application to conform to Media Exchange and Desktop Services message set conventions. This manual is for developers who create or maintain applications that use the ToolTalk® service to interoperate with other applications.

The ToolTalk Messaging Overview does not describe general ToolTalk functionality. For detailed information about the ToolTalk service, refer to The ToolTalk Service: An Inter-Operability Solution. For tips and techniques to help make using ToolTalk easier, read ToolTalk and Open Protocols: Inter-Application Communication.

Common Desktop Environment: Internationalization Programmer’s Guide

The Common Desktop Environment: Internationalization Programmer’s Guide provides information for internationalizing an application so that it can be easily localized to support various languages and cultural conventions in a consistent user interface.

Specifically, this guide:

- Provides guidelines and hints for developers on how to write applications for worldwide distribution.
- Provides an overall view of internationalization topics that span different layers within the desktop.
Provides pointers to references and more detailed documentation. In some cases, standard documentation is referenced.

This guide is not intended to duplicate the existing reference or conceptual documentation, but rather to provide guidelines and conventions on specific internationalization topics. It focuses on internationalization topics and not on any specific component or layer in an open software environment.

Common Desktop Environment: Desktop Korn Shell User’s Guide

The Common Desktop Environment: Desktop KornShell User’s Guide describes how to create Motif applications with Desktop Korn Shell (dtksh) scripts. It contains several example scripts of increasing complexity, in addition to the basic information a developer needs to get started.

This guide is intended for developers who find a shell-style scripting environment suitable for a particular task. It assumes a knowledge of Korn Shell programming, Motif, the Xt Intrinsics, and, to a lesser extent, Xlib.

Common Desktop Environment: Product Glossary

The Common Desktop Environment: Product Glossary provides a comprehensive list of terms used in the Common Desktop Environment. The Glossary is the source and reference base for all users of the desktop. Because the audience for this glossary consists of many different types of users—from end users to developers to translators—the format for a glossary definition may include information about the audience, where the term originated, and the Common Desktop Environment component that uses the term in its graphical user interface.

Ordering Sun Documents

Fatbrain.com, an Internet professional bookstore, stocks select product documentation from Sun Microsystems, Inc.

For a list of documents and how to order them, visit the Sun Documentation Center on Fatbrain.com at http://www1.fatbrain.com/documentation/sun.
Accessing Sun Documentation Online

The docs.sun.com™ Web site enables you to access Sun technical documentation online. You can browse the docs.sun.com archive or search for a specific book title or subject. The URL is http://docs.sun.com.

What Typographic Conventions Mean

The following table describes the typographic changes used in this book.

<table>
<thead>
<tr>
<th>Typeface or Symbol</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>AaBbCc123</td>
<td>The names of commands, files, and directories; on-screen computer output</td>
<td>Edit your .login file. Use ls -a to list all files. machine_name% you have mail.</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>What you type, contrasted with on-screen computer output</td>
<td>machine_name% su Password:</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>Command-line placeholder: replace with a real name or value</td>
<td>To delete a file, type rm filename.</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>Book titles, new words, or terms, or words to be emphasized.</td>
<td>Read Chapter 6 in User’s Guide. These are called class options. You must be root to do this.</td>
</tr>
</tbody>
</table>
Shell Prompts in Command Examples

The following table shows the default system prompt and superuser prompt for the C shell, Bourne shell, and Korn shell.

<table>
<thead>
<tr>
<th>Shell</th>
<th>Prompt</th>
</tr>
</thead>
<tbody>
<tr>
<td>C shell prompt</td>
<td>machine_name%</td>
</tr>
<tr>
<td>C shell superuser prompt</td>
<td>machine_name#</td>
</tr>
<tr>
<td>Bourne shell and Korn shell prompt</td>
<td>$</td>
</tr>
<tr>
<td>Bourne shell and Korn shell superuser prompt</td>
<td>#</td>
</tr>
</tbody>
</table>
Chapter 1 describes some basic integration and printing features.
Basic Application Integration

Basic application integration is a set of highly recommended tasks you should perform.

- “Basic Integration Features” on page 21
- “Basic Integration Tasks” on page 22

Basic integration does not involve extensive use of the desktop application programmer’s interface (API). Therefore, it does not provide other interaction with the desktop, such as drag and drop, session management, ToolTalk messaging, and programmatic access to the actions and data-typing database.

A few of the integration tasks covered in this chapter require source code modification. They are optional, and are discussed here because they are closely related to basic integration tasks.

Basic Integration Features

Basic application integration provides these features for end users:

- A graphical way to locate and start your application on the desktop
  
  Your application will provide a desktop registration package, and your installation script will automatically register your application.
  
  Registration creates an application group at the top level of Application Manager. The application group contains an icon the user double-clicks to start the application.

- The ability to recognize and manipulate your application’s data files
  
  Your application will provide data types for its data files.
Data typing configures data files to use a unique icon to help users identify them. The data files also have meaningful desktop behavior. For example, the user can start your application by double-clicking a data file; dropping a data file on a desktop printer drop zone prints the file using the appropriate print command.

- Easy font and color selection using Style Manager

  Your application will change interface fonts and background, foreground, and shadow colors dynamically.

  The desktop defines general interface font and color resources that are used if no corresponding application-specific resources exist.

Basic integration provides these advantages to system administrators:

- Easy installation and registration

  Upon installation, the application is automatically registered. The system administrator has little or no additional work to do.

- Easy ongoing administration

  All the desktop’s configuration files are gathered in one location. Furthermore, the application can easily be unregistered if, for example, the administrator wants to update it or to move it to a different application server.

**Organization of Basic Integration Information**

Most of the tasks involved in basic integration are also performed by system administrators who are integrating an existing application into the desktop. Therefore, most basic integration documentation is located in the chapter “Registering an Application” in the *Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide*.

This chapter guides you to that information and contains additional information specific to application programming.

**Basic Integration Tasks**

These are the general tasks involved in basic integration:

- Modify any application resources that set fonts and colors. This allows users to change the application’s interface fonts and colors using Style Manager.

  See the section on modifying font and color resources in the chapter “Registering an Application” in the *Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide*.

- Create the registration package for your application.
See the text “Creating a Registration Package for Your Application” on page 29 and “Registering an Application” in the Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide.

- Modify your application’s installation script to install the registration package files and perform the registration procedure.

  See the section on registering the application using dtappintegrate in the chapter “Registering an Application” in the Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide.

- Print application data files on networked and local printers. The desktop printer model provides a graphical way for users to print and is built on top of the native networking capabilities of the UNIX \texttt{lp} service.

Levels of Printing

The printing functionality available to the user depends on the level of integration you use. There are three levels of print integration:

- Complete print integration
  
  You should do complete integration if you have the ability to modify the application’s source code.

  When you do complete print integration, users can print data files on various printers by dropping them on printer drop zones (the Front Panel Printer control and printer icons in Print Manager). Certain other desktop behaviors are also implemented (see “Desktop Printing Environment Variables” on page 24).

- Partial print integration
  
  You should do partial integration if you do not have the ability to modify the application’s source code, but you do have the ability to invoke printing by way of an action.

  When you do partial integration, your application provides a subset of full-integration functionality. For example, by using the \texttt{LPDEST} environment variable, your application’s printing mechanism will obtain the print destination from the drop zone.

- No print integration.
  
  If an application cannot supply a print action for its data files, you should configure the data files to display an error dialog box when users drop the files on printer drop zones.

Complete Print Integration

To do complete print integration, your application must:
- Provide a print action
- Use the four desktop printing environment variables

Desktop Printing Environment Variables

To have fully integrated printing, your application must use the values of the following four environment variables. The `LPDEST` variable is particularly important. It provides the ability for the user to choose the print destination by using a particular printer drop zone.

<table>
<thead>
<tr>
<th>Printing Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LPDEST</td>
<td>Uses the specified value as the printer destination for the file. If the variable is not set, the default printing device for your application should be used.</td>
</tr>
<tr>
<td>DTPRINTUSERFILENAME</td>
<td>Specifies the name of the file as it should appear in the Print dialog or print output. If the variable is not set, the actual file name should be used.</td>
</tr>
<tr>
<td>DTPRINTSILENT</td>
<td>Specifies whether to display a Print dialog box. When the variable is set to True, the Print dialog should not be displayed. If the variable is not set, the dialog box should be displayed.</td>
</tr>
<tr>
<td>DTPRINTFILEREMOVE</td>
<td>When the variable is set to True, the file should be removed after it is printed. This functionality is intended for temporary files that don’t need to be retained after printing is complete. If the variable is not set, the file should not be removed.</td>
</tr>
</tbody>
</table>

A Fully Integrated Print Action

The print action is usually defined in a configuration file, `app_root/dt/appconfig/types/<language>/name.dt`.

If your print action starts a program that dereferences the four environment variables indicated in “Desktop Printing Environment Variables” on page 24, then your data type is fully integrated. The print action must be written to be specific for the application’s data type and should accept only a single file.

For example, the following print action is specific for a data type named `ThisAppData`:

```plaintext
ACTION Print
  ARG_TYPE ThisAppData
  EXEC_STRING print_command -file %(file)Arg_1%
```

If your application handles the ToolTalk Media message set Print request, then your print action could send a variant of it with the following actions.

ACTION Print
{
  ARG_TYPE    ThisAppData
  ARG_CLASS   FILE
  ARG_COUNT   1
  TYPE        TT_MSG
  TT_CLASS    TT_REQUEST
  TT_SCOPE    TT_SESSION
  TT_OPERATION Print
  TT_FILE     %Arg_1%
  TT_ARG0     MODE TT_IN
  TT_ARG0_VTYPE %Arg_1%
  TT_ARG1     MODE TT_IN
  TT_ARG1_VTYPE LPDEST
  TT_ARG1_VALUE $LPDEST
  TT_ARG2     MODE TT_IN
  TT_ARG2_VTYPE DTPRINTUSERFILENAME
  TT_ARG2_VALUE $DTPRINTUSERFILENAME
  TT_ARG3     MODE TT_IN
  TT_ARG3_VTYPE DTPRINTSILENT
  TT_ARG3_VALUE $DTPRINTSILENT
  TT_ARG4     MODE TT_IN
  TT_ARG4_VTYPE DTPRINTFILEREMOVEDisable
  TT_ARG4_VALUE $DTPRINTFILEREMOVEDisable
}

ACTION Print
{
  ARG_TYPE    ThisAppData
  ARG_CLASS   BUFFER
  ARG_COUNT   1
  TYPE        TT_MSG
  TT_CLASS    TT_REQUEST
  TT_SCOPE    TT_SESSION
  TT_OPERATION Print
  TT_ARG0     MODE TT_IN
  TT_ARG0_VTYPE %Arg_1%
  TT_ARG0_VALUE %Arg_1%
  TT_ARG1     MODE TT_IN
  TT_ARG1_VTYPE LPDEST
  TT_ARG1_VALUE $LPDEST
  TT_ARG2     MODE TT_IN
  TT_ARG2_VTYPE DTPRINTUSERFILENAME
  TT_ARG2_VALUE $DTPRINTUSERFILENAME
  TT_ARG3     MODE TT_IN
  TT_ARG3_VTYPE DTPRINTSILENT
  TT_ARG3_VALUE $DTPRINTSILENT
  TT_ARG4     MODE TT_IN
  TT_ARG4_VTYPE DTPRINTFILEREMOVEDisable
  TT_ARG4_VALUE $DTPRINTFILEREMOVEDisable
}

If any of the four environment variables are not set, the corresponding message argument will be null. When the message argument is null, refer to “Desktop Printing Environment Variables” for the default interpretation.
Creating Print Actions for Filtered Data or Data Ready to Print

The desktop print utility /usr/dt/dtlp provides functionality on top of the lp subsystem. It gathers lp print options and prints the specified file.

Your application can use dtlp if either of the following conditions is true:

- The data files do not need to be processed before they are sent to a printer.
- Or, your application provides a filter for converting its data files to a ready-to-print form.

For more information about dtlp, see the dtlp(1) man page.

If the file is ready to print, the Print action runs dtlp in the EXEC_STRING. For example:

```
ACTION Print
{
  ARG_TYPE ThisAppData
  EXEC_STRING dtlp %Arg_1%
}
```

If the application provides a conversion filter, the filter must be run before running dtlp. For example:

```
ACTION Print
{
  ARG_TYPE MyAppData
  EXEC_STRING /bin/sh 'cat %Arg_1%| filter_name | dtlp'
}
```

where `filter_name` is the name of the print filter.

Partial Print Integration

To do partial print integration, your application must provide a print action. The extent to which printing is integrated depends on which, if any, of the printing environment variables are handled by the action.

Providing the Print Command for Partial Integration

To provide partial print integration, your application must provide a print command line of the form:

```
print_command[options]-filefilename
```

where `options` provides a mechanism for dereferencing none, some, or all of the printing environment variables (see “Desktop Printing Environment Variables” on page 24).

The simplest form of this print command line omits `options`. 

This command line lets users print your application’s data files using the desktop printer drop zones. However, printing destination is not set by the drop zone. In addition, other print behaviors set by the environment variables are not implemented. For example, the desktop may not be able to direct silent printing or remove temporary files.

If your print command line provides additional command-line options that correspond to the desktop printing environment variables, you can provide additional integration.

For example, the following command line provides the ability to dereference \texttt{LPDEST}:

\begin{verbatim}
print_command [-d destination] [-f file] filename
\end{verbatim}

where:

\texttt{destination} is the destination printer.

The next print command line provides options for dereferencing all four variables:

\begin{verbatim}
print_command [-d destination] [-u user_file_name] [-s] [-e] -f file
\end{verbatim}

where:

\begin{itemize}
  \item \texttt{user_file_name} Indicates the file name as seen by the user.
  \item \texttt{-s} Printing is silent (no Print dialog box is displayed).
  \item \texttt{-e} Removes the file after it is printed.
\end{itemize}

The dereferencing occurs in the action definition. See the section, “Desktop Printing Environment Variables” on page 24 for more information.

\section*{Turning Environment Variables into Command-Line Switches}

If your action is not capable of dereferencing the four environment variables, but it is capable of taking corresponding command-line options, this subsection explains how to turn the environment variable values into command-line options.

For example, this is a simple print action that dereferences \texttt{LPDEST}:

\begin{verbatim}
ACTION Print
{
 ARG_TYPE data_type
 EXEC_STRING print_command -d $LPDEST -f file \%(file)Arg_1%
}
\end{verbatim}
However, this print action may create unpredictable behavior if LPDEST is not set.

One way to create a Print action that provides proper behavior when variables are not set is to create a shell script that is used by the Print action.

For example, the following action and the script it uses properly handle all four environment variables:

```
ACTION Print
{
  ARG_TYPE   data_type
  EXEC_STRING app_root/bin/envprint %(File)Arg_1%
}
```

The contents of the `envprint` script follow:

```
#!/bin/sh
# envprint - sample print script
DEST='''
USERFILENAME='''
REMOVE='''
SILENT='''

if [ -z $LPDEST ] ; then
  DEST=''-d $LPDEST''
fi

if [ -z $DTPRINTUSERFILENAME ] ; then
  USERFILENAME=''-u $DTPRINTUSERFILENAME''
fi

DTPRINTFILEREMOVE=echo $DTPRINTFILEREMOVE | tr ''[:upper:]'' ''[:lower:]''
if [ -z $DTPRINTFILEREMOVE = 'true' ] ; then
  REMOVE=''-e''
fi

DTPRINTSILENT='echo $DTPRINTSILENT | tr ''[:upper:]'' ''[:lower:]''
if [ -z $DTPRINTSILENT = 'true' ] ; then
  SILENT=''-s''
fi

print_command $DEST $USERFILENAME $REMOVE $SILENT -file $1
```

## Nonintegrated Printing

If your application does not integrate printing with the desktop, users must open your application to properly print data files.

Nevertheless, you should provide a print action that runs when users drop your application’s data files on a printer drop zone. Otherwise, the desktop may assume that the file contains text data, and the print output will be garbled.
The desktop provides a print action for this purpose named NoPrint. The NoPrint action displays a dialog box telling users that the data files cannot be printed using the printer drop zones.

The NoPrint action displays the Unable to Print dialog box.

To use the Unable to Print dialog box, create a print action specific to your data type that maps to the NoPrint action. For example, suppose the data type for your application is:

```
DATA_ATTRIBUTES MySpreadSheet_Data1
{
  ---

}
```

The following Print action maps to the NoPrint for this data type:

```
ACTION Print
{
  ARG_TYPE    MySpreadSheet_Data1
  TYPE        MAP
  MAP_ACTION  NoPrint
}
```

Creating a Registration Package for Your Application

The desktop registration package you create for an application should become part of the application’s installation package. The procedures for creating a registration package are also performed by system administrators integrating existing applications into the desktop. These procedures and a detailed example are documented in the chapter “Registering an Application” in the Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide.
Chapters 2 through 5 describe how to perform the following recommended integration tasks:

- Use standard font aliases so that your application uses the closest matching font on any desktop-compliant system.
- Display error messages from your application.
- Integrate with the Session Manager to preserve the state of the application at logout.
- Implement drag and drop in your application as a direct-manipulation accelerator for existing functionality.
- Chapter 2, “Integrating Fonts”
- Chapter 3, “Displaying Errors from Your Application”
- Chapter 4, “Integrating with Session Manager”
- Chapter 5, “Integrating with Drag and Drop”
Integrating Fonts

Your application may be used by someone sitting at an X terminal, or by someone at a remote workstation across a network. In these situations, the fonts available to the user’s X display from the X window server might be different from your application’s defaults, and some fonts may not be available.

The standard interface font names defined by CDE are guaranteed to be available on all CDE-compliant systems. These names do not specify actual fonts. Instead, they are aliases that each system vendor maps to its best available fonts. If you use only these font names in your application, you can be sure of getting the closest matching font on any CDE-compliant system.

These standard interface font names are guaranteed to be available for all locales, whereas the standard application font names are only guaranteed for ISO Latin locales. See the man pages, `DtStdInterfaceFontNames` and `DtStdAppFontNames` for more information.

- “Standard Interface Fonts” on page 33
- “Using Fonts in CDE Configuration Files” on page 36
- “Standard Application Fonts” on page 36

Standard Interface Fonts

Default Font Names

The set of standard interface font names is defined by the XLFD field name values described in Table 2–2.
<table>
<thead>
<tr>
<th>Field</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FOUNDRY</td>
<td>dt</td>
<td>CDE name</td>
</tr>
<tr>
<td>FAMILY_NAME</td>
<td>interface system or</td>
<td>CDE standard interface font name</td>
</tr>
<tr>
<td></td>
<td>interface user</td>
<td></td>
</tr>
<tr>
<td>WEIGHT_NAME</td>
<td>medium or bold</td>
<td>Weight of the font</td>
</tr>
<tr>
<td>SLANT</td>
<td>r</td>
<td>Roman</td>
</tr>
<tr>
<td>SET_WIDTH</td>
<td>normal</td>
<td>Normal set width</td>
</tr>
<tr>
<td>SPACING</td>
<td>p or m</td>
<td></td>
</tr>
<tr>
<td>ADD_STYLE</td>
<td>size hint</td>
<td>Proportional or Monospace values from xxs to xxl</td>
</tr>
<tr>
<td></td>
<td>sans or serif</td>
<td>Sans for sans serif font or serif for serif</td>
</tr>
<tr>
<td>PIXEL_SIZE</td>
<td>Platform dependent</td>
<td></td>
</tr>
<tr>
<td>POINT_SIZE</td>
<td>Platform dependent</td>
<td></td>
</tr>
<tr>
<td>RESOLUTION_X</td>
<td>Platform dependent</td>
<td></td>
</tr>
<tr>
<td>RESOLUTION_Y</td>
<td>Platform dependent</td>
<td></td>
</tr>
<tr>
<td>AVERAGE_WIDTH</td>
<td>m</td>
<td>Monospace for user font</td>
</tr>
<tr>
<td></td>
<td>p</td>
<td>Proportional for system font</td>
</tr>
<tr>
<td>NUMERIC FIELD</td>
<td>Platform dependent</td>
<td></td>
</tr>
<tr>
<td>CHAR_SET_REGISTRY</td>
<td>Locale Dependent</td>
<td></td>
</tr>
<tr>
<td>ENCODING</td>
<td>Locale Dependent</td>
<td></td>
</tr>
</tbody>
</table>
Point Sizes for Standard Interface Fonts

The seven named point sizes for each of the three styles are prepended in the ADD_STYLE_NAME field. The font XLFD patterns matching these names can match a named size, not a numeric size. These named sizes are used because the exact size of an interface font is less important than its nominal size, and implementation differences for the hand-tuned interface fonts do not allow common numeric point sizes to be assured across systems.

The seven nominal sizes are as follows:

<table>
<thead>
<tr>
<th>Size</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>xxs</td>
<td>extra extra small</td>
</tr>
<tr>
<td>xs</td>
<td>extra small</td>
</tr>
<tr>
<td>s</td>
<td>small</td>
</tr>
<tr>
<td>m</td>
<td>medium</td>
</tr>
<tr>
<td>l</td>
<td>large</td>
</tr>
<tr>
<td>xl</td>
<td>extra large</td>
</tr>
<tr>
<td>xxl</td>
<td>extra extra large</td>
</tr>
</tbody>
</table>

The goal of these named sizes is to provide enough fonts to display a variety of monitor sizes and resolutions that CDE will run on, and the range of user preferences for comfortably reading button labels, window titles and so forth, can be accommodated in the GUI. Both the smallest size, xxs, and the largest size, xxl, are meant to be reasonable sizes for displaying and viewing the CDE desktop on common displays and X terminals; they are not meant to imply either hard-to-read fine print or headline-sized display type.

Patterns for the Standard Interface Font Names

Using these values, the XLFD pattern

```
-dt-interface*-
```

logically matches the full set of XCDE Standard Interface Font Names. (Note that no specific X server behavior is implied).

For example, in Western locales, the full set of 21 CDE Standard Interface Font Names can be represented:

```
-dt-interface system-medium-r-normal-*-*-*-*-*-*-*-*-*-*-*-*iso8859-1
-dt-interface user-medium-r-normal-*-*-*-*-*-*-*-*-*-*-*-*iso8859-1
-dt-interface user-bold-r-normal-*-*-*-*-*-*-*-*-*-*-*-*iso8859-1
```
The full set of patterns in the app-defaults files for all seven system font sizes is:

```
-dt-interface system-medium-r-normal-xxs*-*-*-*-*-*-*-iso8859-1
-dt-interface system-medium-r-normal-xs*-*-*-*-*-*-*-iso8859-1
-dt-interface system-medium-r-normal-s*-*-*-*-*-*-*-iso8859-1
-dt-interface system-medium-r-normal-m*-*-*-*-*-*-*-iso8859-1
-dt-interface system-medium-r-normal-l*-*-*-*-*-*-*-iso8859-1
-dt-interface system-medium-r-normal-xl*-*-*-*-*-*-*-iso8859-1
-dt-interface system-medium-r-normal-xxl*-*-*-*-*-*-*-iso8859-1
```

These patterns could be used in a resource file and will match the full CDE Standard Interface Names for the iso Latin-1 locales on all CDE-compliant systems. For more information, see the DtStdInterfaceFontNames(5) man page.

---

**Using Fonts in CDE Configuration Files**

CDE specifies a set of generic standard application font names, in several sizes, that can be used by applications running under CDE on all platforms. Each CDE vendor maps the standard set of font names to its available fonts. The mapping of font names to existing fonts may vary from vendor to vendor.

When you use the standard application font names in your app-defaults files, you can use a single app-defaults file across all CDE platforms. If you do not use the standard font names, you must supply a different app-defaults files for each application on each CDE platform.

All CDE systems provide a set of 13 standard application font names, in at least 6 sizes, that represent 12 generic design and style variations (serif and sans serif), as well as a symbol font. These standard names are provided in addition to the names of the fonts that the standard names are mapped to for a particular CDE platform. An additional four standard font names—to allow both serif and sans serif designs in a monospaced font—may also be provided by CDE platform vendors.

These 13 font names are provided in CDE platforms for the locales using the ISO 8859-1 character set. See the *Common Desktop Environment: Internationalization Programmer’s Guide* for information on using standard font names in other locales.

---

**Standard Application Fonts**

**Default Font Names**

The set of standard application default font names is defined by the XLFD field name values described in Table 2–2.
<table>
<thead>
<tr>
<th>Field</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FONDRY</td>
<td>dt</td>
<td>CDE name</td>
</tr>
<tr>
<td>FAMILY_NAME</td>
<td>application</td>
<td>CDE standard application font name</td>
</tr>
<tr>
<td>WEIGHT_NAME</td>
<td>medium or bold</td>
<td>Weight of the font</td>
</tr>
<tr>
<td>SLANT</td>
<td>r</td>
<td>Roman</td>
</tr>
<tr>
<td></td>
<td>i</td>
<td>Italic</td>
</tr>
<tr>
<td>SET_WIDTH</td>
<td>normal</td>
<td>Normal set width</td>
</tr>
<tr>
<td>ADD_STYLE</td>
<td>sans</td>
<td>Sans serif font</td>
</tr>
<tr>
<td></td>
<td>serif</td>
<td>Serif font</td>
</tr>
<tr>
<td>PIXEL_SIZE</td>
<td>*</td>
<td>Platform dependent</td>
</tr>
<tr>
<td>POINT_SIZE</td>
<td>pointsize</td>
<td>Point size of the desired font</td>
</tr>
<tr>
<td>RESOLUTION_X</td>
<td>*</td>
<td>Platform dependent</td>
</tr>
<tr>
<td>RESOLUTION_Y</td>
<td>*</td>
<td>Platform dependent</td>
</tr>
<tr>
<td>AVERAGE_WIDTH</td>
<td>p</td>
<td>Proportional</td>
</tr>
<tr>
<td></td>
<td>m</td>
<td>Monospace</td>
</tr>
<tr>
<td>NUMERIC FIELD</td>
<td>*</td>
<td>Platform dependent</td>
</tr>
<tr>
<td>CHAR_SET_REGISTRY</td>
<td>iso8859-1</td>
<td>Defining standards authority</td>
</tr>
<tr>
<td>ENCODING</td>
<td>l</td>
<td>Character set number</td>
</tr>
</tbody>
</table>

The standard names are available using the regular X Windows XLFD font-naming scheme. When properly specified with appropriate wildcards for the platform-dependent fields, a CDE font name is guaranteed to open a valid,
corresponding platform-dependent font. The XLFD name returned from a call to the
Xlib XListFont function, however, is not guaranteed to be the same on all CDE
platforms.

Using these values, the XLFD pattern

-\texttt{dt-application-}\texttt{*}

matches the full set of CDE standard application font names on a given platform.

The pattern

-\texttt{dt-application-bold-}\texttt{*-\texttt{-}\texttt{*-\texttt{*-}\texttt{-p-\texttt{*-\texttt{*-}}}

matches the bold, proportionally spaced CDE fonts, both serif and sans serif. And
the pattern

-\texttt{dt-application-}\texttt{*-\texttt{*-\texttt{*-\texttt{-}\texttt{*-}\texttt{-m-\texttt{*-\texttt{*-}}}

matches the monospaced fonts (whether serif or sans serif, or both).

The full set of CDE Standard Application Font Names can be represented as follows:

-\texttt{dt-application-bold-i-normal-serif-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-bold-r-normal-serif-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-i-normal-serif-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-serif-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-bold-i-normal-sans-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-bold-r-normal-sans-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-i-normal-sans-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-sans-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-iso8859-1}}
-\texttt{dt-application-bold-i-normal-}\texttt{-}\texttt{*-\texttt{*-\texttt{-m-\texttt{-iso8859-1}}
-\texttt{dt-application-bold-r-normal-}\texttt{-}\texttt{*-\texttt{*-\texttt{-m-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-i-normal-}\texttt{-}\texttt{*-\texttt{*-\texttt{-m-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-}\texttt{*-\texttt{*-\texttt{-m-\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-}\texttt{*-\texttt{*-\texttt{-p-\texttt{-dtsymbol-1}}

**Point Sizes for Standard Application Fonts**

The complete set of point sizes available for each of the standard application font
names is determined by the set of fonts shipped with a vendor's CDE platform,
whether bitmapped only or both bitmapped and scalable outline. The minimum set
of sizes required and available on all CDE platforms corresponds to the standard
sizes of bitmapped fonts that make up the default mapping for X11R5: 8, 10, 12, 14,
18, and 24.

For example, the entire set of six sizes of the plain monospaced font can be
represented by the patterns:

-\texttt{dt-application-medium-r-normal-}\texttt{-}\texttt{80-}\texttt{*-\texttt{*-m-}\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-100-}\texttt{*-\texttt{*-m-}\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-120-}\texttt{*-\texttt{*-m-}\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-140-}\texttt{*-\texttt{*-m-}\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-180-}\texttt{*-\texttt{*-m-}\texttt{-iso8859-1}}
-\texttt{dt-application-medium-r-normal-}\texttt{-240-}\texttt{*-\texttt{*-m-}\texttt{-iso8859-1}}
These patterns match the corresponding standard font name on any CDE platform, even though the numeric fields other than POINTSIZE may be different on various platforms, and the matched fonts may be either serif or sans serif, depending on how the vendor implemented the set of standard names.

Standard Application Font Names in app-defaults Files

You can code a single app-defaults file to specify font resources for your application and use it across all CDE platforms. Because the parts of the standard names that are defined are the same across different vendors’ platforms, you can specify these values in the resource specification in the app-defaults file. However, you must use wildcards for the other fields (PIXEL_SIZE, RESOLUTION_X, RESOLUTION_Y, and AVERAGE_WIDTH) because they may vary across platforms. For example, to specify some of the default resource needs for an application named appOne, you might use:

appOne*headFont:
-dt-application-bold-r-normal-sans-*-140-*-*-*-*-*-*-*-*-*-*-*iso8859-1

appOne*linkFont:
-dt-application-bold-i-normal-sans-*-100-*-*-*-*-*-*iso8859-1

As another example, suppose that appTwo running on a vendor’s platform defines two font resources for headings and hypertext links. appTwo uses a 14 point bold, serif font (Lucidabright bold) and a 12-point bold, italic sans serif font (Lucida bold-italic). You would then change the font definition from:

appTwo*headingFont:
-b&h-lucidabright-bold-r-normal--20-140-100-100-p-127-iso8859-1

appTwo*linkFont:
-b&h-lucida-bold-i-normal-sans-17-120-100-100-p-96-iso8859-1

to:

appTwo*headingFont:
-dt-application-bold-r-normal-serif-*-140-*-*-*-*-*-*iso8859-1

appTwo*linkFont:
-dt-application-bold-i-normal-sans-*-120-*-*-*-*-*-*iso8859-1

in your app-defaults file. Even though you may not know the names of the fonts on other CDE platforms, these platform-independent patterns specified with the CDE standard application font names match appropriate fonts on each platform.

You encode them exactly as shown, complete with the * wildcards, in your resource definitions. By applying the wildcards to the numeric fields other than point size, you ensure that the resources match CDE fonts on all platforms, even if the exact pixel size or average width of the fonts is slightly different.
See the `DtStdAppFontNames(5)` man page for more information.
Displaying Errors from Your Application

Users running your application expect messages to be displayed in message footers, error dialogs, or warning dialogs, with further explanations available in online help when appropriate. Applications in the Common Desktop Environment follow a common model for presenting error messages and warnings.

- “How to Present Error Messages” on page 41
- “Information to Present in Error Dialogs” on page 42
- “Linking Message Dialogs to Online Help” on page 42
- “Recovery Routines” on page 43

How to Present Error Messages

Because of the way message text is handled, users may not see messages from your application unless you display them in a dialog, footer, or elsewhere in the user interface.

In CDE, such messages are directed to log files that a casual user may not routinely examine. Use the following rules when deciding where to tell users about warnings, messages, and error conditions:

- If the message is informational, display the text in the message footer of the application; for example, “MyDoc file copied.”
- If the message is about an error or serious warning—a problem where an operation important to the user has failed—display an error dialog or warning dialog.
Information to Present in Error Dialogs

A good error dialog or warning dialog gives the user the following information:

- What happened (from the user’s point of view)
- Why it happened, in simple language that the user can relate to the current task and environment
- How to fix the problem

If the information cannot be presented in four or five lines of the error dialog, consider adding a help button to the dialog and link it to a topic in the help volume for your application.

For more information on writing messages, see the Common Desktop Environment: Internationalization Programmer’s Guide.

Linking Message Dialogs to Online Help

In cases where additional background information is required, or where it takes more than four or five lines of a dialog to explain an error fully, you should add a button that links the user to online help.

Adding online help for a dialog is a straightforward task. Once you have decided that a particular dialog is a candidate for online help, do the following:

1. **Choose a unique ID for the error help.**
   This ID provides the link to the online help text. IDs should be 64 characters or less; for example, DiskSpaceError.

2. **Create the dialog and add a help callback.**
   Use the XmCreateErrorDialog() convenience function for error messages and XmCreateWarningDialog() for warnings, adding the help callback as follows:

   ```c
   XtAddCallback(dialog, XmNhelpCallback, helpfn, "ID");
   ```

   In this example, helpfn is a help function you have created to manage the help dialog, and the string “ID” is the ID you chose for the error message (for example, DiskSpaceError). In your help function, set the XmNlocationId resource to the value of ID. The /usr/dt/examples/dthelp directory contains examples of how to set up such a help function.
For detailed information about creating and managing help dialog widgets, see the Common Desktop Environment: Help System Author’s and Programmer’s Guide.

3. Write a corresponding help section for the error message.
   Document the message in the “messages” chapter of your help volume. In the help source document, you should have a separate section for each message, and the ID= attribute at the beginning of the section should match the ID you chose in your code for the error.
   For example, in the s1 section heading, the ID is DiskSpaceError.
   When the user’s system has insufficient disk space, the error message the user sees from the following heading is “Could Not Save File.”

   <s1 ID=DiskSpaceError>Could Not Save File</s1>

   Note that by convention, the text of the section heading should correspond closely to the text in the error dialog.

4. Rebuild the help file.
   The new help section for the error message becomes active as soon as you rebuild the help file (using the dthelptag program) and recompile your application.

For information about writing and building online help, see the Common Desktop Environment: Help System Author’s and Programmer’s Guide.

---

Recovery Routines

If a recovery routine exists for an error condition, consider adding a Retry button to the dialog. For example, if a file could not be copied because the system had insufficient disk space, you might offer a Recopy option in the dialog that users could choose once they have corrected a disk space or permissions problem.
Integrating with Session Manager

Session Manager saves information about the Desktop environment and the applications running when the user logs out (of the current session) or when the user saves the environment (in a home session). For an application to be saved as part of the current session or the home session and then restarted as part of the next session, it must participate in the X Inter-Client Communication Conventions Manual (ICCCM) 1.1 Session Management Protocol. This chapter outlines how Session Manager saves and restores sessions and details the steps necessary for an application to participate in session management.

- “How Session Manager Saves Sessions and Applications” on page 45
- “How to Program the Application for Session Management” on page 46
- “How Session Manager Restores a Session” on page 47

How Session Manager Saves Sessions and Applications

When you exit a session or when you save a Home session, Session Manager:

1. Saves the selected resource settings and X server settings

2. Allows each application to save its state and waits for the save to be completed

3. Obtains the command line required to restart the application
How to Program the Application for Session Management

Setting the Program Environment

This section describes the programming steps necessary for an application to be saved as part of the integration process.

Follow these steps to set the program environment:

1. Include the following header files:
   - Xm/Xm.h
   - Xm/Protocols.h
   - Dt/Session.h

2. Link with libXm and libDtSvc.

3. Initialize the toolkit and create a top-level widget.

Setting the WM_SAVE_YOURSELF Atom

Use the Motif XmAddWMProtocol() function to set the WM_SAVE_YOURSELF atom on the WM_PROTOCOLS property for the top-level window of your application, as shown in the following example.

```c
Atom XaWmSaveYourself;
Display *dsp;
    dsp = XtDisplay(toplevel);
    XaWmSaveYourself = XmInternAtom(dsp,
                        "WM_SAVE_YOURSELF", False);
XmAddWMProtocols(toplevel, &XaWmSaveYourself, 1);
```

**Note** - Do not set the WM_SAVE_YOURSELF atom for more than one window.

Prepare to Receive the WM_SAVE_YOURSELF Message

Use the Motif XmAddWMProtocolCallback() function to establish a callback procedure to be called when the application receives a WM_SAVE_YOURSELF client message:
XmAddWMProtocolCallback(toplevel, 
XaWmSaveYourself, SaveYourselfProc, 
toplevel);

**Processing the WM_SAVE_YOURSELF Message**

When Session Manager sends a WM_SAVE_YOURSELF client message to this sample application’s top-level window, the SaveYourselfProc() callback procedure is called. Use the callback to save the application’s state. The application can save its state by any means you want, but cannot interact with the user during the save.

Session Manager provides the DtSessionSavePath() function as a way to return a full path name and a base file name to use for saving the application’s state.

**Setting the WM_COMMAND Property**

After the application has finished processing the WM_SAVE_YOURSELF message, either by saving its state or ignoring the message, the application must set the WM_COMMAND property on its top-level window to tell Session Manager that the save operation is complete.

Use the Xlib XsetCommand() function to set the WM_COMMAND property on the application’s top-level window. Setting this property lets Session Manager know that the application has finished processing the WM_SAVE_YOURSELF message and gives Session Manager the command line it needs to restart the application.

XsetCommand() accepts an array of command-line arguments. If the application uses the DtSessionSavePath() function as part of the save process, XsetCommand() needs an additional command-line argument: -session basename, where basename is the base file name returned by DtSessionSavePath().

**How Session Manager Restores a Session**

Session Manager restores a session by:

1. Restoring the resource database and server settings

2. Restarting applications using the saved command lines

If the application used DtSessionSavePath() to find a path for its saved state, the application can pass the base file name from the -session argument to the
 DtSessionRestorePath() function to find the full path name of its saved-state file.
Integrating with Drag and Drop

This chapter describes the drag-and-drop user model and the Common Desktop Environment drag-and-drop convenience application program interface (API), and describes how to use drag and drop.

- “Summary” on page 49
- “Drag-and-Drop User Model” on page 51
- “Drag-and-Drop Convenience API” on page 58
- “Drag-and-Drop Transaction” on page 60
- “Integration Action Plan” on page 61
- “API Overview” on page 62
- “How Drag Sources Are Used” on page 64
- “How Drop Zones Are Used” on page 68

Summary

The Common Desktop Environment contains an application program interface (API) for drag and drop that is layered on top of Motif to provide convenient, consistent, and interoperable drag and drop across the desktop. The Common Desktop Environment drag-and-drop API makes it easier for developers to implement drag and drop. With drag and drop, users can manipulate objects on the screen directly by grabbing them, dragging them around the display, and dropping them on other objects to perform a transfer of data.

Text, files, and buffers are the three categories of data that are used with the Common Desktop Environment drag-and-drop API. Text is defined, in this context, as any user-visible text such as text in type-in fields. A file is a container of data that...
resides in the file system. Each file also has a format that describes its contents. Buffers are data contained in memory. Typically, each buffer also has a format that describes its contents.

Library and Header Files

To use drag and drop, you need to link to the DtSvc library. The header file is Dt/Dnd.h.

Demo Program

A demo program containing an example of drag and drop is in
/usr/dt/examples/dtdnd.

Using Drag and Drop

To Integrate with Drag and Drop

To integrate your application with drag and drop, follow these steps:

1. Include Dt/Dnd.h.
2. Link to libDtsvc.
3. As recipient:
   a. Register as a drop zone using DtDndDropRegister.
   b. Optionally, write a drop animate callback.
   c. Write a transfer callback.
4. As source:
   a. Recognize user action (possibly requiring a modification of translation tables) and call DtDndDragStart.
   b. Write a convert callback.
   c. Write a drag finish callback.
Drag-and-Drop User Model

This section describes the user model behind drag and drop to help you design an application that is consistent with the rest of the desktop and users’ expectations.

See the Common Desktop Environment: Style Guide and Certification Checklist for more information about the drag-and-drop user model and for guidelines for the visual appearance of drag-and-drop elements.

When drag and drop is available for all applications on the desktop, the system is more predictable to the user and is, therefore, easier to use and to learn. Users leverage their learning across more applications by using skills that they already know. In addition, many users prefer drag and drop to using menus.

In this chapter, the term drop zone is used to describe places where users can drop something. Drop zones are usually represented by a control or icon graphic; for example, a trash icon or a type-in field graphic. The term drop target is used to describe the rectangular area that represents the drop zone.

Drag and Drop Capability

With the Drag and Drop capability, users can select and manipulate objects represented as icons.

**Note** - Drag and drop is an accelerator to functionality that is accessible through other user interface controls supported within your application. However, not all users are able to take advantage of drag and drop. Do not support any basic operations solely through drag and drop. Any basic function that your application supports through drag and drop should also be supported by menus, buttons, or dialog boxes.

Drag Icons

When users select and manipulate icons using drag and drop, they expect the graphic icon that represents the item being dragged to remain consistent from the selection through the drag and drop. If the user selects a message icon in the File Manager and starts to drag it, the source portion of the drag icon is represented by that message icon. Providing this kind of consistency makes drag and drop more predictable to the user. Where the destination application uses icons, the icon shown should, in most cases, be the same one that was selected and then dragged and dropped. This behavior is not, however, always appropriate for all applications. Dragging text is an exception. A text drag icon is used instead of dragging the selected text.
Both the source and destination applications specify the visual appearance of drag icons. You are responsible for ensuring that an application has a consistent and appropriate icon to drag. Although the drag-and-drop library provides default icons, it is a good idea for you to specify your own for each application. Most often, you should use the data-typing database to obtain the icon associated with the type data represented by the icon. See Chapter 9.

When users start a drag without selecting an icon, it is appropriate for you to provide a relevant drag icon. For example, in an appointment editor, the user can select an appointment out of a scrolling list—which may or may not show icons. You should use an appointment icon as the source indicator. The destination application (for example, a File Manager) should display the same appointment icon.

Parts of the Drag Icon

The drag icon changes appearance to provide drag-over feedback when the user moves it over potential drop zones.

The drag icon has three parts that combine to provide the drag-over feedback:

- A state indicator
- An operation indicator
- A source indicator

The state indicator is a pointer used for positioning combined with a valid or invalid drop zone indicator. The valid state indicator is an arrow pointer. The pointer has a hot spot so users can position it in a predictable manner. The invalid state indicator—a circle with a diagonal line—is displayed when users have positioned the cursor over an invalid drop zone.

The operation indicator gives users feedback on what operation is occurring during the drag; either move, copy, or link. Because most drags are moves, users are given additional feedback when they perform the less-frequent copy or link operations.

**Note** - The operation feedback is drawn on top of the state and source feedback. This behavior is consistent with Motif drag-and-drop behavior.

The user can choose the drag operation move, copy, or link by pressing and holding certain keys during a drag, as shown in Table 5–1.
TABLE 5–1  Keys Used to Modify a Drag Operation

<table>
<thead>
<tr>
<th>Modifier Key</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shift</td>
<td>Move</td>
</tr>
<tr>
<td>Control</td>
<td>Copy</td>
</tr>
<tr>
<td>Control and Shift</td>
<td>Link</td>
</tr>
</tbody>
</table>

The source application can force a copy, as in the case of the read-only File Manager window. When the user chooses an operation, the drop zone must match that operation for the drop to succeed; otherwise, the drop zone is invalid. In other words, if the user chooses a copy by holding down the Control key, and then drags the drag icon over the trash icon, the drag icon should show the trash icon as an invalid drop zone and any drop should fail, because copying to the trash is not allowed.

The source indicator represents the selection (or the item being dragged). The source indicator varies depending on whether the selection represents single or multiple items and what kind of item the selection represents.

Drags from Inside Windows

Sometimes an application needs to enable a drag from within a dialog box or window. The Appointment Editor in Calendar has a scrolling list of appointments and an entry area for editing an appointment. Users can drag from the scrolling list to get an appointment, but users also need to be able to drag from the appointment entry area. Enabling users to drag from the entry area covers those times when the appointment is not yet inserted in the calendar (for example, when a proposed meeting time is entered but not inserted into the calendar).

The item that can be dragged needs to have an icon graphic associated with it. Place the icon graphic in the dialog box in an appropriate area adjacent to the information to be dragged. The upper-right corner of the dialog box or window is the recommended default position. The icon lets the user know that something can be dragged and the graphic used is the same graphic used in the drag icon to provide consistency. The icon should be 32x32 pixels and have a label so that it resembles a File Manager icon. See the Common Desktop Environment: Style Guide and Certification Checklist chapter on drag and drop for more information.

Note - Drags are only enabled from human interface elements that have components or items that can be selected. Drags cannot be enabled from static labels such as those on buttons or menus.
Visual Feedback

The following sections describe the drop zone feedback and transition effects of drag and drop.

Drop Zone Feedback

The default drop zone feedback, called drag under, can be a solid line drawn around the site, a raised or lowered surface with a beveled edge around the drop zone, or a pixmap drawing over the drop zone.

Transition Effects

Transition effects show the user that the drop has either succeeded or failed. The two transition effects are melt and snap back.

Melting occurs when the user drops a drag icon on a valid drop zone. When the user drops a drag icon on a valid drop zone, the drag icon melts into the drop zone. The drag icon is replaced by the icon appropriate to the destination application. A printer on the Front Panel may show nothing other than the melting effect. An open File Manager window may display an appropriate icon.

When an icon is dropped, sometimes the melting effect does not take place immediately. The icon is displayed where it is placed until the transfer is done. It is a good idea for the destination to set its cursor to a busy state while the transfer is occurring. The user cannot move or select the icon until the transfer is complete; the busy cursor lets the user know the transfer is in process.

Snap back occurs when a drop fails. Drops can fail in two ways. If the user drops a drag icon over an invalid drop zone, then the drag icon snaps back to the source application. Once a drop occurs, the source and destination applications have to transfer the data. If the data transfer fails, the drag icon snaps back and the destination application is responsible for indicating failure to the user and providing information on why the drop failed.

Drag-and-Drop Sources

To help you understand the behavior of drag-and-drop sources, Table 5-2 describes the key desktop components that can be a source of drags of text selections, files, and buffers.
**TABLE 5–2 Desktop Components That Can Be Drag Sources**

<table>
<thead>
<tr>
<th>Drag Source</th>
<th>Text Selections</th>
<th>Files</th>
<th>Buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text fields (Motif)*</td>
<td>Selected text</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Text Editor: Main Window</td>
<td>Selected Text</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Terminal: Main Window</td>
<td>Selected Text</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>File Manager: Folder Window</td>
<td>N/A</td>
<td>Files</td>
<td>N/A</td>
</tr>
<tr>
<td>File Manager: Trash Window</td>
<td>N/A</td>
<td>Files</td>
<td>N/A</td>
</tr>
<tr>
<td>Mail: Message List</td>
<td>N/A</td>
<td>N/A</td>
<td>Message in mail-message format</td>
</tr>
<tr>
<td>Mail: Attachment List</td>
<td>N/A</td>
<td>N/A</td>
<td>Attachment in format of the attachment</td>
</tr>
<tr>
<td>Calendar: Appointment Editor</td>
<td>N/A</td>
<td>N/A</td>
<td>Appointment in appointment format</td>
</tr>
</tbody>
</table>

*Any application that has Motif text field sources selected drags text.

**Drag-and-Drop Destinations**

The following components on the desktop provide drop destinations:

- Editors
- File Manager
- Front Panel

Each component accepts drops of text selections, files, and buffers. Most of the text drop destinations are provided automatically by the Motif library. File or buffer data drop destinations require additional code.

When a user drops data from a file, and that file is modified in some way, the modifications can be written back to the original holder of the file. This behavior is described as *saveback*. However, when data is dropped from a buffer, the data does not have information about an originating file. As a result, changes to data from buffers cannot be written back, because there is no original holder of the data. This behavior is described as *no saveback*.
For example, the Mailer can export mail attachments to editors using drag and drop. If the attachment is exported as a buffer (that has no saveback), the editor has no way to change the original attachment in the mailer. So, the editor can only save its modified version of the attachment to a new file.

Because mail attachments are not already separate files (they are embedded into a mail folder file), they are only exported as buffers and cannot be saved back by other editors.

If the attachment is exported as a file (that has saveback) the editor saves its modified version to that same file. Table 5–3 describes the drops of text selections, files, and buffers on editor-type components such as Text Editor, Icon Editor, Calendar and Mailer.

<table>
<thead>
<tr>
<th>Drop Destination</th>
<th>Text Selections</th>
<th>Files</th>
<th>Buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text Editor: Main Window</td>
<td>Insert</td>
<td>Insert</td>
<td>Insert</td>
</tr>
<tr>
<td>Terminal: Main Window</td>
<td>Insert</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>Icon Editor: Main Window</td>
<td>N/A</td>
<td>Load (if file in icon format) saveback</td>
<td>Load into read-only (if data in icon format) no saveback</td>
</tr>
<tr>
<td>Mailer: Message List</td>
<td>N/A</td>
<td>Append (if file in mail format)</td>
<td>Append (if data in mail format)</td>
</tr>
<tr>
<td>Mailer: Compose</td>
<td>Insert</td>
<td>Insert</td>
<td>Insert</td>
</tr>
<tr>
<td>Mailer: Attachment List</td>
<td>Attach</td>
<td>Attach</td>
<td>Attach</td>
</tr>
<tr>
<td>Calendar: Main Window</td>
<td>N/A</td>
<td>Schedule Appointment (if file in appointment format)</td>
<td>Schedule appointment (if data in appointment format)</td>
</tr>
<tr>
<td>Calendar: Appointment Editor</td>
<td>Insert into text field</td>
<td>Fill in appointment fields (if file in appointment format)</td>
<td>Fill in appointment fields (if data in appointment format)</td>
</tr>
<tr>
<td>AppBuilder</td>
<td>N/A</td>
<td>Load (if file in BIX or BIL format) saveback</td>
<td>Load into read-only (if data in BIP format) no saveback</td>
</tr>
</tbody>
</table>
Table 5–4 describes the drops of text selections, files, and buffers on file and folder icons in the File Manager.

**TABLE 5–4  File Manager Drop Destinations**

<table>
<thead>
<tr>
<th>Drop Destination</th>
<th>Text Selections</th>
<th>Files</th>
<th>Buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>File Icon</td>
<td>Invoke drop action on target file and dropped text (if file accepts text drops and dropped text in appropriate format) no saveback/copy</td>
<td>Invoke drop action on target file and dropped file (if file accepts file drop and dropped file in appropriate format) saveback</td>
<td>Invoke drop action on target file and dropped data (if file accepts data drop and dropped data in appropriate format) no saveback/copy</td>
</tr>
<tr>
<td>Folder Icon</td>
<td>Insert text into new file using “Untitled” name in folder</td>
<td>Copy/move file to folder</td>
<td>Insert data into new file using supplied name (if available) in folder else using “Untitled”</td>
</tr>
<tr>
<td>Action Icon</td>
<td>Invoke action on text (if appropriate format and accepts text drop) no saveback</td>
<td>Invoke action on files (if appropriate format and accepts file drop) saveback</td>
<td>Invoke action on data (if appropriate format and accepts data drop) no saveback</td>
</tr>
<tr>
<td>Mail Container Icon</td>
<td>Append to mailbox (if text in mail format)</td>
<td>Append to mailbox (if file in mail format)</td>
<td>Append to mailbox (if data in mail format)</td>
</tr>
</tbody>
</table>

Table 5–5 describes the drops of text selections, files, and buffers on action icons in the Front Panel.

**TABLE 5–5  Front Panel Drop Destinations**

<table>
<thead>
<tr>
<th>Drop Destination</th>
<th>Text Selections</th>
<th>Files</th>
<th>Buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Text Editor</td>
<td>Load into read-only no saveback</td>
<td>Load saveback</td>
<td>Load into read-only no saveback</td>
</tr>
<tr>
<td>Calendar</td>
<td>Schedule appointment (if text in appointment format)</td>
<td>Schedule appointment (if file in appointment format)</td>
<td>Schedule appointment (if data in appointment format)</td>
</tr>
</tbody>
</table>
TABLE 5–5  Front Panel Drop Destinations (continued)

<table>
<thead>
<tr>
<th>Drop Destination</th>
<th>Text Selections</th>
<th>Files</th>
<th>Buffers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mail</td>
<td>Compose message</td>
<td>Compose message attach file</td>
<td>Compose message attach data</td>
</tr>
<tr>
<td></td>
<td>attach text</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Printer</td>
<td>Print text (if print</td>
<td>Print file contents (if print</td>
<td>Print data (if print method available for</td>
</tr>
<tr>
<td></td>
<td>method available for</td>
<td>method available for file</td>
<td>data format)</td>
</tr>
<tr>
<td></td>
<td>text)</td>
<td>format)</td>
<td></td>
</tr>
<tr>
<td>Trash Can</td>
<td>N/A</td>
<td>Move file to Trash Can</td>
<td>N/A</td>
</tr>
<tr>
<td>Subpanel: Install</td>
<td>Install icon</td>
<td>Install icon</td>
<td>N/A</td>
</tr>
<tr>
<td>Icon</td>
<td>Same as File Manager</td>
<td>Same as File Manager</td>
<td>Same as File Manager</td>
</tr>
<tr>
<td>Subpanel: Action</td>
<td>Same as File Manager</td>
<td>Same as File Manager</td>
<td>Same as File Manager</td>
</tr>
<tr>
<td>Subpanel: Executable</td>
<td>Same as File Manager</td>
<td>Same as File Manager</td>
<td>Same as File Manager</td>
</tr>
</tbody>
</table>

See the Common Desktop Environment: Style Guide and Certification Checklist for more information and guidelines on how the drag and drop should appear to the user.

Drag-and-Drop Convenience API

The Common Desktop Environment provides a drag-and-drop convenience API to promote consistency and interoperability across the desktop, and to make it easier for developers to implement drag and drop.

The existing Motif API for drag and drop provides reasonable functionality to achieve a rendezvous between the source and destination applications in the transaction. It provides a framework for data transfer but leaves the actual data transfer details up to the application. For true consistency and interoperability between applications across the desktop, all applications must use the same data transfer protocols. The Common Desktop Environment drag-and-drop convenience API provides common data transfer routines.
Simplify Use for Developers
The existing Motif API for drag and drop is very flexible and, therefore, is somewhat difficult for nonexpert developers to use. The Common Desktop Environment drag-and-drop convenience API provides some convenience functions, described in the following paragraphs, that result in an API that is simpler and easier to use by providing the following services:

- Manages configuration and appearance of drag icons. Graphics are provided for the default source, state, and operation icons that make up the drag icon in Motif. The compositing of these icons checks the type of data being dragged.
- Enables animation for a drop. You can define an animation procedure that is called when the drop has completed.
- Provides data transfer using standard X selection targets for text, file, and buffer transfers. This data transfer allows interoperability with other applications that use the standard targets directly.
- Provides dual registration. You can register a text widget as a drop zone for data other than text and preserve the ability to accept text drops.

Establish Policy
The drag-and-drop API establishes policy in three areas:

- Common targets. Where available, existing selection targets defined by the Inter-Client Communication Conventions Manual (ICCCM) are used.
- Data transfer protocols. The API hides some of the details of data transfer and presents the data to the application in the form of some simple data structures.
- Default drag icons. Default drag icons are provided for applications that can accept them.

Provide Common Functionality
The drag-and-drop API provides common functionality in these areas:

- Supports the transfer of data as text, file names, and buffers
- Supports, through the data transfer framework, the addition of new, built-in protocols

Leverage Existing Motif API
The API for drag and drop does not invent a new drag-and-drop subsystem; rather, it uses the existing Motif API. In addition, since common data transfer protocols
were chosen, where available, applications can interoperate at the selection protocol level without requiring global use of the new API.

The transfer of text and files use existing protocols. Buffer transfer uses new protocols.

Drag-and-Drop Transaction

Figure 5–1 illustrates how the basic drag-and-drop transaction is performed.

Figure 5–2 illustrates the optional transitions and operations for the drag-and-drop transaction. The dotted-line boxes show the basic transaction. The solid boxes show the optional transitions and operations.
Integration Action Plan

This section suggests a plan of action for integrating your application with drag and drop in Common Desktop Environment 1.3.

Review Drag-and-Drop API and Sample Code

Use the information provided in this chapter to familiarize yourself with the drag-and-drop API. Once you have a basic understanding of the API, review the source code for the drag-and-drop demo program, /usr/dt/examples/dtdnd. This code provides examples of how to use the API in various ways. The examples should give you an understanding of the character and amount of code you need to write to support drag and drop in your application. Understanding the actions and the data-typing API is useful as well.
Review Your Application for Possible Drop Zones

Identify the types of data your application might accept through a drag-and-drop transaction. If, for example, you are writing a bitmap editor, you want to support the drop of files. Once you have identified the data types you will allow to be dropped on your application, determine the widget or widgets that should be drop zones. For the bitmap editor example, you may decide the only place a file should be dropped on the application is the bitmap editing area. In this case, register the widget representing this area using DtDndDropRegister() and provide the appropriate callbacks.

Because it is easiest to handle the drop of file names, start by implementing them. Once you have mastered this technique, you will find it easier to move on to implementing the drop of text and buffers.

Review Your Application for Possible Drag Sources

Identify the types of data your application might permit as sources for a drag-and-drop transaction. In the example of the bitmap editor, you may want bitmap data containing the current bitmap selection to be a drag source as an accelerator for cut and paste. Once you have identified the data types you will allow to be dragged from your application, determine the widget or widgets that should be drag sources. In the bitmap editor example, you may decide the bitmap editing area containing the highlighted bitmap selection should serve as the drag source. In this case, enable the widget representing this area for sourcing drags.

Start by implementing the drag of buffers that are most appropriate or specific to your application. You will also want to add the ability to drop buffers on your application to enable easy data transfer between multiple invocations of your application.

API Overview

This section provides an overview of the drag-and-drop application program interface (API).
DtSvc Library and Header File

The drag-and-drop functionality is implemented in the Desktop Services library, DtSvc. To access the drag-and-drop API, include the header file `<Dt/Dnd.h>` and link with `-lDtSvc`.

Functions

The API includes four function calls, which are declared in the header file `Dnd.h` and outlined in the following paragraphs. These functions are described in greater detail in later sections.

- `DtDndDragStart()` starts a drag in response to a user action.
- `DtDndCreateSourceIcon()` creates a source icon to use with `DtDndDragStart()`.
- `DtDndDropRegister()` registers a widget as a drop zone. Drop zone registration usually occurs immediately after the widget is created, but may be performed at any time.
- `DtDndDropUnregister()` unregisters a previously registered widget. A drop zone is usually unregistered immediately before being destroyed, but may be unregistered any time after being registered.

The `DtDndContext` Structure

You handle transfers of data using the `DtDndContext` data structure. This structure contains fields for the transfer protocol, the number of items being transferred, and an array of the data items being transferred. See the `DtDndDragStart(3X)` and `DtDndDropRegister(3X)` man pages for details about the syntax of this structure.

Protocols

Protocols are used to tell the API the type of data being transferred. The predefined protocols are shown in Table 5–6.
TABLE 5–6  Predefined Protocols

<table>
<thead>
<tr>
<th>Protocol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtDND_TEXT_TRANSFER</td>
<td>Text transfer. Compound text. (Motif uses a compound text target for text transfers.)</td>
</tr>
<tr>
<td>DtDND_FILENAME_TRANSFER</td>
<td>File name transfer.</td>
</tr>
<tr>
<td>DtDND_BUFFER_TRANSFER</td>
<td>Memory buffer.</td>
</tr>
</tbody>
</table>

Operations

The drag source and the drop zone can transfer the data in one of three ways, as described in Table 5–7.

TABLE 5–7  Data Transfer Operations

<table>
<thead>
<tr>
<th>Operation</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>XmDROP_MOVE</td>
<td>Moves the data (Copy followed by Delete).</td>
</tr>
<tr>
<td>XmDROP_COPY</td>
<td>Copies the data.</td>
</tr>
<tr>
<td>XmDROP_LINK</td>
<td>Contains a link to the data.</td>
</tr>
</tbody>
</table>

How Drag Sources Are Used

This section describes how drag sources are used.

Starting a Drag

A drag is started in one of two ways. First, the user may start a drag by pressing down `Btransfer`, the middle mouse button. As soon as the button is pressed down, the drag begins. Second, the user may start a drag by pressing and holding down
Bselect, the left mouse button, and moving the cursor across the screen. The drag begins when the user moves the mouse a certain distance. This distance is called the drag threshold and it is measured in pixels. The default drag threshold is 10 pixels for Bselect. For Btransfer, the drag threshold is 0; because there is no drag threshold, the drag begins as soon as the pointer is moved. Motif scrolled text lists and text widgets are automatically registered as drag sources for text drags using Btransfer and Bselect.

Dragging from Lists or Icons

There are two common interface objects that can be used to source a drag: lists and icons. The Motif List widget automatically sources text drags. If other types of drags are desired, this is accomplished by overriding the default widget translations with new Bnt1 and Bnt2 translations. There is no icon widget in Motif but often a drawing area is used as container of icons. In this case, an event handler for Bnt1Motion would be used to start the drag. Refer to the sample code in /usr/dt/examples/dtdnd for more detailed code examples.

Drag Threshold

When starting a drag using Bselect the widget event handler or translation procedures must apply the drag threshold of 10 pixels before starting the drag. For Btransfer, there is no threshold and the drag starts immediately.

Btransfer or Badjust

Style Manager has a setting in the Mouse category that controls whether Btn2, the middle mouse button, acts as Btransfer or Badjust. This setting is stored as a resource name: enableBnt1Transfer. A setting of 1 indicates that Btn2 is Badjust and should adjust the selection while a setting of any other value means that Btn2 is Btransfer and should start a drag. Btn1, the left mouse button, always starts a drag.

The following example shows how to determine whether Btn2 should be Btransfer or Badjust.

```c
Display* display;
int adjust;
XtVaGetValues ((Widget) XmGet Xm Display (display,
‘‘enableBnt1Transfer’’, &adjust, NULL);
if (adjust == 1)
```

Integrating with Drag and Drop 65
/* Btn2 is adjust */

else

/* Btn2 is transfer */

Initiating a Drag

Common Desktop Environment 1.0 applications start a drag by calling
DtDndDragStart(). This function performs some desktop-specific setup and calls
XmDragStart() to initiate a drag. The DtDndDragStart() function synopsis and
parameter usage are described as follows:

Widget DtDndDragStart(
    Widget dragSource,
    XEvent *event,
    DtDndProtocol protocol,
    Cardinal numItems,
    unsigned char operations,
    XtCallbackList convertCallback,
    XtCallbackList dragFinishCallback ArgList argList,
    Cardinal argCount)

Widget dragSource

The widget that received the event that triggered the drag.

XEvent *event

The button press or button motion event that triggered the drag.

DtDndProtocol protocol

The protocol used for the data transfer. The protocol may be one of the following:

DtDND_TEXT_TRANSFER
DtDND_FILENAME_TRANSFER
DtDND_BUFFER_TRANSFER

Cardinal numItems

Specifies the number of items being dragged.

unsigned char operations

Specifies options supported by dragSource. The options are XmDROP_MOVE,
XmDROP_COPY, and XmDROP_LINK. A drag source may support any combination
of these operations. You specify a combination of operations by using or. For
example, to support the move and copy operations, specify XmDROP_MOVE |
XmDROP_COPY.
XtCallbackList convertCallback

This callback is invoked when a drop has started and the drop zone has requested data from the drag source. The convertCallback is explained in more detail in the next section.

XtCallbackList dragFinishCallback

This callback is invoked when the drag-and-drop transaction is complete. The dragFinishCallback should reset the dragMotionHandler() and free any memory allocated by the drag source during the drag-and-drop transaction.

Using Convert Callbacks

The convert callback provides data to the drop zone when a drop occurs. The first action in the convert callback is a verification of the reason field in the callData. If the reason is not DtCR_CONVERT_DATA or DtCR_CONVERT_DELETE, you should return immediately; otherwise, proceed to convert the data. For example, if you are handling the conversion of a file name, retrieve the appropriate file name from your internal data structures and copy it into the file data object. If your drag source supports the move operation, you need to support conversion of the DELETE target. That is, when convertCallback is called with a reason of DtCR_CONVERT_DELETE, perform the appropriate deletion action for the data that was moved. In the case of the file transfer, delete the file. Here is a simple convertCallback that handles the conversion and deletion of file names.

```c
void convertFileCallback(  
    Widget dragContext,  
    XtPointer clientData,  
    XtPointer callData)  
{
    DtDndConvertCallbackStruct *convertInfo = (DtDndConvertCallbackStruct*)allData;
    char *fileName = (char *) clientData;
    if (convertInfo->reason == DtCR_DND_CONVERT_DATA)  
    {  
        XtrNewString(fileName);
    }
    else if (convertInfo->reason == DtCR_DND_CONVERT_DELETE)  
    {  
        deleteFile(fileName);
    } else {  
        convertInfo->status = DtDND_FAILURE;
    }
}
```

Integrating with Drag and Drop 67
How Drop Zones Are Used

This section describes how drop zones are used.

Registering a Drop Zone

You generally register drop zones just after the widget that is going to be the drop zone is created. If you want a modal drop zone, you may register the widget as a drop zone when you want users to be able to drop on it and unregister it when you do not want users to drop on it.

Motif text widgets are automatically registered as drop zones for text when they are created. Dual registration is allowed. If you want a text widget to accept drops of other data, such as file names, in addition to text, you may register the text widget as a drop zone for file names as well. The text drop functionality provided by Motif is preserved. The functionality for file-name (or other data-type) drops is layered on top.

Use the function DtDndDropRegister() to register a widget as a drop zone. This function handles dual registration, if necessary, performs desktop-specific setup, and calls XmDropSiteRegister(). The DtDndDropRegister() function synopsis and parameter use are as follows.

```c
void
DtDndDropRegister(
    Widget dropSite,
    DtDndProtocol protocols;
    unsigned char operations;
    XtCallbackList transferCallback;
    ArgList argList;
    Cardinal argCount)
```

- **dropSite**
  The widget that is being registered as a drop zone.

- **protocols**
  Specifies the list of data transfer protocols that the drop zone can use. To specify the use of more than one protocol, use OR with the protocol values.

- **operations**
  The operations supported by the drop zone. The drop zone may support any combination of XmDROP_MOVE, XmDROP_COPY, and XmDROP_LINK by using OR for the desired combination of operations.

- **transferCallback**
  XtCallbackList transferCallback
This function accepts the data that is dropped on the drop zone. The transfer callback is explained in greater detail in the next section.

**ArgList argList**

Specifies an optional argument list.

**Cardinal argCount**

Specifies the number of arguments in *argList*.

### Using the Transfer Callback

The transfer callback accepts data from the drag source when a drop occurs. The first action in the transfer callback is a verification of the reason field in the *callData*. If the reason is not *DtCR_DND_TRANSFER_DATA*, you should return immediately; otherwise, proceed with data transfer based on its type and the operation specified in the reason. For example, if you are handling the copy of a file, retrieve the file name from the data structure, open the file, and copy its contents. If your drop zone supports more than one data type, you need to support the transfer of each data type appropriately.

Here is a simple transfer callback for a drawing area drop zone that supports the copying of text and file-name data types.

```c
void TransferCallback(
    Widget widget,
    XtPointer clientData,
    XtPointer callData)
{
    DtDndTransferCallbackStruct *transferInfo =
        (DtDndTransferCallbackStruct*) callData;
    int ii;

    DtDndContext *dropData = transferInfo->dropData;
    return;
    switch dropData->protocol {
        case DtDND_FILENAME_TRANSFER:
            for (ii=0; ii < dropData->numItems; ii++) {
                drawTheString(dropData->data, strings[ii]);
            }
            break;
        case DtDND_TEXT_TRANSFER:
            for (ii=0; ii<dropData->numItems; ii++){
                drawTheFile(dropData->data.files[ii]);
            }
            break;
        default:
            transferInfo->status = DtDND_FAILURE;
    }
}
```

Integrating with Drag and Drop 69
Using Data Typing

In an application that accepts drops of buffers, you may want to handle the dropped data in a different way depending on its type. To accomplish data typing, use the data-typing API. Data-typing function calls of interest are `DtDtsBufferToDataType()` and `DtDtsBufferToAttributeValue()`. The former returns the data attribute name for the data, the latter returns the value of a specified attribute of the data. Attributes you may find useful for drag and drop are shown in Table 5–8.

**TABLE 5–8**  Data-Typing Attributes

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICON</td>
<td>Path of icon to use for this data.</td>
</tr>
<tr>
<td>MEDIA</td>
<td>The Message Alliance media name for this data.</td>
</tr>
</tbody>
</table>

See Chapter 9 for more information.
Chapter 6 through 10 describe how to perform the following optional integration tasks:

- Integrate with the Workspace Manager to enable your application to determine the workspace location of each session at session start time
- Use the CDE custom widgets
- Invoke actions from within an application
- Access the data-typing database
- Access the Calendar API
  - Chapter 6, “Integrating with the Workspace Manager”
  - Chapter 7, “Common Desktop Environment Motif Widgets”
  - Chapter 8, “Invoking Actions from Applications”
  - Chapter 9, “Accessing the Data-Typing Database”
  - Chapter 10, “Integrating with Calendar”
Integrating with the Workspace Manager

The Workspace Manager provides the means for an application to manage its windows within the desktop’s multiple workspace environment. An application can perform four major tasks by communicating with the Workspace Manager:

- Place the application’s windows in one or more workspaces
- Identify the workspaces in which the application’s windows are located
- Prevent the application’s windows from moving to another workspace
- Monitor changes to the workspaces, such as when a user switches from one workspace to another

Normally, Session Manager will get your application main window into the right workspace without your intervention. However, if your application has multiple top-level windows, you should use the Workspace Manager API to figure out where your windows are and save this data as part of your session state.

See Chapter 4 for details on saving application-related information between sessions.

- “Communicating with the Workspace Manager” on page 74
- “Placing an Application Window in Workspaces” on page 74
- “Identifying Workspaces Containing the Application Windows” on page 76
- “Preventing Application Movement Among Workspaces” on page 76
- “Monitoring Workspace Changes” on page 77
Communicating with the Workspace Manager

An application communicates with the Workspace Manager by using functions provided by the desktop. These functions allow you to quickly and easily perform a variety of tasks associated with workspace management. The following is a list of these functions:

- DtWsmAddCurrentWorkspaceCallback()
- DtWsmAddWorkspaceFunctions()
- DtWsmAddWorkspaceModifiedCallback()
- DtWsmFreeWorkspaceInfo()
- DtWsmGetCurrentBackdropWindows()
- DtWsmGetCurrentWorkspace()
- DtWsmGetWorkspaceInfo()
- DtWsmGetWorkspaceList()
- DtWsmGetWorkspacesOccupied()
- DtWsmOccupyAllWorkspaces()
- DtWsmRemoveWorkspaceCallback()
- DtWsmRemoveWorkspaceFunctions()
- DtWsmSetCurrentWorkspace()
- DtWsmSetWorkspacesOccupied()

Segments of code from two demo programs (occupy.c and wsinfo.c) illustrate the use of these functions. Listings for occupy.c, wsinfo.c, and makefiles for several brands of workstations are in the directory /usr/dt/examples/dtwsm. See the applicable man page for more information on each function.

Placing an Application Window in Workspaces

An application can place its windows in any or all of the existing workspaces. DtWsmOccupyAllWorkspaces() places the windows in all currently defined workspaces, while DtWsmSetWorkspacesOccupied() places the windows in all workspaces named in a list that is passed to the function.
To Place an Application Window in All Workspaces

- Use `DtWsmOccupyAllWorkspaces()`. In `occupy.c`, the callback `allWsCB()` for the Occupy All Workspaces push button calls this function.

```c
DtWsmOccupyAllWorkspaces (XtDisplay(toplevel),
                           XtWindow(toplevel));
```

where:
- `XtDisplay(toplevel)` is the X display.
- `XtWindow(toplevel)` is the window to be placed in all workspaces.

See the `DtWsmOccupyAllWorkspaces()` man page for more information on this function.

To Place an Application Window in Specified Workspaces

- Use `DtWsmSetWorkspacesOccupied()`. In `occupy.c`, the callback `setCB()` for the Set Occupancy push button calls this function.

```c
DtWsmSetWorkSpacesOccupied XtDisplay(toplevel),
                            XtWindow(toplevel), paWsSet, numSet);
```

where:
- `XtDisplay(toplevel)` is the X display.
- `XtWindow(toplevel)` is the window to be placed in the workspaces.
- `paWsSet` is a pointer to a list of workspace names that have been converted to X atoms.
- `numSet` is the number of workspaces in the list.

See the `DtWsmSetWorkspacesOccupied()` man page for more information on this function.
Identifying Workspaces Containing the Application Windows

The function DtWsmGetWorkspacesOccupied() returns a list of the workspaces in which a specified application window resides. In occupy.c, the procedure ShowWorkspaceOccupancy() calls this function. Based on the results of this call, ShowWorkspaceOccupancy() changes the appearance of the toggle buttons that represent the workspaces. A check mark appears on every toggle button in whose workspace the application window resides.

To Identify Workspaces That Contain the Application Window

♦ Use DtWsmGetWorkspacesOccupied().

\[
\text{rval} = \text{DtWsmGetWorkspacesOccupied}(
\text{XtDisplay}(\text{toplevel})
\text{XtWindow}(\text{toplevel}), \&\text{paWsIn}, \&\text{numWsIn});
\]

where:

- \text{XtDisplay}(\text{toplevel}) is the X display.
- \text{XtWindow}(\text{toplevel}) is the window to be searched for in the workspaces.
- \text{paWsIn} is the address of a pointer to a list of workspace names that have been converted to X atoms.
- \text{numWsIn} is the address of an integer into which the number of workspaces in the list is placed.

After this call, loops are set up to compare the list of workspaces (found in the procedure SetUpWorkspaceButtons() by DtWsmGetWorkspaceList()) with the list of workspaces in which the application window was found to reside. The toggle button resource XmNset is set to True for each toggle button that represents a workspace in which the application window resides.

Preventing Application Movement Among Workspaces

The function DtWsmRemoveWorkspaceFunctions() prevents an application from:
Switching from one workspace to another
Occupying all workspaces
Being removed from the current workspace

DtWsmRemoveWorkspaceFunctions() does this by making that portion of the desktop Workspace Manager (dtwm) window menu inactive. The application should call DtWsmRemoveWorkspaceFunctions() before its top-level window is mapped because dtwm only checks workspace information at the time it manages the application's top-level window. If you need to call DtWsmRemoveWorkspaceFunctions() after the application's top-level window is managed, then you must first call the Xlib function XWithdrawWindow(), call DtWsmRemoveWorkspaceFunctions(), and then call XMapWindow() to remap the top-level window.

To Prevent Movement to Another Workspace

♦ Use DtWsmRemoveWorkspaceFunctions().

```
DtWsmRemoveWorkspaceFunctions(XtDisplay(toplevel),
   XtWindow(toplevel));
```

where:

- XtDisplay(toplevel) is the X display.
- XtWindow(toplevel) is the window for which workspace movement is to be prevented.

Monitoring Workspace Changes

You can monitor workspace changes by using either or both of the following functions:

- DtWsmAddCurrentWorkspaceCallback()
- DtWsmWorkspaceModifiedCallback()

DtWsmAddCurrentWorkspaceCallback() registers an application callback to be called whenever the Workspace Manager is switched to a new workspace. See the DtWsmAddCurrentWorkspaceCallback(3) man page for more information.

DtWsmWorkspaceModifiedCallback() registers an application callback to be called whenever a workspace is added, deleted, or changed. See the DtWsmWorkspaceModifiedCallback(3) man page for more information.
To Monitor Workspace Switching

- **Use** `DtWsmAddCurrentWorkspaceCallback()`.  
  In the demo program `wsinfo.c`, this function is called after the top-level widget is realized.

```
DtWsmAddCurrentWorkspaceCallback (toplevel, wschangecb, NULL);
```

where

- `toplevel` is the application’s top level widget.
- `wschangecb()` is the name of the function to be called.
- `NULL` is the parameter for client data to be passed to the callback. In this case, no data is passed.

To Monitor Other Workspace Changes

- **Use** `DtWsmWorkspaceModifiedCallback()`.  

```
DtWsmWorkspaceModifiedCallback toplevel, wschangecb, NULL);
```

where:

- `toplevel` is the application’s top-level widget.
- `wschangecb()` is the name of the function to be called.
- `NULL` is the parameter for client data to be passed to the callback. In this case, no data is passed.
The Common Desktop Environment provides Motif 2.1 libraries (with bug fixes) and enhancements. In addition, the Common Desktop Environment provides four custom widgets you can use to provide certain OPEN LOOK\textsuperscript{TM} and Microsoft\textsuperscript{R} Windows functionality. This chapter describes these Motif custom widgets.

- “Menu Button Widget (DtMenuButton)” on page 80
- “Text Editor Widget (DtEditor)” on page 84

The widget library, \texttt{libDtWidget}, contains four widgets that combine or enhance functionality of existing Motif 2.1 widgets:

- \texttt{DtMenuButton} provides menu-cascading functionality outside of the menu bar.
- \texttt{DtEditor} incorporates such single text editor functions as cut and paste.
- \texttt{DtSpinBox} combines a text field and arrow buttons in a control that can increment or decrement numeric or text values. It pre-dates the Motif widget \texttt{XmSpinBox}.
- \texttt{DtComboBox} combines a text field and a list box in a control that displays one of the valid choices for the text field. It pre-dates the Motif widget \texttt{XmComboBox}.

These widgets provide common functionality across all Common Desktop Environment applications. None of these widgets support subclassing.

The Custom Widgets library depends directly on the following libraries:

- \texttt{Xm} library for the Motif superclass support
- \texttt{Xt} library for creation and manipulation of widgets
- \texttt{X11 Library} for the base X Window System
- \texttt{DtSvc} for desktop support utilized by \texttt{DtEditor}
Menu Button Widget (DtMenuButton)

Use the DtMenuButton widget to provide menu-cascading functionality outside of a menu pane.

DtMenuButton widget is a command widget that complements the menu cascading functionality of an XmCascadeButton widget. As a complement to XmCascadeButton widget, it can only be instantiated outside a MenuBar, Pulldown, or Popup (use XmCascadeButton widget inside a MenuPane.) Figure 7–1 shows examples of a DtMenuButton widget.

Figure 7–1  Examples of menu button widget (DtMenuButton)

Library and Header Files

The DtMenuButton widget is in the libDtWidget library. The header file is Dt/MenuButton.h.

Demo Program

A demo containing an example of the DtMenuButton widget is in /usr/dt/examples/dtwidget/controls.c.

Convenience Functions

DtCreateMenuButton() is a convenience function that creates a Common Desktop Environment widget.

DtMenuButton widget is a subclass of XmLabel class. Visually, DtMenuButton widget has a label string and a menu glyph. The menu glyph always appears on the right end of the widget and, by default, is a downward pointing arrow.
DtMenuButton widget has an implicitly created submenu attached to it. The submenu is a pop-up menu and has this DtMenuButton widget as its parent. The name of the implicitly created submenu is obtained by prefixing submenu_ to the name of this DtMenuButton widget. You can obtain the widget ID of the submenu by setting an XtGetValues on DtNSubMenuId resource of this DtMenuButton widget. The implicitly created submenu must not be destroyed by the user of this widget.

The submenu can be popped up by pressing the menu post button (see XmNmenuPost resource of XmRowColumn) anywhere on the DtMenuButton widget or by pressing the Motif Cancel key (usually Escape).

Classes

DtMenuButtonWidget inherits behavior and resources from Core, XmPrimitive, and XmLabel classes.

The class pointer is dtMenuButtonWidgetClass.

The class name is DtMenuButtonWidget.

DtMenuButtonWidget does not support subclassing.

Resources

DtMenuButtonWidget provides the following resources. Table 7–1 shows the class, type, default, and access for these resources.

- DtNcascadingCallback specifies the list of callbacks that are called before the attached submenu is displayed.
- DtNCascadePixmap specifies the pixmap that is displayed as the menu glyph. If no pixmap is specified, a downward pointing arrow is displayed.
- DtNSubMenuId specifies the widget ID of the pop-up menu pane to be associated with this DtMenuButton widget. You must create the pop-up menu pane with this DtMenuButton as its parent. You cannot specify this resource when the widget is created because the submenu is automatically destroyed by this widget when the resource is set.

See the DtMenuButtonWidget(3X) man page for more information.

The codes in the access column show if you can:

- Set the resource at creation time (C)
- Set by using XtSetValues (S)
- Retrieve by using XtGetValues (G)
### TABLE 7–1  DtMenuButtonWidget Resources

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Default</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtNcascadingCallback</td>
<td>DtCCallback</td>
<td>XtCallbackList</td>
<td>NULL</td>
<td>C</td>
</tr>
<tr>
<td>DtNcascadePixmap</td>
<td>DtCPixmap</td>
<td>Pixmap</td>
<td>XmUNSPECIFIED_PIXMAP</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNsubMenuId</td>
<td>DtCMenuWidget</td>
<td>Widget</td>
<td>NULL</td>
<td>SG</td>
</tr>
</tbody>
</table>

### Callback Structures

The callback structure follows and is described in Table 7–2.

```c
typedef struct {
    int reason;
    XEvent *event;
} XmAnyCallbackStruct;
```

### TABLE 7–2  DtMenuButtonWidget Callback Structures

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>reason</td>
<td>Returns reason why the callback was invoked.</td>
</tr>
<tr>
<td>event</td>
<td>Points to the XEvent that triggered the callback or NULL if the callback was not triggered by an XEvent.</td>
</tr>
</tbody>
</table>

### Example of DtMenuButton  Widget

The following example shows how to create and use a DtMenuButton widget. You can find this code as part of the controls.c demo in the /usr/dt/examples/dtwidget directory.

```c
/* Example code for DtMenuButton */
#include Dt/DtMenuButton.h
/* MenuButton custom glyph */
```
#define menu_glyph_width 16
#define menu_glyph_height 16
static unsigned char menu_glyph_bits[] = {
    0xe0, 0x03, 0x98, 0x0f, 0x84, 0x1f, 0x82, 0x3f, 0x82, 0x3f, 0x81,
    0x7f, 0x81, 0x7f, 0xff, 0x7f, 0xff, 0x40, 0xff, 0x40, 0xfe, 0x20, 0xfe,
    0x20, 0xfc, 0x10, 0xf8, 0x0c, 0xe0, 0x03, 0x00, 0x00
};

static void CreateMenuButtons(Widget parent) {
    Widget menuButton, submenu, titleLabel, button;
    Pixmap cascadePixmap;
    Pixel fg, bg;
    Cardinal depth;
    XmString labelString;
    Arg args[20];
    int i, n;

    /* Create title label */
    labelString = XmStringCreateLocalized("MenuButton Widget");
    n = 0;
    XtSetArg(args[n], XmNlabelString, labelString); n++;
    titleLabel = XmCreateLabel(parent, "title", args, n);
    XtManageChild(titleLabel);
    XmStringFree(labelString);

    /* Create a MenuButton.
     * Add push buttons to the built-in popup menu.
     */
    labelString = XmStringCreateLocalized("Action");
    n = 0;
    XtSetArg(args[n], XmNlabelString, labelString); n++;
    menuButton = DtCreateMenuButton(parent, "menuButton1", args, n);
    XtManageChild(menuButton);
    XmStringFree(labelString);
    XtVaGetValues(menuButton, DtNsubMenuId, &submenu, NULL);
    button = XmCreatePushButton(submenu, "Push", NULL, 0);
    XtManageChild(button);
    button = XmCreatePushButton(submenu, "Pull", NULL, 0);
    XtManageChild(button);
    button = XmCreatePushButton(submenu, "Turn", NULL, 0);
    XtManageChild(button);

    /* Create a MenuButton.
     * Replace the built-in popup menu with a tear-off menu.
     * Add a custom pixmap in the colors of the MenuButton.
     */
    labelString = XmStringCreateLocalized("Movement");
    n = 0;
    XtSetArg(args[n], XmNlabelString, labelString); n++;
    menuButton = DtCreateMenuButton(parent, "menuButton1", args, n);
    XtManageChild(menuButton);
    XmStringFree(labelString);

    /* Create a tear-off menu */
    n = 0;
    // More code...
XtSetArg(args[0], XmNtearOffModel, XmTEAR_OFF_ENABLED); n++;
submenu = XmCreatePopupMenu(menuButton, "submenu", args, n);
button = XmCreatePushButton(submenu, "Run", NULL, 0);
XtManageChild(button);
button = XmCreatePushButton(submenu, "Jump", NULL, 0);
XtManageChild(button);
button = XmCreatePushButton(submenu, "Stop", NULL, 0);
XtManageChild(button);
XtVaSetValues(menuButton, DtNsubMenuId, submenu, NULL);

/* Create a pixmap using the menu button’s colors and depth */
XtVaGetValues(menuButton,
XmNforeground, &fg,
XmNbackground, &bg,
XmNdepth, &depth,
NULL);
cascadePixmap = XCreatePixmapFromBitmapData(XtDisplay
(menuButton), DefaultRootWindow(XtDisplay
(menuButton)),
(char*)menu_glyph_bits,
menu_glyph_width, menu_glyph_height,
fg, bg, depth);
XtVaSetValues(menuButton, DtNcascadePixmap, cascadePixmap,
NULL);

## Text Editor Widget (DtEditor)

The Common Desktop Environment text editing system consists of two components:

- The text editor client, *dtpad*, which provides editing services through graphical, action, and ToolTalk interfaces.
- The editor widget, *DtEditor(3)*, which provides a programmatic interface for the following editing services:
  
  - Cut and paste
  - Search and replace
  - Simple formatting
  - Spell checking (for 8-bit locales)
  - Undo previous edit
  - Enhanced I/O handling capabilities that support input and output of ASCII text, multibyte text, and buffers of data
  - Support for reading and writing files directly
Although the OSF/Motif text widget also provides a programmatic interface, applications that use the system-wide uniform editor should use the DtEditor(3) widget. The Common Desktop Environment Text Editor and Mailer use the editor widget. Use this widget in the following circumstances:

1. **You want the functionality, such as spell checking, undo, and find/change, that is provided by the DtEditor(3) widget.**

2. **You do not want to write the code so that users may read and write data to and from a file.**

3. **Your program does not need to examine every character typed or every cursor movement made by a user.**

This section describes the text editor widget, DtEditor(3).

The Editor Widget library provides support for creating and editing text files. It enables applications running in the desktop environment to have a consistent method of editing text data. The DtEditor(3) widget consists of a scrolled edit window for text, an optional status line, and dialogs for finding and changing text, spell checking, and specifying formatting options. The text editor widget includes a set of convenience functions for programmatically controlling the widget.

### Library and Header Files

The DtEditor widget is in the libDtWidget library. The header file is Dt/Editor.h.

### Demo Program

A demo containing an example of the DtEditor widget is in /usr/dt/examples/dtwidget/editor.c.

### Classes

Widget subclassing is not supported for the DtEditor widget class.

DtEditor inherits behavior and resources from Core, Composite, Constraints, XmManager, and XmForm classes.

The class name for the editor widget is DtEditorWidget.

The class pointer is dtEditorWidgetClass.
Convenience Functions

The `DtEditor` convenience functions are described in the following tables.

Life Cycle Functions

The `DtEditor` life cycle functions are described in Table 7–3.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DtCreateEditor</code></td>
<td>Creates a new instance of a <code>DtEditor</code> widget and its children.</td>
</tr>
<tr>
<td><code>DtEditorReset</code></td>
<td>Restores a <code>DtEditor</code> widget to its initial state.</td>
</tr>
</tbody>
</table>

Input/Output Functions

The `DtEditor` input/output functions are described in Table 7–4.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DtEditorAppend</code></td>
<td>Appends content data to the end of an editor widget.</td>
</tr>
<tr>
<td><code>DtEditorAppendFromFile</code></td>
<td>Appends the contents of a file to the end of an editor widget.</td>
</tr>
<tr>
<td><code>DtEditorGetContents</code></td>
<td>Retrieves the entire contents of an editor widget.</td>
</tr>
<tr>
<td><code>DtEditorInsert</code></td>
<td>Inserts content data at the current insert position.</td>
</tr>
<tr>
<td><code>DtEditorInsertFromFile</code></td>
<td>Inserts the contents of a file at the current insert position.</td>
</tr>
<tr>
<td><code>DtEditorReplace</code></td>
<td>Replaces a portion of text with the supplied data.</td>
</tr>
<tr>
<td><code>DtEditorReplaceFromFile</code></td>
<td>Replaces a portion of text with the contents of a file.</td>
</tr>
</tbody>
</table>
### TABLE 7–4  DtEditor Input/Output Functions (continued)

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtEditorSaveContentsToFile</td>
<td>Saves the entire contents to a file.</td>
</tr>
<tr>
<td>DtEditorSetContents</td>
<td>Loads content data into an editor widget, replacing the entire contents of the widget.</td>
</tr>
<tr>
<td>DtEditorSetContentsFromFile</td>
<td>Loads the contents of a file into an editor widget, replacing the entire contents of the widget.</td>
</tr>
</tbody>
</table>

### Selection Functions

The DtEditor selection functions are described in Table 7–5.

### TABLE 7–5  DtEditor Selection Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtEditorClearSelection</td>
<td>Replaces the currently selected contents with blanks.</td>
</tr>
<tr>
<td>DtEditorCopyToClipboard</td>
<td>Copies the currently selected contents to the clipboard.</td>
</tr>
<tr>
<td>DtEditorCutToClipboard</td>
<td>Removes the currently selected contents, placing them on the clipboard.</td>
</tr>
<tr>
<td>DtEditorDeleteSelection</td>
<td>Removes the currently selected contents.</td>
</tr>
<tr>
<td>DtEditorDeselect</td>
<td>Deselects any selected contents.</td>
</tr>
<tr>
<td>DtEditorPasteFromClipboard</td>
<td>Pastes the contents of the clipboard into an editor widget, replacing any currently selected contents.</td>
</tr>
<tr>
<td>DtEditorSelectAll</td>
<td>Selects the entire contents of an editor widget.</td>
</tr>
</tbody>
</table>

### Format Functions

The DtEditor format functions are described in Table 7–6.
TABLE 7–6 DtEditor Format Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtEditorFormat</td>
<td>Formats all or part of the contents of an editor widget.</td>
</tr>
<tr>
<td>DtEditorInvokeFormatDialog</td>
<td>Displays the format dialog box that enables the user to specify format settings for margins and justification style and to perform formatting operations.</td>
</tr>
</tbody>
</table>

Find and Change Functions

The DtEditor find and change functions are described in Table 7–7.

TABLE 7–7 DtEditArea Find and Change Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtEditorChange</td>
<td>Changes one or all occurrences of a string.</td>
</tr>
<tr>
<td>DtEditorFind</td>
<td>Finds the next occurrence of a string.</td>
</tr>
<tr>
<td>DtEditorInvokeFindChangeDialog</td>
<td>Displays the dialog box that enables the user to search for, and optionally change, a string.</td>
</tr>
<tr>
<td>DtEditorInvokeSpellDialog</td>
<td>Displays a dialog box with a list of misspelled words in the current contents.</td>
</tr>
</tbody>
</table>

Auxiliary Functions

The DtEditor auxiliary functions are described in Table 7–8.
TABLE 7–8  DtEditor Auxiliary Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtEditorCheckForUnsavedChanges</td>
<td>Reports whether the contents of an editor widget have been altered since the last time they were retrieved or saved.</td>
</tr>
<tr>
<td>DtEditorDisableRedisplay</td>
<td>Prevents redisplay of an editor widget even though its visual attributes have changed.</td>
</tr>
<tr>
<td>DtEditorEnableRedisplay</td>
<td>Forces the visual update of an editor widget.</td>
</tr>
<tr>
<td>DtEditorGetInsertPosition</td>
<td>Returns the insertion cursor position of the editor widget.</td>
</tr>
<tr>
<td>DtEditorGetLastPosition</td>
<td>Returns the position of the last character in the edit window.</td>
</tr>
<tr>
<td>DtEditorGetMessageTextFieldID</td>
<td>Retrieves the widget ID of the text field widget used to display application messages.</td>
</tr>
<tr>
<td>DtEditorGetSizeHints</td>
<td>Retrieves sizing information from an editor widget.</td>
</tr>
<tr>
<td>DtEditorGoToLine</td>
<td>Moves the insertion cursor to the specified line.</td>
</tr>
<tr>
<td>DtEditorSetInsertionPosition</td>
<td>Sets the position of the insertion cursor.</td>
</tr>
<tr>
<td>DtEditorTraverseToEditor</td>
<td>Sets keyboard traversal to the edit window of an editor widget.</td>
</tr>
<tr>
<td>DtEditorUndoEdit</td>
<td>Undoes the last edit made by a user.</td>
</tr>
</tbody>
</table>

Resources

The DtEditor widget provides the following set of resources.

- DtNautoShowCursorPosition ensures that the text visible in the scrolled edit window contains the insert cursor when set to True. If the insert cursor changes, the contents of the editor may scroll to bring the insertion point into the window.

- DtNblinkRate specifies the blink rate of the text cursor in milliseconds. The time it takes to blink the insertion cursor on and off is twice the blink rate. When the blink rate is set to zero, the cursor does not blink. The value must not be negative.
- **DtNbuttonFontList** specifies the font list used for the buttons that are displayed in the dialog boxes of DtEditor.

- **DtNcolumns** specifies the initial width of the editor as an integer number of characters. The value must be greater than zero.

- **DtNcursorPosition** specifies the location of the current insert cursor in the editor where the current insert cursor is placed. Position is determined by the number of characters from the beginning of the text. The first character position is 0.

- **DtNcursorPositionVisible** marks the insert cursor position by a blinking text cursor when the Boolean value is True.

- **DtNdialogTitle** specifies the title for all dialogs displayed by DtEditor. These include the dialogs for word search and replace, misspelled words, and format settings.

- **DtNeditable** indicates that the user can edit the data when set to True. Prohibits the user from editing data when set to False.

- **DtNlabelFontList** specifies the font list used for DtEditor labels (the labels are displayed in the status line and DtEditor dialog boxes).

- **DtNoverstrike** when set to False, characters typed into the editor widget inserts at the position of the cursor (the default). When set to True, characters typed into the editor widget replace the characters that directly follow the insertion cursor. When the end of the line is reached, characters are appended to the end of the line. If the status line is visible, the DtNoverstrikeIndicatorLabel is displayed in the status line whenever DtNoverstrike is True.

- **DtNrows** specifies the initial height of the editor measured in character heights. The value must be greater than zero.

- **DtNscrollHorizontal** adds a scroll bar that enables the user to scroll horizontally through text when the Boolean value is True.

- **DtNscrollLeftSide** puts a vertical scroll bar on the left side of the scrolled edit window when the Boolean value is True.

- **DtNshowStatusLine** displays a status line below the text window when set to True. The status line contains a field that displays the current line number of the insert cursor, total number of lines in the document, and whether the editor is in overstrike mode. Users can type a line number in the line number display to go directly to that line.

The status line also includes a Motif XmTextField(3X) widget for displaying messages supplied by an application. This field is a convenient place for an application to display status and feedback about the document being edited. The ID of the text field is retrieved using DtEditorGetMessageTextFieldID(3). A message is displayed by setting the XmNvalue or XmNvalueWcs resource of this widget. If the text field is not needed, you can unmanage it by calling XtUnmanageWidget(3X) with its ID.
- **DtNspellFilter** specifies the filter used to identify spelling errors. The function `DtEditorInvokeSpellDialog(3)` filters the contents of an editor through the filter specified by `DtNspellFilter`. The filter specified should accept a file name and produce a list of misspelled and unrecognized words in this file on stdout. The default filter is `spell(1)`.

- **DtNtextBackground** specifies the background for the edit window.

- **DtNtextDeselectCallback** specifies a function called whenever no text is selected within the edit area. The reason sent by the callback is `DtEDITOR_TEXT_DESELECT`.

- **DtNtextFontList** specifies the font list used for the `DtEditor` edit window and its text fields. The text fields are displayed in the status line and `DtEditor` dialog boxes.

- **DtNtextForeground** specifies the foreground for the edit window.

- **DtNtextSelectCallback** specifies a function called whenever text is selected within the edit area. The reason sent by the callback is `DtEDITOR_TEXT_SELECT`.

- **DtNtopCharacter** displays the line that contains the position of text at the top of the scrolled edit window. The line is displayed at the top of the widget without shifting the text left or right. Position is determined by the number of characters from the beginning of the text. The first character position is zero.

- ```XGetValues(3X)``` for `DtNtopCharacter` returns the position of the first character in the line that is displayed at the top of the widget.

- **DtNwordWrap** breaks lines at word breaks with soft carriage returns when they reach the right edge of the window. Note that word wrap affects only the visual appearance of the contents of an editor widget. The line breaks (soft carriage returns) are not physically inserted into the text. The editor does support substituting hard carriage returns when the contents of the widget are retrieved or saved to a file. See the `DtEditorGetContents(3)` and `DtEditorSaveContentsToFile(3)` man pages for more information.

Table 7–9 lists the class, type, default, and access for each resource. You can also set the resource values for the inherited classes to set attributes for this widget. To reference a resource by name or class in an `.Xdefaults` file, remove the `DtN` or `DtC` prefix and use the remaining letters. To specify one of the defined values for a resource in an `.Xdefaults` file, remove the `Dt` prefix and use the remaining letters (in either lowercase or uppercase, but include any underscores between words).

The access column shows if you can:

- Set the resource at creation time (C)
- Set by using `XtSetValues` (S)

---

Common Desktop Environment Motif Widgets 91
Retrieve by using `XtGetValues (G)`

See the `DtEditor(3)` man page for more information.

### TABLE 7-9  DtEditor Resources

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Default</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtNAutoShowCursorPosition</td>
<td>DtCAutoShowCursorPosition</td>
<td>Boolean</td>
<td>True</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNblinkRate</td>
<td>DtCBLinkRate</td>
<td>int</td>
<td>500</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNbuttonFontList</td>
<td>DtCFontList</td>
<td>XmFontList</td>
<td>Dynamic</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNcolumns</td>
<td>DtCColumns</td>
<td>XmNcolumns</td>
<td>Dynamic</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNcursorPosition</td>
<td>DtCCursorPosition</td>
<td>XmTextPosition</td>
<td>0</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNcursorPositionVisible</td>
<td>DtCCursorPositionVisible</td>
<td>Boolean</td>
<td>True</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNdialogTitle</td>
<td>DtCDialogTitle</td>
<td>XmString</td>
<td>NULL</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNeditable</td>
<td>DtCEditable</td>
<td>Boolean</td>
<td>True</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNlabelFontList</td>
<td>DtCFontList</td>
<td>XmFontList</td>
<td>Dynamic</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNmaxLength</td>
<td>DtCMaxLength</td>
<td>int</td>
<td>Largest integer</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNoverstrike</td>
<td>DtCOverstrike</td>
<td>Boolean</td>
<td>False</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNrows</td>
<td>DtCRows</td>
<td>XmNrows</td>
<td>Dynamic</td>
<td>CSG</td>
</tr>
<tr>
<td>DtNscrollHorizontal</td>
<td>DtCScroll</td>
<td>Boolean</td>
<td>True</td>
<td>CG</td>
</tr>
<tr>
<td>DtNscrollLeftSide</td>
<td>DtCScrollSide</td>
<td>Boolean</td>
<td>Dynamic</td>
<td>CG</td>
</tr>
<tr>
<td>DtNscrollTopSide</td>
<td>DtCScrollSide</td>
<td>Boolean</td>
<td>False</td>
<td>CG</td>
</tr>
<tr>
<td>DtNscrollVertical</td>
<td>DtCScroll</td>
<td>Boolean</td>
<td>True</td>
<td>CG</td>
</tr>
<tr>
<td>DtNshowStatusLine</td>
<td>DtCShowStatusLine</td>
<td>Boolean</td>
<td>False</td>
<td>CSG</td>
</tr>
</tbody>
</table>
Inherited Resources

DtEditor inherits behavior and resources from the following superclasses:

- XmForm
- XmManager
- Composite
- Core

Refer to the appropriate man page for more information.

Localization Resources

The following list describes a set of widget resources that are designed for localization of the DtEditor widget and its dialog boxes. Default values for these resources depend on the locale.
- **DtNcenterToggleLabel** specifies the label for the center alignment toggle button in the Format Settings dialog box. The default value in the C locale is Center.

- **DtNchangeAllButtonLabel** specifies the label for the button in the Find/Change dialog box that changes all occurrences of the Find string in the document. The default value in the C locale is Change All.

- **DtNchangeButtonLabel** specifies the label for the button in the Find/Change dialog box that changes the next occurrence of the find string in the document. The default value in the C locale is Change.

- **DtNchangeFieldLabel** specifies the label for the field in the Find/Change dialog box where the user specifies the replacement string. The default value in the C locale is Change To.

- **DtNcurrentLineLabel** specifies the label for the current line number field in the status line. The default value in the C locale is Line.

- **DtNfindButtonLabel** specifies the label for the button in the Find/Change dialog box that finds the next occurrence of the find string in the document. The default value in the C locale is Find.

- **DtNfindChangeDialogTitle** specifies the title for the Find/Change dialog box. If **DtNdialogTitle** is non-null, it is added to the front of this resource to form the title. The default value in the C locale is Find/Change.

- **DtNfindFieldLabel** specifies the label for the field in the Find/Change dialog box where the user specifies the search string. The default value in the C locale is Find.

- **DtNformatAllButtonLabel** specifies the label for the button in the Format Settings dialog box that formats the complete document. The default value in the C locale is All.

- **DtNformatParagraphButtonLabel** specifies the label for the button in the Format Settings dialog box that formats the paragraph containing the insertion cursor. The default value in the C locale is Paragraph.

- **DtNformatSettingsDialogTitle** specifies the title for the Format Settings dialog box. If **DtNdialogTitle** is non-null, it is added to the front of this resource to form the title. The default value in the C locale is Format Settings.

- **DtNinformationDialogTitle** specifies the title for the Information dialog box that is used to present feedback and general information to the user. If **DtNdialogTitle** is non-null, it is added to the front of this resource to form the title. The default value in the C locale is Information.

- **DtNjustifyToggleLabel** specifies the label for the justify alignment toggle button in the Format Settings dialog box. The default value in the C locale is Justify.

- **DtNleftAlignToggleLabel** specifies the label for the left alignment toggle button in the Format Settings dialog box. The default value in the C locale is Left Align.
- `DtNleftMarginFieldLabel` specifies the label for the left margin value field in the Format Settings dialog box. The default value in the C locale is Left Margin.
- `DtNmisspelledListLabel` specifies the label for the list of unrecognized and misspelled words in the Spell dialog box. The default value in the C locale is Misspelled Words.
- `DtNoverstrikeLabel` specifies the label in the status line that shows that the editor is in overstrike mode. The default value in the C locale is Overstrike.
- `DtNrightAlignToggleLabel` specifies the label for the right alignment toggle button in the Format Settings dialog box. The default value in the C locale is Right Align.
- `DtNrightMarginFieldLabel` specifies the label for the right margin value field in the Format Settings dialog box. The default value in the C locale is Right Margin.
- `DtNspellDialogTitle` specifies the title for the Format Settings dialog box. If `DtNdialoTitle` is non-null, it is added to the front of this resource to form the title. The default value in the C locale is Spell.
- `DtNtotalLineCountLabel` specifies the label for the display as part of the status line that shows the total number of lines in the document. The default value in the C locale is Total.

Table 7–10 lists the class, type, default, and access for each of the localization resources. The codes in the access column show if you can:

- Set the resource at creation time (C)
- Set by using `XtSetValues` (S)
- Retrieve by using `XtGetValues` (G)

See the `DtEditor(3)` man page for more information.

**TABLE 7-10**  DtEditor Localization Resources

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Default</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DtNcenterToggleLabel</code></td>
<td><code>DtCCenterToggleLabel</code></td>
<td><code>XmString Dynamic</code></td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td><code>DtNchangeAllButtonLabel</code></td>
<td><code>DtCChangeAllButtonLabel</code></td>
<td><code>XmString Dynamic</code></td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td><code>DtNchangeButtonLabel</code></td>
<td><code>DtCChangeButtonLabel</code></td>
<td><code>XmString Dynamic</code></td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td><code>DtNchangeFieldLabel</code></td>
<td><code>DtCChangeFieldLabel</code></td>
<td><code>XmString Dynamic</code></td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td><code>DtNcurrentLineLabel</code></td>
<td><code>DtCCurrentLineLabel</code></td>
<td><code>XmString Dynamic</code></td>
<td>CSG</td>
<td></td>
</tr>
</tbody>
</table>
### Callback Functions

The **DtEditor** widget supports three callback functions:

- **DtEditorLocalizationResources**
  - **DtNfindButtonLabel**
  - **DtNfindChangeDialogTitle**
  - **DtNfindFieldLabel**
  - **DtNformatAllButtonLabel**
  - **DtNformatParagraphButtonLabel**
  - **DtNformatSettingsDialogTitle**
  - **DtNinformationDialogTitle**
  - **DtNjustifyToggleLabel**
  - **DtNleftAlignToggleLabel**
  - **DtNleftMarginFieldLabel**
  - **DtNmisspelledListLabel**
  - **DtNoverstrikeLabel**
  - **DtNrightAlignToggleLabel**
  - **DtNrightMarginFieldLabel**
  - **DtNspellDialogTitle**
  - **DtNspellDialogTitle**
  - **DtNtotalLineCountLabel**

### Table 7-10

<table>
<thead>
<tr>
<th>Name</th>
<th>Class</th>
<th>Type</th>
<th>Default</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtNfindButtonLabel</td>
<td>DtCFindButtonLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNfindChangeDialogTitle</td>
<td>DtCFindChangeDialogTitle</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNfindFieldLabel</td>
<td>DtCFindFieldLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNformatAllButtonLabel</td>
<td>DtCFormatAllButtonLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNformatParagraphButtonLabel</td>
<td>DtCFormatParagraphButtonLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNformatSettingsDialogTitle</td>
<td>DtCFormatSettingsDialogTitle</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNinformationDialogTitle</td>
<td>DtCInformationDialogTitle</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNjustifyToggleLabel</td>
<td>DtCJustifyToggleLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNleftAlignToggleLabel</td>
<td>DtCLeftAlignToggleLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNleftMarginFieldLabel</td>
<td>DtCLeftMarginFieldLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNmisspelledListLabel</td>
<td>DtCMisspelledListLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNoverstrikeLabel</td>
<td>DtCOverstrikeLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNrightAlignToggleLabel</td>
<td>DtCRightAlignToggleLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNrightMarginFieldLabel</td>
<td>DtCRightMarginFieldLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNspellDialogTitle</td>
<td>DtCSpellDialogTitle</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNspellDialogTitle</td>
<td>DtCSpellDialogTitle</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
<tr>
<td>DtNtotalLineCountLabel</td>
<td>DtCTotalLineCountLabel</td>
<td>XmString Dynamic</td>
<td>CSG</td>
<td></td>
</tr>
</tbody>
</table>
- DtEditorNHelpCallback
- DtNtextSelectCallback
- DtNtextDeselectCallback

If you want to present help information about the editor widget and its dialog boxes, set the XmNhelpCallback resource and use the reason field passed as part of DtEditorHelpCallbackStruct to set the contents of the Help dialog box. A pointer to the following structure is passed to XmNHelpCallback. The callback structure and is described in Table 7-11.

```c
typedef struct {
  int reason;
  XEvent *event;
} DtEditorHelpCallbackStruct;
```

<table>
<thead>
<tr>
<th>Structure</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>reason</td>
<td>The reason why the callback was invoked. Refer to the DtEditor(3) man page for a list of reasons.</td>
</tr>
<tr>
<td>event</td>
<td>A pointer to the event that invoked this callback. The value can be NULL.</td>
</tr>
</tbody>
</table>

Use the DtNtextSelectCallback and DtNtextDeselectCallback resources when you want to enable and disable menu items and commands depending on whether text is selected. DtNtextSelectCallback specifies a function that is called whenever some text is selected in the edit window. DtNtextDeselectCallback specifies a function that is called whenever no text is selected within the edit window. The reasons sent by the callbacks are DtEDITOR_TEXT_SELECT and DtEDITOR_TEXT_DESELECT.
Invoking Actions from Applications

If your application manages an extensible collection of data types, there is a strong likelihood that it should be directly involved with action invocation. This chapter explains how you can invoke an action from an application. Included is an example program that shows you how to invoke an action.

For more information on actions and how you create them, see Chapter 9, in this manual, and the following chapters in the Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide.

- “Introduction to Actions and Data Types” in Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide
- “Creating Actions and Data Types Using Create Action” in Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide
- “Creating Data Types Manually” in Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide
- “Mechanisms for Invoking Actions from an Application” on page 100
- “Types of Actions” on page 101
- “Action Invocation API” on page 102
- “Related Information” on page 102
- “actions.c Example Program” on page 102
- “Listing for actions.c” on page 108
Mechanisms for Invoking Actions from an Application

The action invocation API exported by the Desktop Services library is one mechanism available to your application to cause another application to be invoked or to perform an operation. Other mechanisms include:

- The `fork/exec` system calls
- ToolTalk messages

Each of these mechanisms has benefits and limitations, so you must evaluate your specific situation to determine which is most appropriate.

The advantages of using the action invocation API include:

- Actions can encapsulate both traditional command-line applications (that is, `COMMAND` actions) and ToolTalk applications (that is, `TT_MSG` actions). The application that invokes the action does not need to know whether a command is forked or a message is sent.
- Actions are polymorphic and are integrated with the desktop’s data-typing mechanisms. This means that an action, such as Open or Print, may have different behavior depending on the type of argument that is supplied, but the behavior differences are transparent to the application that invokes the action.
- Actions provide a great deal of configurability for the application developer, system integrator, system administrator, and end user. Any one of these people can edit the action database to modify the definition of how an action is to be performed.
- Actions work well in distributed environments. If an application uses `fork/exec` to directly invoke another application, then both applications must be available and able to run on the same system. By contrast, the action invocation API uses information in the action database to determine on which system a `COMMAND` action should be invoked.
- Actions enable your application to behave consistently with the behavior of the desktop. This is because the desktop’s components interact by using actions when manipulating the user’s data files.

The disadvantage of using the action invocation API is that it is only an invocation mechanism that has limited return value capabilities and has no capabilities for a dialog with the invoked action handler. If these features are required, `fork/exec` and `pipes` can be used. However, within CDE, ToolTalk is the preferred cross process communications mechanism due to its generalized client/server paradigm.

Returning to invocation, suppose your application manages data files in several different formats (text and graphics) and needs to provide a way for the user to edit...
and display these files. To implement this feature without using actions, you would probably use one of the following mechanisms:

- Use `fork/exec` to start the appropriate editor and invent some mechanism (for example, environment variables) for the user to specify the names of the editors. The limitations of this approach include the following:
  - You must write complex code that uses system calls to invoke subprocesses and monitors the resulting signals.
  - The editors must either be available on the same system as your application or the system administrator must provide a complex configuration using facilities such as `rsh`.
  - System administrators and users must learn and manage your application’s unique configuration model.

- Use ToolTalk messages to request that operations, such as Edit and Display, be performed on the data. The limitation of this approach is that ToolTalk-based editors must be available for all of your types of data.

To implement this feature using actions, you only have to invoke the Open action on the buffer or on the data file. The action invocation API will use the action database to determine the appropriate message to send or command to invoke as well as handle all details, such as creating and cleaning up temporary files and catching necessary signals.

### Types of Actions

The action application program interface (API) works with any type of action. Types of actions in the desktop include:

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command actions</td>
<td>Specifies a command line to execute.</td>
</tr>
<tr>
<td>ToolTalk actions</td>
<td>Specifies a ToolTalk message to send, which is then received by the appropriate application.</td>
</tr>
<tr>
<td>Map actions</td>
<td>Refers to another action instead of defining any specific behavior.</td>
</tr>
</tbody>
</table>

See “Introduction to Actions and Data Types” in the *Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide* for more information.
Action Invocation API

The action invocation API is exported from the Desktop Services library and provides functions to accomplish a number of tasks, such as:

- Initializing and loading the database of action and data-type definitions. The database must be loaded before an action can be run.
- Querying the database. There are functions to determine whether a specified action or its associated icon image, label, or description exists.
- Invoking an action. The application can pass file or buffer arguments to the action.
- Registering a callback to receive action status and return arguments.

Related Information

For detailed information about action commands, functions, and data formats, see the following man pages:

- `dtaction(1)`
- `dtactionfile(4)`
- `DtActionCallbackProc(3)`
- `DtActionDescription(3)`
- `DtActionExists(3)`
- `DtActionIcon(3)`
- `DtActionInvoke(3)`
- `DtActionLabel(3)`
- `DtActionQuit(3)`
- `DtActionQuitType(3)`
- `DtActionStUpCb(3)`
- `dtexec(1)`

actions.c Example Program

This section describes a simple example program, `actions.c`. A complete listing of `actions.c` is at the end of this chapter.
Loading the Database of Actions and Data Types

Before your application can invoke an action, it must initialize the Desktop Services library (which contains the action invocation API) and load the database of action and data-type definitions.

▼ To Initialize the Desktop Services Library

1. Use the DtInitialize() function to initialize the Desktop Services Library.

\[
\text{DtInitialize}(\text{*display}, \text{widget}, \text{*name}, \text{*tool_class})
\]

\[\text{DtInitialize()}\] uses the default Intrinsic XtAppContext. The API provides an additional function, DtAppInitialize() to use when your application must specify an app_context:

\[
\text{DtAppInitialize(app_context, *display, widget, *name, tool_class})
\]

DtInitialize() Example

The following code segment shows how the example program actions.c uses DtInitialize().

▼ To Load the Actions and Data-Typing Database

\[
\text{if (DtInitialize(XtDisplay(shell)), shell, argv[0], ApplicationClass)==False) } \\
\text{ /* DtInitialize() has already logged an appropriate error msg */ } \\
\text{ exit(-1); }
\]

♦ Use the DtDbLoad() function to load the actions and data-typing database.

DtDbLoad(void)

DtDbLoad() reads in the action and data-typing database. This function determines the set of directories that are to be searched for database files (the database search path) and loads the *.dt files found into the database. The directory search path is based on the value of the DTDATABASESEARCHPATH environment variable and internal defaults.
To Request Notification of Reload Events

If you use DtDbLoad() in a long-lived application, it must dynamically reload the database whenever it is modified.

1. **Use the DtDbReloadNotify() function to request notification of reload events.**

    /* Notice changes to the database without needing to restart application */

    DtDbReloadNotify(DbReloadCallbackProc, callback_proc, XPointer, client_data);

Supply a callback that:
- Destroys cached database information held by the application
- Calls the DtDbLoad() function again

`Callback_proc` cleans up any cached database information your application is holding and then invokes DtDbLoad(). `Client_data` may be used to pass additional client information to the callback routine.

Checking the Actions Database

Your application accesses the database if it needs to display the icon or label for an action. Also before invoking an action, your application can check that it exists. An action is identified in the database by the action name:

```
ACTION action_name
{
  ...
}
```

For example, the action definition for the Calculator looks like this:

```
ACTION Dtcalc
{
  LABEL       Calculator
  ICON         Dtcalc
  ARG_COUNT    0
  TYPE         COMMAND
  WINDOW_TYPE  NO_STDIO
  EXEC_STRING  /usr/dt/bin/dtcalc
  DESCRIPTION  The Calculator (Dtcalc) action runs the \
                 desktop Calculator application.
}
```

The action name for the Calculator action is Dtcalc.
When an executable file has a file name that matches an action name in the existing database, that file is an action file—a representation for the underlying action. The information about the icon and label for that file are stored in the database.

To Determine Whether a Specified Action Definition Exists

♦ Use the `DtActionExists()` function to determine whether a specified action definition exists.

```
DtActionExists(*name)
```

`DtActionExists()` checks whether the specified `name` corresponds to the name of an action in the database. The function returns True if `name` corresponds to an action name, or False if no action with that name is found.

To Obtain the Icon Image Information for a Specified Action

♦ Use the `DtActionIcon()` function to obtain the icon image information.

```
DtActionIcon(char *action_name)
```

An action definition specifies the icon image used to represent the action in the definition's ICON field:

```
ACTION action_name
{
   ICON icon_image_base_name
}
```

`DtActionIcon()` returns a character string containing the value of the icon image field. If the action definition does not contain an icon field, the function returns the value of the default action icon image, `Dtactn`.

You then need to determine the location of the icon, and the size you want to use. Icons can exist in four sizes and are available in bitmap or pixmap form. For example, you can find the base name of the icon file from the action definition for the Calculator. You then use the base name coupled with the information given in Table 8-1 and knowledge of the location of all the icons to find the specific icon file you want.
The icon name for the calculator action is `Dtcac`, but that is not the entire file name. Icon file names are based on the size of the icon. Table 8–1 shows the sizes and file-naming conventions for the desktop icons.

**TABLE 8–1  Icon Sizes and File Names**

<table>
<thead>
<tr>
<th>Icon Size</th>
<th>Bitmap Name</th>
<th>Pixmap Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 by 16 (tiny)</td>
<td><code>.t.bm</code></td>
<td><code>.t.pm</code></td>
</tr>
<tr>
<td>24 by 24 (small)</td>
<td><code>.s.bm</code></td>
<td><code>.s.pm</code></td>
</tr>
<tr>
<td>32 by 32 (medium)</td>
<td><code>.m.bm</code></td>
<td><code>.m.pm</code></td>
</tr>
<tr>
<td>48 by 48 (large)</td>
<td><code>.l.bm</code></td>
<td><code>.l.pm</code></td>
</tr>
</tbody>
</table>

**Note** - See “Creating Icons for the Desktop” in the *Solaris Common Desktop Environment: Advanced User’s and System Administrator’s Guide* for more information about the desktop icon files.

For bitmaps, there is an additional file that is used as a mask, and its extension ends with `_m.bm`. Thus, there can be a total of three files for each size icon. Here are the icon files for the calculator:

```
Dtcac.t.bm
Dtcac.t.pm
Dtcac.t_m.bm
Dtcac.m.bm
Dtcac.m.pm
Dtcac.m_m.bm
Dtcac.l.bm
Dtcac.l.pm
Dtcac.l_m.bm
```

**Note** - There are no small icons (`Dtcac.s.bm`, `Dtcac.s.pm`, `Dtcac.s_m.bm`) for the Calculator.

`DtActionIcon()` returns only a base name; for the Calculator it is `Dtcac`. You must choose the type (Pixmap or bitmap) and size (tiny, small, medium, or large) and append the applicable extension to the base name. In addition, you must know where the file resides.
To Get the Localized Label for an Action

- Use the `DtActionLabel()` function to get the localized label for an action.

```c
char *DtActionLabel(char *actionName)
```

An action definition may include a label. The label is defined using the `label_text` field:

```c
ACTION action_name {
    LABEL label_text
    ...
}
```

This label is used in graphical components (such as File Manager and the Application Manager) to label the action’s icon. If an action definition does not include a `label_text` field, the `action_name` is used.

The value of `label_text` string should be used by all interface components to identify the action to the end user.

The `DtActionLabel()` function returns the value of the `label_text` field in the action definition of the action named `actionName`. If the `label_text` field does not exist, the function returns the `actionName`.

Invoking Actions

After your application has initialized the Desktop Services Library it can then invoke an action.

To Invoke an Action

- Use the `DtActionInvoke` function to invoke an action.

```c
DtActionInvoke (widget, action, args, argCount, termOpts, execHost, contexDir, useIndicator, statusUpdateCb, client_data)
```

`DtActionInvoke()` searches the action database for an entry that matches the specified action name, and accepts arguments of the class, type, and count provided. Remember that your application must initialize and load the database before invoking an action.
Listing for actions.c

/*
 * (c) Copyright 1993, 1994 Hewlett-Packard Company
 * (c) Copyright 1993, 1994 International Business Machines Corp.
 * (c) Copyright 1993, 1994 Sun Microsystems, Inc.
 * (c) Copyright 1993, 1994 Novell, Inc.
 */

#include <Xm/XmAll.h>
#include <Dt/Dt.h>
#include <Dt/Action.h>

#define ApplicationClass "Dtaction"

static Widget shell;
static XtAppContext appContext;
static Widget actionText;
static Widget fileText;

static void CreateWidgets(Widget);
static void InvokeActionCb(Widget, XtPointer, XtPointer);
static void InvokeAction(char*, char*);
static void DbReloadProc(XtPointer);

void main(int argc, char **argv)
{
    Arg args[20];
    int n=0;
    int numArgs = 0;

    shell = XtAppInitialize(&appContext, ApplicationClass, NULL, 0,
        &argc, argv, NULL, args, n);

    CreateWidgets(shell);

    if (DtInitialize(XtDisplay(shell), shell, argv[0],
        ApplicationClass)==False) {
        /* DtInitialize() has already logged an appropriate error msg */
        exit(-1);
    }

    /* Load the filetype/action databases */
    DtDbLoad();
    /* Notice changes to the database without needing to restart application */
    DtDbReloadNotify(DbReloadProc, NULL);
    XtRealizeWidget(shell);
    XmProcessTraversal(actionText, XmTRAVERSE_CURRENT);

    XtAppMainLoop(appContext);
}

static void CreateWidgets(Widget shell)
{
    Widget messageBox, workArea, w;
    Arg args[20];
int n;
XmString labelString;
    labelString = XmStringCreateLocalized("Invoke");
    n = 0;
    XtSetArg(args[n], XmNdialogType, XmDIALOG_TEMPLATE); n++;
    XtSetArg(args[n], XmNokLabelString, labelString); n++;
    messagebox = XmCreateMessageBox(shell, "messageBox", args, n);
    XtManageChild(messageBox);
    XmStringFree(labelString);
    XtAddCallback(messageBox, XmNokCallback, InvokeActionCb, NULL);
    n = 0;
    XtSetArg(args[n], XmNorientation, XmVERTICAL); n++;
    XtSetArg(args[n], XmNpacking, XmPACK_COLUMN); n++;
    XtSetArg(args[n], XmNnumColumns, 2); n++;
    workArea = XmCreateWorkArea(messageBox, "workArea", args, n);
    XtManageChild(workArea);

    labelString = XmStringCreateLocalized("Invoke Action:");
    n = 0;
    XtSetArg(args[n], XmNlabelString, labelString); n++;
    w = XmCreateLabel(workArea, "actionLabel", args, n);
    XtManageChild(w);
    XmStringFree(labelString);

    labelString = XmStringCreateLocalized("On File:");
    n = 0;
    XtSetArg(args[n], XmNlabelString, labelString); n++;
    w = XmCreateLabel(workArea, "fileLabel", args, n);
    XtManageChild(w);
    XmStringFree(labelString);

    n = 0;
    XtSetArg(args[n], XmNcolumns, 12); n++;
    actionText = XmCreateTextField(workArea, "actionText", args, n);
    XtManageChild(actionText);

    n = 0;
    XtSetArg(args[n], XmNcolumns, 12); n++;
    fileText = XmCreateTextField(workArea, "fileText", args, n);
    XtManageChild(fileText);

}

static void DbReloadProc(XtPointer cd)
{
    /* Pick up any dynamic changes to the database files */
    DtDbLoad();
}

static void InvokeActionCb(Widget w, XtPointer cd, XtPointer cb)
{
    char *action;
    char *file;

    action = XmTextFieldGetString(actionText);
    if (action == NULL) return;
    if (strlen(action) == 0) {
        XtFree(action);
        return;
    }
file = XmTextFieldGetString(fileText);
InvokeAction(action, file);
XtFree(action);
XtFree(file);
XmTextFieldSetString(actionText, "");
XmTextFieldSetString(fileText, "");
XmProcessTraversal(actionText, XmTRAVERSE_CURRENT);
}

static void InvokeAction(char *action, char *file)
{
    DtActionArg *ap = NULL;
    int nap = 0;
    DtActionInvocationID actionId;

    /* If a file was specified, build the file argument list */
    printf("%s(%s)\n", action, file);
    if (file != NULL && strlen(file) != 0) {
        ap = (DtActionArg*) XtCalloc(1, sizeof(DtActionArg));
        ap[0].argClass = DtACTION_FILE;
        ap[0].u.file.name = file;
        nap = 1;
    }

    /* Invoke the specified action */
    actionId = DtActionInvoke(shell, action, ap, nap, NULL, NULL, NULL, True, NULL, NULL);
}
Accessing the Data-Typing Database

This chapter describes the data-typing functions and how to use the data-typing database.

- “Summary” on page 111
- “Data Criteria and Data Attributes” on page 112
- “Data-Typing Functions” on page 118
- “Registering Objects as Drop Zones” on page 122
- “Example of Using the Data-Typing Database” on page 123

Summary

Data typing provides an extension to the attributes of files and data beyond what is provided by the traditional UNIX file systems. These extensions consist of attributes, such as icon names, descriptions, and actions, that can be performed on files and data. This information is stored in name/value pairs in the DATA_ATTRIBUTES table (or database). The desktop uses a certain set of DATA_ATTRIBUTES, described in the following paragraphs. The DATA_ATTRIBUTES table is extendable for future and application-specific growth, although extending this table is not recommended because other applications may not check the additions.

Data is matched with a specific file or data entry in a DATA_CRITERIA table. The DATA_CRITERIA table entries are sorted in decreasing order from most specific to least specific. For example, /usr/lib/lib* is more specific than /usr/* and would, therefore, appear first. When a request to type a file or data is made, the table is checked in sequence to find the best match using the information provided either from the file or from the data. When an information and entry match is found, DATA_ATTRIBUTES_NAME is used to find the proper DATA_ATTRIBUTES entry.
If you want your application to present data objects (either files or data buffers) to the user in a manner consistent with the desktop, use the DtDts* API to determine how to display the data object by calling the DtDtsDataTypeToAttributeValue() function for the ICON attribute.

Library and Header Files
To use data typing, you need to link to the libDtSvc library. Actions are usually loaded with the data-typing information. Actions require links to the libXm and libX11 libraries. The header files are Dt/Dts.h and Dt/Dt.h.

Demo Program
A demo program containing an example of how to use the data-typing database is in /usr/dt/examples/dtdts/datatypes/datatyping.c.

Data Criteria and Data Attributes
Data typing consists of two parts:
- A database that stores data criteria and data attributes
- A collection of routines that query the database
The attributes of data criteria, in alphabetical order, are:
- CONTENT
- DATA_ATTRIBUTES_NAME
- LINK_NAME
- LINK_PATH
- MODE
- NAME_PATTERN
- PATH_PATTERN
Table 9–1 describes the data criteria in the order in which you are most likely to use them.
TABLE 9–1  Data Criteria in Order of Most Likely Use

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Description</th>
<th>Typical Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATA_ATTRIBUTES_NAME</td>
<td>The name of this type of data. This value is a record_name in the data attributes table.</td>
<td>POSTSCRIPT</td>
</tr>
<tr>
<td>NAME_PATTERN</td>
<td>A shell pattern-matching expression describing the file names that could match this data. The default is an empty string, which means to ignore file patterns in matching.</td>
<td>*.ps</td>
</tr>
<tr>
<td>CONTENT</td>
<td>Three values that are interpreted as the start, type, and value fields of the magic file used by the file utility. See the file(1) man page for more information. The default is an empty field, which means to ignore contents in matching. The following types are examples of what can be matched: string, byte, short, long, and file name.</td>
<td>0 string !%</td>
</tr>
<tr>
<td>MODE</td>
<td>A string of zero to four characters that match the mode field of a stat structure. See the stat(2) man page for more information. The first character indicates:</td>
<td>f&amp;!x</td>
</tr>
<tr>
<td></td>
<td>d matches a directory</td>
<td></td>
</tr>
<tr>
<td></td>
<td>s matches a socket</td>
<td></td>
</tr>
<tr>
<td></td>
<td>l matches a symbolic link</td>
<td></td>
</tr>
<tr>
<td></td>
<td>f matches a regular file</td>
<td></td>
</tr>
<tr>
<td></td>
<td>b matches a block file</td>
<td></td>
</tr>
<tr>
<td></td>
<td>c matches a character special file</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The characters listed below can be either the first or subsequent characters:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>r matches any file with any of its user, group, or other read permission bits set.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>w matches any file with any of its user, group, or other write permission bits set.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>x matches any file with any of its user, group, or other execute or directory-search permission bits set.</td>
<td></td>
</tr>
</tbody>
</table>
### Table 9–1: Data Criteria in Order of Most Likely Use (continued)

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Description</th>
<th>Typical Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MODE</strong></td>
<td>For example, the MODE field of frw matches any regular file that is readable or writable; x matches any file with any of its executable or search bits set. The default is an empty field, which means to ignore the mode in matching.</td>
<td></td>
</tr>
<tr>
<td><strong>PATH_PATTERN</strong></td>
<td>A shell pattern-matching expression describing the absolute path names that could match this data. The default is an empty string, which means to ignore path patterns in matching.</td>
<td><em>/mysubdir/</em></td>
</tr>
<tr>
<td><strong>LINK_NAME</strong></td>
<td>See dtdtsfile(4) man page.</td>
<td></td>
</tr>
<tr>
<td><strong>LINK_PATH</strong></td>
<td>See dtdtsfile(4) man page.</td>
<td></td>
</tr>
</tbody>
</table>

Some of the more common attributes of data types, in alphabetical order, are:
- ACTIONS
- COPY_TO_ACTION
- DESCRIPTION
- ICON
- INSTANCE_ICON
- IS_EXECUTABLE
- IS_TEXT
- LINK_TO_ACTION
- MEDIA
- MIME_TYPE
- MOVE_TO_ACTION
- NAME_TEMPLATE
- PROPERTIES
- X400_TYPE

Table 9–2 describes the data attributes in the order in which you are most likely to use them.
<table>
<thead>
<tr>
<th>Criteria</th>
<th>Description</th>
<th>Typical Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESCRIPTION</td>
<td>A human-readable description of this data. If this field is NULL or is not included in the data attribute record, the name of the data attribute should be used.</td>
<td>This is a PostScript page description.</td>
</tr>
<tr>
<td>ICON</td>
<td>The name of the icon to be used for this data. If this field is NULL or is not included in the data attribute record, the standard icon should be used. See dt_dtsfile(4) for more details on icon naming.</td>
<td>Dtps</td>
</tr>
<tr>
<td>PROPERTIES</td>
<td>Keywords to indicate properties for this data. Valid values are invisible and visible. If this field is NULL or is not included in the data attribute record, the visible property should be assumed. Use this if you want to completely hide files from the user.</td>
<td>invisible</td>
</tr>
<tr>
<td>ACTIONS</td>
<td>A list of actions that can be performed on this data. This list refers to names in the action table for actions that are to be presented to the user for objects of this type. If this field is NULL or is not included in the data attribute record, no action is available.</td>
<td>Open, Print</td>
</tr>
<tr>
<td>NAME_TEMPLATE Field</td>
<td>A string used to create a new file for data of this type. The string is passed to sprintf(3) with the file name as the single argument. The default is empty. Contrast this field with the NAME_PATTERN field of the data criteria table in that the template is used to create a specific file, such as %s.c, whereas the pattern is used to find files, such as *.c.</td>
<td>%s.ps</td>
</tr>
<tr>
<td>IS_EXECUTABLE Field</td>
<td>A string-Boolean value that tells users of this data type that it can be executed as an application. If IS_EXECUTABLE is set to true (see DtDtsIsTrue()) the data is executable. If this field is NULL, is not included in the data attribute record, or is not set to true, then the data is considered not executable.</td>
<td>true</td>
</tr>
<tr>
<td>MOVE_TO_ACTION</td>
<td>The name of an action to be invoked when an object is moved to the current object.</td>
<td>FILESYSTEM_MOVE</td>
</tr>
<tr>
<td>COPY_TO_ACTION</td>
<td>The name of an action to be invoked when an object is copied to the current object.</td>
<td>FILESYSTEM_COPY</td>
</tr>
<tr>
<td>Criteria</td>
<td>Description</td>
<td>Typical Usage</td>
</tr>
<tr>
<td>---------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>LINK_TO_ACTION</td>
<td>The name of an action to be invoked when an object is linked to the current object.</td>
<td>FILESYSTEM_LINK</td>
</tr>
<tr>
<td>IS_TEXT</td>
<td>A string-Boolean value that tells users of this data type that it is suitable for manipulation (viewing or editing) in a text editor or text widget. The IS_TEXT field is set to true (see DtDtsIsTrue()) if the data is textual in nature and if it should be presented to the user in text form. Criteria for making this determination include whether data consists of human language, is generated and maintained manually, is usefully viewable and editable in a text editor, or contains no (or only minimal) structuring and formatting information. If the IS_TEXT field is true, the data is eligible to be displayed directly by an application. That is, the application can load the data directly into a text editing widget, such as XmText. See Table 9–3 for more examples.</td>
<td></td>
</tr>
<tr>
<td>MEDIA Field</td>
<td>The names in the MEDIA name space describe the form of the data itself. MEDIA names are used as ICCCM selection targets, named in the MEDIA field of the data-type records, and used in the type parameter of ToolTalk Media Exchange messages. The MEDIA name space is a subset of the name space of selection target atoms as defined by the ICCCM. All selection targets that specify a data format are valid MEDIA names, and all valid MEDIA names can be used directly as selection targets. Some selection targets specify an attribute of the selection (for example, LIST_LENGTH) or a side effect to occur (for example, DELETE), rather than a data format. These attribute selection targets are not part of the MEDIA name space.</td>
<td>POSTSCRIPT</td>
</tr>
<tr>
<td>MIME_TYPE</td>
<td>MEDIA is the desktop internal, unique name for data types. However, other external naming authorities have also established name spaces. Multipurpose Internet Message Extensions (MIME), as described in the referenced MIME RFC, is one of those external registries, and is the standard-type name space for the desktop mailer.</td>
<td>application/postscript</td>
</tr>
</tbody>
</table>
### TABLE 9–2 Data Attributes in Order of Most Likely Use (continued)

<table>
<thead>
<tr>
<th>Criteria</th>
<th>Description</th>
<th>Typical Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>X400_TYPE</td>
<td>X.400 types are similar in structure to the MEDIA type, but are formatted using different rules and different naming authorities.</td>
<td>1 2 840 113556 3 2 850</td>
</tr>
<tr>
<td>INSTANCE_ICON</td>
<td>The name of the icon to be used for this instance of data, typically a value such as <code>%name%.icon</code> [Bug in dtdsfile(4) man page, too.] If INSTANCE_ICON is set, the application should use it instead of ICON. If this field is NULL or is not included in the data attribute record, the ICON field should be used.</td>
<td>/myicondir/%name%.bm</td>
</tr>
<tr>
<td>DATA_HOST</td>
<td>The DATA_HOST attribute is not a field that can be added to the data attributes table in the *.dt file, but it may be returned to an application reading attributes from the table. The data-typing service adds this attribute automatically to indicate the host system from which the data type was loaded. If this field is NULL or is not included in the data attribute record, the data type was loaded from the local system.</td>
<td>/</td>
</tr>
</tbody>
</table>

The IS_TEXT field differs from the text attribute of the MIME_TYPE field, which is the MIME content type, as described in the referenced MIME_ RFC. The MIME content type determines whether the data consists of textual characters or byte values. If the data consists of textual characters, and the data is labeled as text/*, the IS_TEXT field determines whether it is appropriate for the data to be presented to users in textual form.

Table 9–3 shows some examples of IS_TEXT usage with different MIME_TYPE attributes.

### TABLE 9–3 IS_TEXT Attribute Examples

<table>
<thead>
<tr>
<th>Description and MIME_TYPE Attribute</th>
<th>IS_TEXT Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human language encoded in ASCII with MIME_TYPE text/plain</td>
<td>IS_TEXT true</td>
</tr>
<tr>
<td>Human language encoded in E*UC, JIS, Unicode, or an ISO Latin charset with MIME_TYPE text/plain; charset=XXX</td>
<td>IS_TEXT true</td>
</tr>
<tr>
<td>CalendarAppointmentAttrs with a MIME_TYPE text/plain</td>
<td>IS_TEXT false</td>
</tr>
</tbody>
</table>
### TABLE 9-3  IS_TEXT Attribute Examples (continued)

<table>
<thead>
<tr>
<th>Description and MIME_TYPE Attribute</th>
<th>IS_TEXT Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>HyperText Markup Language (HTML) with a MIME_TYPE <code>text/html</code></td>
<td>IS_TEXT true</td>
</tr>
<tr>
<td>PostScript with MIME_TYPE <code>application/postscript</code></td>
<td>IS_TEXT false</td>
</tr>
<tr>
<td>C program source (<code>C_SRC</code>) with MIME_TYPE <code>text/plain</code></td>
<td>IS_TEXT true</td>
</tr>
<tr>
<td>Bitmaps and pixmaps (XBM and XPM) with MIME_TYPE <code>text/plain</code></td>
<td>IS_TEXT false</td>
</tr>
<tr>
<td>Project or module files for the desktop application building service with MIME_TYPE <code>text/plain</code></td>
<td>IS_TEXT false</td>
</tr>
<tr>
<td>Shell scripts with MIME_TYPE <code>text/plain</code></td>
<td>IS_TEXT false</td>
</tr>
<tr>
<td>Encoded text produced by <code>uuencode(1)</code> with MIME_TYPE <code>text/plain</code></td>
<td>IS_TEXT false</td>
</tr>
<tr>
<td>&quot;MIME_TYPE <code>text/plain</code></td>
<td>IS_TEXT false</td>
</tr>
</tbody>
</table>

See the `dtdsfile(4)` man page for more information about data-type attributes.

---

### Data-Typing Functions

To look up an attribute for a data object, you must first determine the type of the object and then ask for the appropriate attribute value for that type. The functions that you can use to query the database for data information are shown in Table 9-4. Each of these functions has a man page in section (3). Refer to the appropriate man page for more information.
### TABLE 9–4  Data-Typing Database Query Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DtDtsBufferToAttributeList()</td>
<td>Finds the list of data attributes for a given buffer.</td>
</tr>
<tr>
<td>DtDtsBufferToAttributeValue()</td>
<td>Finds the data attribute for a given buffer.</td>
</tr>
<tr>
<td>DtDtsBufferToDataType()</td>
<td>Finds the data-type name for a given buffer.</td>
</tr>
<tr>
<td>DtDtsDataToDataType()</td>
<td>Finds the data type for a given set of data.</td>
</tr>
<tr>
<td>DtDtsDataTypeIsAction()</td>
<td>Returns the resulting saved data type for the directory.</td>
</tr>
<tr>
<td>DtDtsDataTypeNames()</td>
<td>Finds a complete list of available data types.</td>
</tr>
<tr>
<td>DtDtsDataTypeToAttributeList()</td>
<td>Finds the attribute list for a given data attribute name.</td>
</tr>
<tr>
<td>DtDtsDataTypeToAttributeValue()</td>
<td>Finds the attribute value for a given data attribute name.</td>
</tr>
<tr>
<td>DtDtsFileToAttributeList()</td>
<td>Finds the list of data attributes for a given file.</td>
</tr>
<tr>
<td>DtDtsFileToAttributeValue()</td>
<td>Finds the data attribute value for a given file.</td>
</tr>
<tr>
<td>DtDtsFileToDataType()</td>
<td>Finds the data type for a given file.</td>
</tr>
<tr>
<td>DtDtsFindAttribute()</td>
<td>Finds the list of data types where attribute name matches value.</td>
</tr>
<tr>
<td>DtDtsFreeAttributeList()</td>
<td>Frees the memory of the given attribute list.</td>
</tr>
<tr>
<td>DtDtsFreeAttributeValue()</td>
<td>Frees the memory of the given attribute value.</td>
</tr>
<tr>
<td>DtDtsFreeDataType()</td>
<td>Frees the application memory for the given data-type name.</td>
</tr>
<tr>
<td>DtDtsFreeDataTypeNames()</td>
<td>Releases memory created with the DtDtsDataTypeNames() or</td>
</tr>
<tr>
<td></td>
<td>DtDtsFindAttribute() call.</td>
</tr>
</tbody>
</table>
You can type data and retrieve attributes in one of three ways: simple, intermediate, or advanced.

**Simple Data Typing**

The simplest way to type data is to use the following functions:

- `DtDtsFileToAttributeList()`
- `DtDtsFileToAttributeValue()`

When you use these functions, a file is typed and a single attribute, or the entire list, is retrieved. System calls are made, data is typed, and the attribute is retrieved. These functions call the intermediate data-typing functions.

- `DtDtsBufferToAttributeList()`
- `DtDtsBufferToAttributeValue()`

Buffers are assumed to have a mode that matches regular files that have read/write permissions. See “Advanced Data Typing” on page 121 to type read-only buffers.

**Intermediate Data Typing**

When you type data and retrieve attributes, the data-typing part of the process is the most expensive in terms of performance. You can type data in a second way that
improves performance by separating the data-typing and attribute-retrieval functions. Use the following functions for intermediate data typing:

- DtDtsBufferToDataType()
- DtDtsFileToDataType()
- DtDtsDataTypeToAttributeList()
- DtDtsDataTypeToAttributeValue()

Use these functions if your application queries for more than a single attribute value. When you use these functions, an object is typed and then that type is used to retrieve one or more attributes from the attribute list.

Using the intermediate data-typing functions is the recommended way to type data and retrieve attributes. These functions call the advanced data-typing functions and make the same assumptions about buffers as the simpler data typing.

Advanced Data Typing

Advanced data typing separates system calls, data typing, and attribute retrieval even further. Advanced data typing is more complicated to code because it uses data from existing system calls, which are initialized in advance and are not included as part of the data-typing function. Use the following function for advanced data typing:

DtDtsDataToDataType()

To type a read-only buffer, a stat structure should be passed that has the st_mode field set to S_IFREG | S_IROTH | S_IRGRP | S_IRUSR.

Data Types That Are Actions (DtDtsDataTypeIsAction)

For every action in a database a synthetic data type is generated when a database is loaded that allows actions to be typed. These data types may have two additional attributes:

- **IS_ACTION** is a string-Boolean value that tells users of this data type that it is an action. If **IS_ACTION** is set to the string true (independent of case), the data is an action.

- **IS_SYNTHETIC** is a string-Boolean value that tells users of this data type that it was generated from an entry in the ACTION table. If **IS_SYNTHETIC** is set to true, the data type was generated.
Registering Objects as Drop Zones

If your application defines data types, follow these steps to ensure that it provides all the drag and drop behavior that you intend:

1. In your application, decide if you need to define any data types.

2. For each data type you define, decide whether you want the associated object to be a drop zone.

3. For each object that you want to register as a drop zone, decide which operations—move, copy, or link—you want to define.

4. For the drop operations that are valid for each object, define the appropriate drop actions (set the MOVE_TO_ACTION, COPY_TO_ACTION, and LINK_TO_ACTION attributes).

If your application displays icons for data objects, you may choose to support those icons as drop zones. If so, you need to query the MOVE_TO_ACTION, COPY_TO_ACTION, or LINK_TO_ACTION attributes to determine the drop behavior for those data objects. Objects should support drop operations only if the corresponding attribute value is not NULL. If all three attributes have NULL values, the object should not be registered as a drop site. Whenever you set at least one of these attributes for an object with a defined data type, your application registers that object as a drop zone.

When a user drags an object to a drop zone, your application determines which gesture (that is, which drag operation) was used to make the drop. Based on the drag operation and the drop zone’s data type, the application retrieves a drop attribute from the data-typing database. It then calls DtActionInvoke, using the following two rules to determine its parameters:

1. If the user drops objects A and B onto object C, call DtActionInvoke with C, A and B as args. The action is the value of either MOVE_TO_ACTION, COPY_TO_ACTION, or LINK_TO_ACTION of C. If object C is an action, the args list does not include C. Also, the action is C.

The File Manager, along with its directory and folder objects, exemplifies how the desktop uses the move, copy, and link drop attributes. A user can drag and drop objects (files) to directory folders. File Manager defines MOVE_TO_ACTION, COPY_TO_ACTION, and LINK_TO_ACTION actions for folder objects. These actions perform the appropriate file system move, copy, and link system functions.
Example of Using the Data-Typing Database

This section contains example code of how to use data typing. You can find this example code in /usr/dt/examples/ddts/datatyping.c. The example code displays the data type, icon name, and supported actions for each file passed to it. You can then use the dtaction client to run a supported action on the file. The usage for datatyping is:

datatyping file1 [file2 ...]
#include <Xm/Form.h>
#include <Xm/Text.h>
#include <Dt/Dts.h>

#define ApplicationClass "DtDatatyping"
static Widget text;
static void DisplayTypeInfo(int, char**);

int main(int argc, char **argv)
{
    XtAppContext appContext;
    Widget toplevel, form;
    Arg args[20];
    int n;
    toplevel = XtAppInitialize(&appContext, ApplicationClass, NULL, 0,
        argc, argv, NULL, NULL, 0);
    if (argc == 1) {
        printf("%s: No files specified.\n", argv[0]);
        exit(1);
    }
    form = XmCreateForm(toplevel, "form", NULL, 0);
    XtManageChild(form);
    n = 0;
    XtSetArg(args[n], XmNleftAttachment, XmATTACH_FORM); n++;
    XtSetArg(args[n], XmNrightAttachment, XmATTACH_FORM); n++;
    XtSetArg(args[n], XmNtopAttachment, XmATTACH_FORM); n++;
    XtSetArg(args[n], XmNbottomAttachment, XmATTACH_FORM); n++;
    XtSetArg(args[n], XmNeditable, False); n++;
    XtSetArg(args[n], XmNeditMode, XmMULTI_LINE_EDIT); n++;
    XtSetArg(args[n], XmNrows, 25); n++;
    XtSetArg(args[n], XmNcolumns, 90); n++;
    text = XmCreateScrolledText(form, "text", args, n);
    XtManageChild(text);
XtRealizeWidget(toplevel);
if (DtAppInitialize(appContext, XtDisplay(toplevel), toplevel, argv[0],
                   ApplicationClass) == False) {
    printf("%s: Couldn't initialize Dt\n", argv[0]);
    exit(1);
}
DtDbLoad();
DisplayTypeInfo(argc, argv);
XtAppMainLoop(appContext);

static void DisplayTypeInfo(int argc, char **argv)
{
    char *file;
    char *datatype;
    char *icon;
    char *actions;
    char str[100];
    int i;

    sprintf(str, "%-30s	%-10s	%-8s	%-20s\n",
            "File", "DataType", "Icon", "Actions");
    XmTextInsert(text, XmTextGetLastPosition(text), str);

    sprintf(str, "-------------------	--------	----	-------\n");
    XmTextInsert(text, XmTextGetLastPosition(text), str);

    for(i=1; i < argc; i++) {
        char *file = argv[i];

        /* find out the Dts data type */
        datatype = DtDtsFileToDataType(file);

        if(datatype) {
            /* find the icon attribute for the data type */
            icon = DtDtsDataTypeToAttributeValue(datatype,
                DtDTS_DA_ICON, file);
        }

        /* Directly find the action attribute for a file */
        actions = DtDtsFileToAttributeValue(file,
            DtDTS_DA_ACTION_LIST);

        sprintf(str, "%-30s\t%-10s\t%-8s\t%-s\n",
                file, datatype?datatype:"unknown",
                icon?icon:"unknown",
                actions?actions:"unknown");
        XmTextInsert(text, XmTextGetLastPosition(text), str);
    }
}
/* Free the space allocated by Dts */
DtDtsFreeAttributeValue(icon);
DtDtsFreeAttributeValue(actions);
DtDtsFreeDataType(datatype);
The Calendar application program interface (API) provides a programmatic way to access and manage calendar data in a networked environment. The API supports inserting, deleting, and modifying of entries as well as browse and find capabilities. It also supports calendar administration functions.

The Calendar API is an implementation of the X.400 Application Programming Interface Association’s (XAPIA) Calendaring and Scheduling API (CSA API). CSA API defines a set of high-level functions so that applications that are calendar enabled can access the varied features of the calendaring and scheduling service. For more information about the latest XAPIA Specification, contact the X.400 API Association, 800 El Camino Real, Mountain View, California 94043.

This chapter describes the Calendar API in these sections:

- “Library and Header Files” on page 128
- “Demo Program” on page 128
- “Using the Calendar API” on page 128
- “Overview of the CSA API” on page 128
- “Functional Architecture” on page 130
- “Data Structures” on page 137
- “Calendar Attributes” on page 138
- “Entry Attributes” on page 140
- “General Information About Functions” on page 147
- “Administration Functions” on page 149
- “Calendar Management Functions” on page 151
- “Entry Management Functions” on page 156
- “Code Examples” on page 162
Library and Header Files

To use the Calendar API, you need to link with the libcsa library. The header file is csa/csa.h.

Demo Program

A demo program containing an example of how to use the Calendar API is in /usr/dt/examples/dtcalendar.

Using the Calendar API

How to Integrate with Calendar

The Calendar API provides a way to access and manage calendar data in a networked environment.

1. Include csa/csa.h in your application.

2. Use the calendar API to incorporate the calendar operations you want in your application.

3. Link with libcsa.

Overview of the CSA API

The CSA interface enables a common interface to a calendaring and scheduling service. For each CSA implementation, the view and capabilities presented by CSA must be mapped to the view and capabilities of the underlying calendaring service. The interface is designed to be independent of the actual calendaring and scheduling implementation. The interface is also designed to be independent of the operating system and underlying hardware used by the calendaring service.
The number of function calls provided is minimal. A single set of functions manage multiple types of calendar entries.

C Naming Conventions

The identifier for an element of the C interface is derived from the generic name of the element and its associated data type, as specified in Table 10–1. The generic name is prefixed with the character string in the second column of the table; alphabetic characters are converted to the case in the third column.

<table>
<thead>
<tr>
<th>Element Type</th>
<th>Prefix</th>
<th>Case</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data type</td>
<td>CSA_</td>
<td>Lower</td>
</tr>
<tr>
<td>Data value</td>
<td>CSA_</td>
<td>Upper</td>
</tr>
<tr>
<td>Function</td>
<td>csa_</td>
<td>Lower</td>
</tr>
<tr>
<td>Function argument</td>
<td>none</td>
<td>Lower</td>
</tr>
<tr>
<td>Function result</td>
<td>none</td>
<td>Lower</td>
</tr>
<tr>
<td>Constant</td>
<td>CSA_</td>
<td>Upper</td>
</tr>
<tr>
<td>Error</td>
<td>CSA_E_</td>
<td>Upper</td>
</tr>
<tr>
<td>Macro</td>
<td>CSA_</td>
<td>Upper</td>
</tr>
<tr>
<td>Reserved for extension sets</td>
<td>CSA_XS_</td>
<td>Any</td>
</tr>
<tr>
<td>Reserved for extensions</td>
<td>CSA_X_</td>
<td>Any</td>
</tr>
<tr>
<td>Reserved for use by implementors</td>
<td>CSAP</td>
<td>Any</td>
</tr>
<tr>
<td>Reserved for vendor function extensions</td>
<td>csa_x</td>
<td>Lower</td>
</tr>
<tr>
<td>Structure Tag</td>
<td>CSA_TAG_</td>
<td>Upper</td>
</tr>
</tbody>
</table>
Elements with the prefix CSAP (any case) are reserved for internal proprietary use by implementors of the CSA service. They are not intended for direct use by programs written using the CSA interface.

The prefixes CSA_XS_, CSA_X_ (in either uppercase or lowercase), and csa_x are reserved for extensions of the interface by vendors or groups. The specification defines these interface extensions as extensions to the base set of functions.

For constant data values, an additional string is usually appended to CSA_ to indicate the data structure or function for the constant data value.

Functional Architecture

This section describes the functional architecture of services supporting the CSA API. It provides an abstract implementation model, an abstract data model, and a functional overview.

Implementation Model

The abstract implementation model is provided as a reference aid to help you understand the scope of the CSA API.

The CSA interface is defined between a calendar-enabled application and a calendaring service. All functions in this interface are designed to be independent of the calendaring service; however, the API does allow protocol-specific extensions to the common functions to be invoked through the use of extensions. See “Extensions” on page 135 for more information. The relationship of the CSA interface to a calendar-enabled application and the calendar service is shown in Figure 10–1.

![Diagram](Figure 10–1 Positioning of the Calendaring and Scheduling API)

The model of the CSA interface can be divided into three components: administration, calendar management, and entry management. These components are shown in Figure 10–2.
Calendar-Enabled Application

Calendaring and Scheduling API

Administration  Calendar Management  Entry Management

Calendar Service

Figure 10–2  Components of the Calendaring and Scheduling API

Access to the calendaring service is established through a calendaring session. The session provides for a valid connection to the calendaring service and assists in ensuring the integrity of the calendaring information maintained by the service. A calendar-enabled application logs on to an individual calendar within the calendaring service to establish a valid session or connection. The session is terminated by the calendar-enabled application logging off from the calendar.

The calendaring service maintains one or more calendars. The calendar service provides some level of administration support for these calendars. A calendar-enabled application might access a list of the calendars maintained by a particular calendar service. In addition, the calendar service might provide support for archive and restore of calendar information into some implementation-specific, persistent format. Where a calendar service provides support for maintaining more than one calendar, support functions are defined for creating and deleting calendars. In addition, functions are provided to support administering the characteristics of the calendar.

The majority of the functions within the CSA interface manage individual calendar entries. Calendar entries may be either events, to dos, or memos. Entries can be added, deleted, updated, and read from a particular calendar. A calendar-enabled application can also add reminders to calendar entries.

Data Model

The CSA interface is an access method to a conceptual back-end store of calendaring information that is maintained by a calendaring service. A common data model is helpful in visualizing the components of the calendaring information maintained by a calendaring service.

Calendar Entities

The data model is based on the concept of a calendar entity. The calendar is represented by a named collection of administrative calendar attributes and calendar
entries. A calendar is owned by an individual user. The user could represent a person, a group of people, or a resource.

The calendar attributes are a set of named values that may represent common, implementation-specific, or application-specific administrative characteristics about the calendar. For example, time zone, name, owner, and access rights to the calendar can be specified in individual calendar attributes.

The calendar entries are the primary components of a calendar. The three classes of calendar entries follow:

- Events
- To Dos
- Memos

Calendar entries are represented by a uniquely named collection of entry attributes. The entry attributes are a set of named values that represent common, implementation-specific, or application-specific characteristics of the calendar entry. For example, an event might contain a start and end date and time, a description, and a subtype. A to do might contain the date it was created, the due date, a priority, and a status. A memo might contain the date it was created and a text content or description.

The calendar attributes and entry attributes consist of a name, type, and value tuple. Common attributes defined by the specification can be extended. Implementations can define implementation-specific attributes. In addition, some implementations may provide the capability for applications to define application-specific attributes. The CDE implementation supports application-defined attributes.

**Access Rights**

The accessibility of a calendar to an individual user can be controlled by the access rights given that user. Access rights are paired with a calendar user. CSA allows a user to be an individual, group, or resource. The CDE implementation only supports individual users. The access rights are maintained in an access list. The access list is a particular calendar attribute. The access rights are individually controlled and can be accumulated to define a range of accessibility of a user to a calendar and its entries. The access rights can also be specified in terms of the following access roles:

- The owner of a calendar
- The organizer of a particular entry within the calendar
- The sponsor of a particular entry within the calendar

The owner role enables the user to do anything to the calendar or calendar entries that the owner of the calendar can do, including deleting the calendar; viewing, inserting, and changing calendar attributes; adding and deleting calendar entries; and viewing, inserting, and changing entry attributes.
The organizer role enables the user to delete the entry or view and change entry attributes of those calendar entries for which the user is specified as the organizer. The organizer defaults to the calendar user who created the entry.

The sponsor role enables the user to delete the entry or view and change entry attributes for those calendar entries for which the user is specified as the sponsor. The sponsor is the calendar user who effectively owns the calendar entry.

In addition to these roles, an access right can be set to limit access to free time searches; view, insert, or change calendar attributes; or view, insert or change entries, depending on whether they are classified as public, confidential, or private. The entry classification acts as a secondary filter on accessibility.

Functional Overview
The CSA interface supports three principle types of tasks:

- Administration
- Calendar management
- Entry management

Administration
Most of the CSA function calls occur within a calendar session. The calendar session is a logical connection between the calendar-enabled application and a particular calendar maintained by the calendaring service. A session is established with a call to the `csa_logon()` function and terminated with a call to the `csa_logoff()` function. The context of the session is represented by a session handle. This handle provides a token in each of the CSA functions to distinguish one calendar session from another. The `csa_logon()` function also authenticates the user to the calendaring service and sets session attributes. Currently, there is no support for sharing calendar sessions among applications.

The `csa_list_calendars()` function is used to list the names of the calendars managed by a particular calendar service.

The `csa_query_configuration()` function is used to list information about the current calendar service configuration. This information can include the character set, line terminator characters for text strings, default service name, default authorization user identifier for the specified calendar service, an indicator of whether a password is needed to authenticate the user identifier, an indicator of whether the common extensions for user interface dialogs is supported, and the CSA specification supported by the implementation.

The CSA implementation provides support for managing the memory for calendar objects and attributes that are returned by the service. The `csa_free()` function is
used to free up this memory after it is no longer needed. It is the responsibility of the application to free up the memory allocated and managed by the calendar service.

Calendar Management

The CSA interface provides several calendar management functions. The CDE implementation supports multiple calendars per calendar service; the calendar-enabled application can add or delete calendars. The csa_delete_calendar() function is used to delete calendars. The csa_add_calendar() function is used to add new calendars to the service.

The application can also list, read, and update calendar attributes using the csa_list_calendar_attributes(), csa_read_calendar_attributes(), and csa_update_calendar_attributes() functions. The application can register callback functions for receiving notification of a calendar logon, calendar deletion, update of calendar attributes, addition of a new calendar entry, deletion of a calendar entry, and update of a calendar entry. The callback function is only registered for the duration of the calendar session. In any case, this information may be invaluable for some calendar administration applications.

Entry Management

The CSA interface has a robust set of functions for managing calendar entries. The context of a calendar entry in a calendar session is maintained by the entry handle. This handle provides a token in the CSA functions to distinguish one calendar entry from another. The entry handle is returned by the csa_add_entry() and csa_list_entries() functions. The entry handle is valid for the duration of the calendar session or until the entry is deleted or updated. The entry handle becomes invalid when it is freed by a call to csa_free().

The csa_add_entry() function is used to add new entries to a calendar. The csa_delete_entry() function is used to delete an entry in a calendar. The csa_list_entries() function is used to enumerate the calendar entries that match a particular set of entry attribute criteria. The csa_read_entry_attributes() function is used to get either all or a set of entry attribute values associated with a particular calendar entry.

To add an entry to a calendar, a calendar-enabled application must first establish a session with the calendaring service using the csa_logon() function. Then the application invokes the csa_add_entry() function to specify the new entry. The calendar-enabled application is responsible for composing the attributes used in the csa_add_entry() function. The session is terminated using the csa_logoff() function.

The entry attributes in an individual calendar entry can be enumerated with the csa_list_entry_attributes() function. The values of one or more attributes
can be read with the `csa_read_entry_attributes()` function. Individual entry attributes can be modified with the `csa_update_entry_attributes()` function.

Memory allocated by the CSA implementation for retrieved calendar information is released by passing the associated memory pointers to the `csa_free()` function.

Some calendar entries are associated with a recurring activity. The `csa_list_entry_sequence()` function can be used to enumerate the other recurring calendar entries. This function returns a list of entry handles for the recurring entries.

The CDE calendar server provides support for alarms or reminders to be associated with calendar entries. Reminders can take the form of audio reminders from the terminal speaker, flashing reminders presented on the terminal screen, mail reminders sent to the calendar user, or pop-up reminders presented on the terminal screen. The calendar service manages the reminders, but it is the responsibility of the calendar application to retrieve the reminder information and act on it. The `csa_read_next_reminder()` function is used to read the information about the next scheduled type of reminder.

Extensions

The major data structures and functions defined in the CSA specification can be extended methodically through extensions. Extensions are used to add additional fields to data structures and additional parameters to a function call. A standard generic data structure has been defined for these extensions. It consists of an item code, identifying the extension; an item data, holding the length of extension data or the data itself; an item reference, pointing to where the extension value is stored or NULL if there is no related item storage; and flags for the extension.

Extensions that are additional parameters to a function call may be input or output. That is, the extension may be passed as input parameters from the application to the CSA service or passed as output parameters from CSA service to the application. If an extension is an input parameter, the application allocates memory for the extension structure and any other structures associated with the extension. If an extension is an output parameter, the CSA service allocates the storage for the extension result, if necessary. In this case, the application must free the allocated storage with a `csa_free()` call.

If an extension that is not supported is requested, `CSA_E_UNSUPPORTED_FUNCTION_EXT` is returned.

About the CDE Implementation

The CDE implementation of the CSA API consists of a library which provides access to the CDE calendar server. ONC RPC is used for communication between the
library and the server. The calendar server in the CDE implementation is a version 5 server which supports calendar protocol versions 2 to 5 and data versions 3 and 4. Calendar protocol versions 2 to 4 and data version 3 are for backward compatibility to OpenWindows Calendar Manager. Calendar protocol version 5 and data version 4 support the CSA interface and data extensibility.

### Table 10-2: Server Version/Data Version Supported

<table>
<thead>
<tr>
<th>Server Version</th>
<th>Data Version Supported</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>3, 4</td>
</tr>
</tbody>
</table>

**Access models supported**

Two access models are supported by the calendar API. The access model specified in the XAPIA CSA specification is supported for data version 4 only. The OpenWindows Calendar Manager access model is supported for data versions 1 to 3. In the OpenWindows Calendar Manager access model, the accessibility of a calendar is controlled by an access list which specifies who has what access rights. Three access rights are defined: `CSA_X_DT_BROWSE_ACCESS` (user can list and read calendar entries), `CSA_X_DT_INSERT_ACCESS` (user can insert calendar entries), and `CSA_X_DT_DELETE_ACCESS` (user can delete calendar entries). Since the calendar API allows access to calendars of all versions, the programmer should interpret the access rights contained in an access list using the correct access model depending on the data version.

When a calendar is created, unless an access list is specified during creation, the default access list consists of one entry with “world” as the user name; the associated access right is “browse public entries.” The user name “world” is a special name which means all users.

By default, a user with the same user name as the owner of the calendar can access the calendar with full owner’s access from any machine. To have stricter access control, names of the form “owner-user-name@host” can be added to the access list of the calendar. When such an entry is added to the access list, the corresponding access right has to be `CSA_OWNER_RIGHTS` for data version 4 and `(CSA_X_DT_BROWSE_ACCESS | CSA_X_DT_INSERT_ACCESS | CSA_X_DT_DELETE_ACCESS)` for data version 3. After such entries are added to the access list, only users from the specified hosts can access the calendar with full owner’s rights.
Data Structures

Table 10–3 lists the CSA data structures. See the relevant man page for complete information.

<table>
<thead>
<tr>
<th>Data Type Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access List</td>
<td>List of access rights structures for calendar users</td>
</tr>
<tr>
<td>Attendee List</td>
<td>List of attendee structures</td>
</tr>
<tr>
<td>Attribute</td>
<td>Attribute structure</td>
</tr>
<tr>
<td>Attribute Reference</td>
<td>Attribute reference structure</td>
</tr>
<tr>
<td>Boolean</td>
<td>A value that indicates logical true or false</td>
</tr>
<tr>
<td>Buffer</td>
<td>Pointer to a data item</td>
</tr>
<tr>
<td>Calendar User</td>
<td>Calendar user structure</td>
</tr>
<tr>
<td>Callback Data Structures</td>
<td>Callback data structures</td>
</tr>
<tr>
<td>Date and Time</td>
<td>Date and time designation</td>
</tr>
<tr>
<td>Date and Time List</td>
<td>List of date and time values</td>
</tr>
<tr>
<td>Date and Time Range</td>
<td>Range of date and time</td>
</tr>
<tr>
<td>Entry Handle</td>
<td>Handle for the calendar entry</td>
</tr>
<tr>
<td>Enumerated</td>
<td>Data type containing a value from an enumeration</td>
</tr>
<tr>
<td>Extension</td>
<td>Extension structure</td>
</tr>
<tr>
<td>Flags</td>
<td>Container for bit masks</td>
</tr>
<tr>
<td>Free Time</td>
<td>Free time structure</td>
</tr>
<tr>
<td>Opaque Data</td>
<td>Opaque data structure</td>
</tr>
<tr>
<td>Reminder</td>
<td>Reminder structure</td>
</tr>
<tr>
<td>Reminder Reference</td>
<td>Reminder reference structure</td>
</tr>
</tbody>
</table>
### TABLE 10–3  CSA Data Structures (continued)

<table>
<thead>
<tr>
<th>Data Type Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Return Code</td>
<td>Return value indicating either that a function succeeded or why it failed</td>
</tr>
<tr>
<td>Service Reference</td>
<td>Service reference structure</td>
</tr>
<tr>
<td>Session Handle</td>
<td>Handle for the calendar session</td>
</tr>
<tr>
<td>String</td>
<td>Character string pointer</td>
</tr>
<tr>
<td>Time Duration</td>
<td>Time duration</td>
</tr>
</tbody>
</table>

### Calendar Attributes

Table 10–4 lists the calendar attributes supported in the CDE implementation. See the relevant man page for more information. The list of calendar attributes is extensible through the extended naming convention.

### TABLE 10–4  CSA Calendar Attributes

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Symbolic Name</th>
<th>Server Version</th>
<th>Data Version</th>
<th>Read Only?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Access List</td>
<td>CSA_CAL_ATTR_ACCESS_LIST_</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Calendar Name</td>
<td>CSA_CAL_ATTRCALENDAR_NAME</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes*</td>
</tr>
<tr>
<td>Calendar Owner</td>
<td>CSA_CAL_ATTRCALENDAR_OWNER</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes*</td>
</tr>
<tr>
<td>Calendar Size</td>
<td>CSA_CAL_ATTRCALENDAR_SIZE</td>
<td>5</td>
<td>3,4</td>
<td>Yes</td>
</tr>
<tr>
<td>Character Set</td>
<td>CSA_CAL_ATTR_CHARACTER_SET</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
</tr>
<tr>
<td>Data Version**</td>
<td>CSA_X_DT_CAL_ATTR_DATA_VERSION</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
</tbody>
</table>
**TABLE 10-4** CSA Calendar Attributes (continued)

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Symbolic Name</th>
<th>Server Version</th>
<th>Data Version</th>
<th>Read Only?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Date Created</td>
<td>CSA_CAL_ATTR_DATE_CREATED</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
</tr>
<tr>
<td>Number Entries</td>
<td>CSA_CAL_ATTR_NUMBER_ENTRIES</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
<tr>
<td>Product Identifier</td>
<td>CSA_CAL_ATTR_PRODUCT_IDENTIFIER</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
<tr>
<td>Server Version**</td>
<td>CSA_X_DT_CAL_ATTR_SERVER_VERSION</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
<tr>
<td>Time Zone</td>
<td>CSA_CAL_ATTR_TIME_ZONE</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
</tr>
<tr>
<td>Version</td>
<td>CSA_CAL_ATTR_VERSION</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
</tbody>
</table>

*specified when the calendar is created and read-only afterwards

**CDE only

The following Calendar attributes are not supported:

CSA_CAL_ATTR_COUNTRY
CSA_CAL_ATTR_LANGUAGE
CSA_CAL_ATTR_WORK_SCHEDULE

The following descriptions provide additional information about some of the calendar attributes listed in Table 10-4.

- **Access List**
  
  When a new calendar is added and if no access list is specified, the default access list contains a special user world and its corresponding access right is CSA_VIEW_PUBLIC_ENTRIES, which provides access right to list and read calendar entries with public classification. The special user world includes all users.

- **Calendar Name**
  
  The calendar name is specified when the calendar is created using csa_add_calendar(). It becomes read-only and cannot be changed after the calendar is created.

- **Calendar Owner**
The calendar owner is set to the user who is running the application that calls `csa_add_calendar()` to create the calendar. It becomes read-only and cannot be changed after the calendar is created.

- **Character Set**

  The CDE common locale name should be used to set this value.

The followings are CDE-defined calendar attributes:

- **Server Version**

  This read-only attribute shows the version number of the server managing the calendar. This attribute is a `CSA_VALUE_UINT32` type of attribute.

- **Data Version**

  This read-only attribute shows the data version of the calendar. This attribute is a `CSA_VALUE_UINT32` type of attribute.

## Entry Attributes

Table 10–5 lists the entry attributes supported in the CDE implementation. See the relevant man page for more information. The list of entry attributes is extensible through the extended naming convention.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Symbolic Name</th>
<th>Server Version</th>
<th>Data Version</th>
<th>Read Only?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Audio Reminder</td>
<td>CSA_ENTRY_ATTR_AUDIO_REMINDER</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Character Set*</td>
<td>CSA_X_DT_ENTRY_ATTR_CHARACTER_SET</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Classification</td>
<td>CSA_ENTRY_ATTR_CLASSIFICATION</td>
<td>5</td>
<td>2-4</td>
<td>No</td>
</tr>
<tr>
<td>Date Completed</td>
<td>CSA_ENTRY_ATTR_DATE_COMPLETED</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Date Created</td>
<td>CSA_ENTRY_ATTR_DATE_CREATED</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
</tr>
<tr>
<td>Description</td>
<td>CSA_ENTRY_ATTR_DESCRIPTION</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Due Date</td>
<td>CSA_ENTRY_ATTR_DUE_DATE</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>End Date</td>
<td>CSA_ENTRY_ATTR_END_DATE</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Attribute Name</td>
<td>Symbolic Name</td>
<td>Server Version</td>
<td>Data Version</td>
<td>Read Only?</td>
</tr>
<tr>
<td>------------------------</td>
<td>----------------------------------------</td>
<td>----------------</td>
<td>--------------</td>
<td>------------</td>
</tr>
<tr>
<td>Exception Dates</td>
<td>CSA_ENTRY_ATTR_EXCEPTION_DATES</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Flashing Reminder</td>
<td>CSA_ENTRY_ATTR_FLASHING_REMINDER</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Last Update</td>
<td>CSA_ENTRY_ATTR_LAST_UPDATE</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
</tr>
<tr>
<td>Mail Reminder</td>
<td>CSA_ENTRY_ATTR_MAIL_REMINDER</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Number Recurrences</td>
<td>CSA_ENTRY_ATTR_NUMBER_RECURRENCES</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
</tr>
<tr>
<td>Organizer</td>
<td>CSA_ENTRY_ATTR_ORGANIZER</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
<tr>
<td>Popup Reminder</td>
<td>CSA_ENTRY_ATTR_POPUP_REMINDER</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Priority</td>
<td>CSA_ENTRY_ATTR_PRIORITY</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Recurrence Rule</td>
<td>CSA_ENTRY_ATTR_RECURRENTENCE_RULE</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Reference Identifier</td>
<td>CSA_ENTRY_ATTR_REFERENCE_IDENTIFIER</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes</td>
</tr>
<tr>
<td>Repeat Interval*</td>
<td>CSA_X_ENTRY_ATTR_REPEAT_INTERVAL</td>
<td>2-5</td>
<td>1-4</td>
<td>**</td>
</tr>
<tr>
<td>Repeat Occurrence*</td>
<td>CSA_X_ENTRY_ATTR_REPEAT_OCCURRENCE_NUM</td>
<td>2-5</td>
<td>1-4</td>
<td>**</td>
</tr>
<tr>
<td>Repeat Times*</td>
<td>CSA_X_ENTRY_ATTR_REPEAT_TIMES</td>
<td>2-5</td>
<td>1-4</td>
<td>**</td>
</tr>
<tr>
<td>Repeat Type*</td>
<td>CSA_X_DT_ENTRY_ATTR_REPEAT_TYPE</td>
<td>2-5</td>
<td>1-4</td>
<td>**</td>
</tr>
<tr>
<td>Sequence End Date*</td>
<td>CSA_X_ENTRY_ATTR_SEQUENCE_END_DATE</td>
<td>2-5</td>
<td>1-4</td>
<td>**</td>
</tr>
<tr>
<td>Showtimes*</td>
<td>CSA_X_ENTRY_ATTR_SHOWTIME</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Sponsor</td>
<td>CSA_ENTRY_ATTR_SPONSOR</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Start Date</td>
<td>CSA_ENTRY_ATTR_START_DATE</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Status</td>
<td>CSA_ENTRY_ATTR_STATUS</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Subtype</td>
<td>CSA_ENTRY_ATTR_SUBTYPE</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Summary</td>
<td>CSA_ENTRY_ATTR_SUMMARY</td>
<td>2-5</td>
<td>1-4</td>
<td>No</td>
</tr>
<tr>
<td>Attribute Name</td>
<td>Symbolic Name</td>
<td>Server Version</td>
<td>Data Version</td>
<td>Read Only?</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------</td>
<td>----------------</td>
<td>--------------</td>
<td>------------</td>
</tr>
<tr>
<td>Transparency</td>
<td>CSA_ENTRY_ATTR_TIME_TRANSPARENCY</td>
<td>5</td>
<td>4</td>
<td>No</td>
</tr>
<tr>
<td>Type</td>
<td>CSA_ENTRY_ATTR_TYPE</td>
<td>2-5</td>
<td>1-4</td>
<td>Yes***</td>
</tr>
</tbody>
</table>

* CDE only

** This attribute can be specified and modified for data version 1 to 3, but is read-only for data version 4; for data version 4, the value is derived from the entry attribute CSA_ENTRY_ATTR_RECURRENCE_RULE

***Specified when the entry is added to the calendar and read-only afterwards

The following Entry attributes are not supported:

CSA_ENTRY_ATTR_ATTENDEE_LIST
CSA_ENTRY_ATTR_EXCEPTION_RULE
CSA_ENTRY_ATTR_RECURRING_DATES
CSA_ENTRY_ATTR_SEQUENCE_NUMBER

The following descriptions provide additional information about some of the entry attributes listed in Table 10-5.

- **Organizer**
  The organizer of an entry is set to the user who is running the application that calls csa_add_entry() to add the entry to the calendar. It becomes read-only and cannot be changed after the entry is added.

- **Reference Identifier**
  The reference identifier of an entry is a string that contains a unique identifier of the entry within the calendar as well as the name and location of the calendar. The format is \textit{n:calendar@location} where \textit{n} is a number that uniquely identifies the entry within the calendar, \textit{calendar} is the name of the calendar, and \textit{location} is the name of the machine where the calendar is stored.

- **Status**
  The CDE implementation defines the following additional status values:

  CSA_X_DT_STATUS_ACTIVE
  CSA_X_DT_STATUS_DELETE_PENDING
  CSA_X_DT_STATUS_ADD PENDING
  CSA_X_DT_STATUS_COMMITTED
  CSA_X_DT_STATUS_CANCELLLED
- **Type**
  
The value becomes read-only and cannot be changed after the entry is added. The CDE implementation defines the following additional type value:

  `CSA_X_DT_TYPE_OTHER`

**CDE Entry Attributes**

The following are CDE-defined entry attributes:

- **Show Time**
  
The value of this attribute indicates whether the start and end time of the entry should be shown to the user. It can be modified using 
`csa_update_entry_attributes()`. This attribute is a `CSA_VALUE_SINT32` type of attribute.

- **Repeat Type**
  
The frequency of recurrence of the entry, which indicates how often the entry repeats.

  This attribute is a `CSA_VALUE_UINT32` type of attribute.

  The following values are defined:

  `CSA_X_DT_REPEAT_ONETIME`
  `CSA_X_DT_REPEAT_DAILY`
  `CSA_X_DT_REPEAT_WEEKLY`
  `CSA_X_DT_REPEAT_BIWEEKLY`
  `CSA_X_DT_REPEAT_MONTHLY_BY_WEEKDAY`
  `CSA_X_DT_REPEAT_MONTHLY_BY_DATE`
  `CSA_X_DT_REPEAT_YEARLY`
  `CSA_X_DT_REPEAT_EVERY_NDAY`
  `CSA_X_DT_REPEAT_EVERY_NWEEK`
  `CSA_X_DT_REPEAT_EVERY_NMONTH`
  `CSA_X_DT_REPEAT_MON_TO_FRI`
  `CSA_X_DT_REPEAT_MONWEDFRI`
  `CSA_X_DT_REPEAT_TUETHUR`
  `CSA_X_DT_REPEAT_WEEKDAY_COMBO`
  `CSA_X_DT_REPEAT_OTHER`
  `CSA_X_DT_REPEAT_OTHER_WEEKLY`
  `CSA_X_DT_REPEAT_OTHER_MONTHLY`
  `CSA_X_DT_REPEAT_OTHER_YEARLY`

- **Repeat Times**
  
  This attribute shows the number of times an entry repeats. This attribute is a `CSA_VALUE_UINT32` type of attribute.

- **Repeat Interval**
This attribute tells how often an entry with repeat types CSA_X_DT_REPEAT_EVERY_NDAY, CSA_X_DT_REPEAT_EVERY_NWEEK, or CSA_X_DT_REPEAT_EVERY_NMONTH repeats. For example, if the value of this attribute is 3 and the repeat type is CSA_X_DT_REPEAT_EVERY_NWEEK, the entry repeats every three weeks. This attribute is a CSA_VALUE_UINT32 type of attribute.

- **Repeat Occurrence Number**
  
  If the entry’s repeat type is CSA_X_DT_REPEAT_MONTHLY_BY_WEEKDAY, this attribute tells in which week the entry repeats. This attribute is a CSA_VALUE_SINT32 type of attribute.

- **Sequence End Date**
  
  This entry attribute shows the end date of the sequence. This attribute is a CSA_VALUE_DATE_TIME type of attribute.

**Entry Attributes for Recurrence Information**

For data versions 1 to 3, the following entry attributes are used to specify recurrence information for an entry. They are all read/write attributes.

- CSA_X_DT_ENTRY_ATTR_REPEAT_TYPE
- CSA_X_DT_ENTRY_ATTR_REPEAT_TIMES
- CSA_X_DT_ENTRY_ATTR_REPEAT_INTERVAL
- CSA_X_DT_ENTRY_ATTR_REPEAT_OCCURRENCE_NUM
- CSA_X_DT_ENTRY_ATTR_SEQUENCE_END_DATE

For data version 4, entry attributes CSA_ENTRY_ATTR_RECURRENCE_RULE and CSA_ENTRY_ATTR_EXCEPTION_DATES are used to specify recurrence information of a calendar entry. Information in the CSA_ENTRY_ATTR_RECURRENCE_RULE attribute can be queried using the following attributes:

- CSA_X_DT_ENTRY_ATTR_REPEAT_TYPE
- CSA_X_DT_ENTRY_ATTR_REPEAT_TIMES
- CSA_X_DT_ENTRY_ATTR_REPEAT_INTERVAL
- CSA_X_DT_ENTRY_ATTR_REPEAT_OCCURRENCE_NUM
- CSA_X_DT_ENTRY_ATTR_SEQUENCE_END_DATE

These computed attributes are read-only for data version 4.

**Supported Values by Data Version**

- **CSA_ENTRY_ATTR_STATUS**
  
  This attribute is not supported in data version 1.
Data versions 2 and 3 support the following values:

CSA_X_DT_STATUS_ACTIVE
CSA_X_DT_STATUS_DELETE_PENDING
CSA_X_DT_STATUS_ADD_PENDING
CSA_X_DT_STATUS_COMMITTED
CSA_X_DT_STATUS_CANCELLED

Data version 4 supports all status values:

CSA_STATUS_ACCEPTED
CSA_STATUS_NEEDS_ACTION
CSA_STATUS_SENT
CSA_STATUS_TENTATIVE
CSA_STATUSCONFIRMED
CSA_STATUS_REJECTED
CSA_STATUS_COMPLETED
CSA_STATUS_DELEGATED
CSA_X_DT_STATUS_ACTIVE
CSA_X_DT_STATUS_DELETE_PENDING
CSA_X_DT_STATUS_ADD_PENDING
CSA_X_DT_STATUS_COMMITTED
CSA_X_DT_STATUS_CANCELLED

- **CSA_ENTRY_ATTR_SUBTYPE**

  Data versions 1 to 3 support the following values:

  CSA_SUBTYPE_APPOINTMENT
  CSA_SUBTYPE_HOLIDAY

  Data version 4 supports all defined values as well as the following application-defined values:

  CSA_SUBTYPE_APPOINTMENT
  CSA_SUBTYPE_CLASS
  CSA_SUBTYPE_HOLIDAY
  CSA_SUBTYPE_MEETING
  CSA_SUBTYPE_MISCELLANEOUS
  CSA_SUBTYPE_PHONE_CALL
  CSA_SUBTYPE_SICK_DAY
  CSA_SUBTYPE_SPECIAL_OCCASION
  CSA_SUBTYPE_TRAVEL
  CSA_SUBTYPE_VACATION

- **CSA_ENTRY_ATTR_TYPE**

  Data versions 1 to 3 support the following values:

  CSA_TYPE_EVENT
  CSA_TYPE_TODO
CSA_X_DT_TYPE_OTHER

Data version 4 supports all defined values:

CSA_TYPE_EVENT
CSA_TYPE_TODO
CSA_TYPE_MEMO
CSA_X_DT_TYPE_OTHER

**Note** - Only some combinations of type and subtype values—listed below—are supported in data version 1 to 3.

Combinations supported in data version 1:

CSA_TYPE_EVENT with subtype CSA_SUBTYPE_APPOINTMENT
CSA_X_DT_TYPE_OTHER with no subtype value

Combinations supported in data versions 2 and 3:

CSA_TYPE_EVENT with subtype CSA_SUBTYPE_APPOINTMENT
CSA_TYPE_EVENT with subtype CSA_SUBTYPE_HOLIDAY
CSA_TYPE_TODO with no subtype value
CSA_X_DT_TYPE_OTHER with no subtype value

- **CSA_X_ENTRY_ATTR_REPEAT_TYPE**

  For data versions 1 to 3, this attribute is used to specify the type of recurrence of an entry.

  Values supported in data versions 1 and 2:
CSA_X_DT_REPEAT_ONETIME
CSA_X_DT_REPEAT_DAILY
CSA_X_DT_REPEAT_WEEKLY
CSA_X_DT_REPEAT_BIWEEKLY
CSA_X_DT_REPEAT_MONTHLY_BY_DATE
CSA_X_DT_REPEAT_YEARLY

Values supported in data version 3:

CSA_X_DT_REPEAT_ONETIME
CSA_X_DT_REPEAT_DAILY
CSA_X_DT_REPEAT_WEEKLY
CSA_X_DT_REPEAT_BIWEEKLY
CSA_X_DT_REPEAT_MONTHLY_BY_WEEKDAY
CSA_X_DT_REPEAT_MONTHLY_BY_DATE
CSA_X_DT_REPEAT_YEARLY
CSA_X_DT_REPEAT_EVERY_NDAY
CSA_X_DT_REPEAT_EVERY_NWEEK
CSA_X_DT_REPEAT_EVERY_NMONTH
CSA_X_DT_REPEAT_MON_TO_FRI
CSA_X_DT_REPEAT_MONWEDFRI
CSA_X_DT_REPEAT_TUETHUR
CSA_X_DT_REPEAT_WEEKDAYCOMBO
CSA_X_DT_REPEAT_OTHER

For data version 4, this is a read-only attribute and the value is derived from the entry attribute CSA_ENTRY_ATTR_RECURRENCE_RULE.

General Information About Functions

The following general information applies to all functions:

- Character set restriction

  The calendar attribute, CSA_CAL_ATTR_CHARACTER_SET, is used to store the locale information of the calendar.

  **Note** - All data except textual description passed in the library must be in ASCII format; the library supports single-byte as well as multibyte character strings.

- Type checking for attribute values is provided for the predefined attributes only.

- Entry attributes CSA_ENTRY_ATTR_RECURRENCE_RULE and CSA_ENTRY_ATTR_EXCEPTION_DATES are used to specify recurrence information of a calendar entry. Information in the CSA_ENTRY_ATTR_RECURRENCE_RULE attribute can be queried using the following attributes:
These computed attributes are read-only.

- The CSA_calendar_user data structure specifies either a user or a calendar. When specifying a user in an access list, only the user_name field is used and all other fields are ignored. When specifying the calendar to log on to, only the calendar_address field is used and all other fields are ignored. The format is calendar@location where calendar is the name of the calendar and location is the name of the machine where the calendar is stored.

- Attributes of value type CSA_VALUE_ATTENDEE_LIST are not supported and CSA_E_INVALID_ATTRIBUTE_VALUE will be returned if they are specified.

- Although the repeat_count and snooze_time fields in the CSA_reminder data structure are stored in the calendar, the calendar service does not interpret their values and the associated reminder will be returned only once by the server.

- The user interface extension CSA_X_UI_ID_EXT is not supported.

Function Extensions Supported

- Xt Application Context Extension (CSA_X_XT_APP_CONTEXT_EXT)
  - Specify the Xt application context. - Used by csa_register_callback()
  - Input:
    item_data: Xt application context (XtAppContext)
  - Output: None

- Get User Access Extension (CSA_X_DT_GET_USER_ACCESS_EXT)
  - Get the user’s access rights with respect to the calendar. - Used by csa_logon()
  - Input: none
  - Output:
    item_data: user’s access rights (CSA_flags)

- Get Character Set Calendar Attribute Extension (CSA_X_DT_GET_CAL_CHARSET_EXT)
  - Get the calendar’s character set attribute - Used by csa_logon()
  - Input: none
  - Output:
    item_data: length of character string in item_reference (CSA_uint32)
    item_reference: character set (CSA_string)

- Get Server Version Calendar Attribute Extension (CSA_X_DT_GET_SERVER_VERSION_EXT)
- Get server version of the calendar - Used by csa_logon() and
csa_list_calendars() - Input: none - Output:
  item_data: server version (CSA_uint32)

Get Data Version Calendar Attribute Extension
(CSA_X_DT_GET_DATA_VERSION_EXT)

- Get data version of the calendar - Used by csa_logon() () - Input: none -
  Output:
  item_data: data version (CSA_uint32)

Administration Functions

This section contains descriptions for the administration functions supported in the
CDE implementation; a function prototype and a list of possible return codes are
included for each function. See the relevant man page for more information.

- Free: frees memory allocated by the calendaring service.

  Prototype:

  CSA_return_code
  csa_free(CSA_buffer memory );

  Return Codes for csa_free:

  CSA_SUCCESS CSA_E_INVALID_MEMORY

- List Calendars: lists the calendars supported by a calendar server.

  Prototype:

  CSA_return_code
  csa_list_calendars(CSA_service_reference
  calendar_service,
  CSA_uint32
  *number_names,
  CSA_calendar_user
  **calendar_names, CSA_extension
  *list_calendars_extensions);

  A host name where the server runs should be passed in calendar_server.

  Return Codes for csa_list_calendars:

  CSA_SUCCESS
  CSA_E_INVALID_PARAMETER
  CSA_E_UNSUPPORTED_FUNCTION_EXT
  CSA_E_INSUFFICIENT_MEMORY

(continued)
Logon: logs on to the calendar service and establishes a session with a calendar.

Prototype:

```c
CSA_return_code
 CSA_logon(
    CSA_service_reference calendar_service,
    CSA_calendar_user *user,
    CSA_string password,
    CSA_string character_set,
    CSA_string required_csa_version,
    CSA_session_handle *session,
    CSA_extension *logon_extensions);
```

The following arguments are not used: calendar_service, password, character_set, and required_csa_version.

The calendar_address field of the CSA_calendar_user structure pointed to by user specifies the calendar to log on to. The format is calendar@location where calendar is the name of the calendar and location is the host name where the calendar is stored.

Return Codes for csa_logon:

- **CSA_SUCCESS**
- **CSA_E_INVALID_PARAMETER**
- **CSA_E_UNSUPPORTED_FUNCTION_EXT**
- **CSA_ECALENDAR_NOT_EXIST**
- **CSA_E_INSUFFICIENT_MEMORY**
- **CSA_E_NO_AUTHORITY**
- **CSA_X_DT_E_INVALID_SERVER_LOCATION**
- **CSA_X_DT_E_SERVICE_NOT_REGISTERED**
- **CSA_X_DT_E_SERVER_TIMEOUT**
- **CSA_EFAILURE**
- **CSA_ESERVICE_UNAVAILABLE**
- **CSA_X_DT_E_BACKING_STORE_PROBLEM**

Logoff: terminates a session with a calendar.

Prototype:

```c
CSA_return_code
 CSA_logoff(
```
CSA_session_handle session,
CSA-extension *logoff_extensions);

Return Codes for csa_logoff:

CSA_SUCCESS
CSA_E_INVALID_PARAMETER
CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY
CSA_E_INVALID_SESSION_HANDLE

- Query Configuration: determines information about the installed CSA configuration.
  
  Prototype:

  CSA_return_code
  csa_query_configuration(
  CSA_session_handle session,
  CSA_enum item,
  CSA_buffer *reference,
  CSA_extension *query_configuration_extensions);

  The following items are not supported by this implementation of CDE:

  CSA_CONFIG_CHARACTER_SET
  CSA_CONFIG_LINE_TERM CSA_CONFIG_VER_IMPL

Return Codes for csa_query_configuration:

CSA_SUCCESS
CSA_E_INVALID_ENUM
CSA_E_INVALID_PARAMETER
CSA_E_INSUFFICIENT_MEMORY
CSA_E_INVALID_SESSION_HANDLE
CSA_E_UNSUPPORTED_ENUM
CSA_E_UNSUPPORTED_FUNCTION_EXT

Calendar Management Functions

This section contains descriptions for the calendar management functions supported in the CDE implementation; a function prototype and a list of possible return codes are included for each function. See the relevant man page for more information.

- Add calendar: adds a calendar to the calendar service.
Prototype:

```c
CSA_return_code
csa_add_calendar(
    CSA_session_handle    session,
    CSA_calendar_user    *user,
    CSA_uint32           number_attributes,
    CSA_attribute        *calendar_attributes,
    CSA_extension        *add_calendar_extensions);
```

The first argument, `session`, is ignored.

The `calendar_address` field of the `CSA_calendar_user` structure pointed to by `user` specifies the name and the location of the calendar to be created. The format is `calendar@location` where `calendar` is the name of the calendar and `location` is the host name where the calendar is to be stored; for example, `my_calendar@my_host`.

Return Codes for `csa_add_calendar`:

- `CSA_SUCCESS`
- `CSA_E_INVALID_PARAMETER`
- `CSA_E_UNSUPPORTED_FUNCTION_EXT`
- `CSA_E_INSUFFICIENT_MEMORY`
- `CSA_ECALENDAR_EXISTS`
- `CSA_E_NOAUTHORITY`
- `CSA_E_READONLY`
- `CSA_EINVALID_ATTRIBUTE`
- `CSA_EINVALID_ATTRIBUTE_VALUE`
- `CSA_EUNSUPPORTED_ATTRIBUTE`
- `CSA_EINVALID_DATE_TIME`
- `CSA_EDISK_FULL`
- `CSA_X_DT_E_BACKING_STORE_PROBLEM`
- `CSA_X_DT_EINVALID_SERVER_LOCATION`
- `CSA_X_DT_ESERVICE_NOT_REGISTERED`
- `CSA_X_DT_ESERVER_TIMEOUT`
- `CSA_EFAILURE`
- `CSA_ESERVICE_UNAVAILABLE`

- **Call Callbacks**: forces the invocation of the callback functions associated with the specified callback list(s).

Prototype:

```c
CSA_return_code
csa_call_callbacks(
    CSA_session_handle    session,
    CSA_flags            reason,
    CSA_extension        *call_callbacks_extensions);
```

Return Codes for `csa_call_callbacks`:
Delete Calendar: deletes a calendar from the calendar service.

Prototype:
```c
CSA_return_code
csa_delete_calendar(
    CSA_session_handle session,
    csa_extension *delete_calendar_extensions);
```

Return Codes for `csa_delete_calendar`:

CSA_SUCCESS
CSA_E_INVALID_PARAMETER
CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY
CSA_E_INVALID_SESSION_HANDLE
CSA_X_DT_E_MTUnsafe

List Calendar Attributes: lists the names of the calendar attributes associated with a calendar.

Prototype:
```c
CSA_return_code
csa_list_calendar_attributes(
    CSA_session_handle session,
    CSA_uint32 *number_names,
    CSA_attribute_reference **calendar_attributes_names,
    csa_extension *list_calendar_attributes_extensions);
```

Return Codes for `csa_list_calendar_attributes`:
CSA_SUCCESS
CSA_E_INVALID_PARAMETER
CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY
CSA_E_INVALID_SESSION_HANDLE
CSA_E_NOT_SUPPORTED
CSA_E_NO_AUTHORITY
CSA_X_DT_E_BACKING_STORE_PROBLEM
CSA_X_DT_E_INVALID_SERVER_LOCATION
CSA_X_DT_E_SERVICE_NOT_REGISTERED
CSA_X_DT_E_SERVER_TIMEOUT
CSA_E_FAILURE
CSA_E_SERVICE_UNAVAILABLE

Read Calendar Attributes: reads and returns the calendar attribute values for a calendar.

Prototype:
CSA_return_code
csa_read_calendar_attributes(
    CSA_session_handle session,
    CSA_uint32 number_names,
    CSA_attribute_reference *attribute_names,
    CSA_uint32 *number_attributes,
    CSA_attribute **calendar_attributes,
    CSA_extension *read_calendar_attributes_extensions);

Return Codes for csa_read_calendar_attributes:
CSA_SUCCESS
CSA_E_INVALID_PARAMETER
CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY
CSA_E_INVALID_SESSION_HANDLE
CSA_X_DT_E_INVALID_SERVER_LOCATION
CSA_X_DT_E_SERVICE_NOT_REGISTERED
CSA_X_DT_E_SERVER_TIMEOUT
CSA_E_FAILURE
CSA_E_SERVICE_UNAVAILABLE

Register Callback Functions: registers the callback function to be invoked with the specified type of updates in the calendar.

Prototype:
CSA_return_code
csa_register_callback(
    CSA_session_handle session,
    CSA_flags reason,
    CSA_callback callback,
    CSA_buffer client_data,
    CSA_extension *register_callback_extensions);
Return Codes for csa_register_callback:

CSA_SUCCESS
CSA_E_INVALID_PARAMETER
CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY
CSA_E_INVALID_SESSION_HANDLE
CSA_E_INVALID_FLAG
CSA_X_DT_E_INVALID_SERVER_LOCATION
CSA_X_DT_E_SERVICE_NOT_REGISTERED
CSA_X_DT_E_SERVER_TIMEOUT
CSA_E_FAILURE
CSA_E_SERVICE_UNAVAILABLE

- Unregister Callback Functions: unregisters the specified callback function.

Prototype:

```c
CSA_return_code csa_unregister_callback(
    CSA_session_handle session,
    CSA_flags reason,
    CSA_callback callback,
    CSA_buffer client_data,
    CSA_extension *unregister_callback_extensions);
```

Return Codes for csa_unregister_callback:

CSA_SUCCESS
CSA_E_INVALID_PARAMETER
CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INVALID_SESSION_HANDLE
CSA_E_INVALID_FLAG
CSA_E_CALLBACK_NOT_REGISTERED
CSA_E_FAILURE

- Update Calendar Attributes: updates the calendar attribute values for a calendar.

Prototype:

```c
CSA_return_code csa_update_calendar_attributes(
    CSA_session_handle session,
    CSA_uint32 number_attributes,
    CSA_attribute *calendar_attributes,
    CSA_extension *update_calendar_attributes_extensions);
```

Return Codes for csa_update_calendar_attributes:
Entry Management Functions

This section contains descriptions for the entry management functions supported in the CDE implementation; a function prototype and a list of possible return codes are included for each function. See the relevant man page for more information.

- Add Entry: adds an entry to the specified calendar.

Prototype:

```c
CSA_return_code
csa_add_entry(
    CSA_session_handle  session,
    CSA_uint32          number_attributes,
    CSA_attribute      *entry_attributes,
    CSA_entry_handle    *entry,
    CSA_extension       *add_entry_extensions);
```

Return Codes for csa_add_entry:

- CSA_SUCCESS
- CSA_E INVALID_PARAMETER
- CSA_E_UNSUPPORTED_FUNCTION_EXT
- CSA_E INSUFFICIENT_MEMORY
- CSA_E INVALID_SESSION_HANDLE
- CSA_E_NO_AUTHORITY
- CSA_E INVALID_ATTRIBUTE_VALUE
- CSA_E INVALID_ATTRIBUTE
- CSA_E UNSUPPORTED_ATTRIBUTE
- CSA_E_READONLY
- CSA_E INVALID_DATE_TIME
- CSA_E_DISK_FULL
- CSA_X_E_BACKING_STORE_PROBLEM
- CSA_X DT E INVALID_SERVER_LOCATION
- CSA_X DT E SERVICE NOT REGISTERED
- CSA_X DT E SERVER_TIMEOUT
- CSA_E FAILURE
- CSA_E SERVICE_UNAVAILABLE

(continued)
Minimum set of attributes to be specified when adding an entry:

For data version 1-3:

Must specify:

CSA_ENTRY_ATTR_START_DATE
CSA_ENTRY_ATTR_TYPE

Default will be set if these are not specified:

CSA_ENTRY_ATTR_CLASSIFICATION (CSA_CLASS_PUBLIC)
CSA_ENTRY_ATTR_STATUS (CSA_X_DT_STATUS_ACTIVE)
CSA_ENTRY_ATTR_SUBTYPE (CSA_SUBTYPE_APPOINTMENT for type
CSA_TYPE_EVENT;
this attribute is not supported for type
CSA_TYPE_TODO)
CSA_ENTRY_ATTR_SUMMARY (NULL string)
CSA_X_ENTRY_ATTR_REPEAT_TYPE (CSA_X_REPEAT_ONETIME)
CSA_X_ENTRY_ATTR_SHOWTIME (1 => true)

For data version 4:

Must specify:

CSA_ENTRY_ATTR_START_DATE
CSA_ENTRY_ATTR_TYPE

Default will be set if these are not specified:

CSA_ENTRY_ATTR_CLASSIFICATION
(CSA_CLASS_PUBLIC)
CSA_ENTRY_ATTR_STATUS (CSA_X_STATUS_ACTIVE)
CSA_ENTRY_ATTR_SUBTYPE (CSA_SUBTYPE_APPOINTMENT for type
CSA_TYPE_EVENT)
CSA_ENTRY_ATTR_SUMMARY (NULL string)
CSA_X_ENTRY_ATTR_SHOWTIME (1 => true)
- **Delete Entry**: deletes an entry from the specified calendar.

  Prototype:

  ```c
  CSA_return_code
csa_delete_entry(
    CSA_session_handle session,
    CSA_entry_handle entry,
    CSA_enum delete_scope,
    CSA_extension *delete_entry_extensions);
  )
  ```

  Return Codes for `csa_delete_entry`:

  - CSA_SUCCESS
  - CSA_E_INVALID_ENUM
  - CSA_E_INVALID_PARAMETER
  - CSA_E_UNSUPPORTED_FUNCTION_EXT
  - CSA_E_INSUFFICIENT_MEMORY
  - CSA_E_INVALID_SESSION_HANDLE
  - CSA_E_INVALID_ENTRY_HANDLE
  - CSA_E_NO_AUTHORITY
  - CSA_X_DT_E_ENTRY_NOT_FOUND
  - CSA_E_DISK_FULL
  - CSA_X_E_BACKING_STORE_PROBLEM
  - CSA_X_DT_E_INVALID_SERVER_LOCATION
  - CSA_X_DT_E_SERVICE_NOT_REGISTERED
  - CSA_X_DT_E_SERVER_TIMEOUT
  - CSA_E_FAILURE
  - CSA_E_SERVICE_UNAVAILABLE

- **List Entries**: lists the calendar entries that match all the attribute search criteria.

  Prototype:

  ```c
  CSA_return_code
  csa_list_entries(
    CSA_session_handle session,
    CSA_uint32 number_attributes,
    CSA_attribute *entry_attributes,
    CSA_enum *list_operators,
    CSA_uint32 *number_entries,
    CSA_entry_handle **entries,
    CSA_extension *list_entries_extensions);
  )
  ```

  Note the following about the operators specified in `list_operators`:

  Only the operators `CSA_MATCH_ANY` and `CSA_MATCH_EQUAL_TO` are supported for the attribute value types `CSA_VALUE_REMINDER`, `CSA_VALUE.Calendar_USER`, and `CSA_VALUE.DATE.TIME_RANGE`.

  Only the operators `CSA_MATCH_ANY`, `CSA_MATCH_EQUAL_TO`, `CSA_MATCH.NOT_EQUAL_TO`, and `CSA_MATCH.CONTAIN` are supported for the attribute value type `CSA_VALUE.STRING`. The operator `CSA_MATCH.CONTAIN` only applies to `CSA_VALUE.STRING` type of attributes.
Matching of attributes with the value types CSA_VALUE_OPAQUE_DATA, CSA_VALUE_ACCESS_LIST, CSA_VALUE_ATTENDEE_LIST, and CSA_VALUE_DATE_TIME_LIST are not supported. The only exception is the attribute CSA_ENTRY_ATTRREFERENCE_IDENTIFIER. The operator CSA_MATCH_EQUAL_TO is supported for this attribute.

Return Codes for csa_list_entries:

CSA_SUCCESS
CSA_E_INVALID_PARAMETER CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY CSA_E_INVALID_SESSION_HANDLE CSA_E_NO_AUTHORITY
CSA_E_INVALID_ATTRIBUTE_VALUE CSA_E_INVALID_DATE_TIME CSA_E_INVALID_ENUM
CSA_E_UNSUPPORTED_ENUM CSA_X_E_BACKING_STORE_PROBLEM
CSA_X_DT_E_INVALID_SERVER_LOCATION CSA_X_DT_E_SERVICE_NOT_REGISTERED
CSA_X_DT_E_SERVER_TIMEOUT CSA_E_FAILURE
CSA_E_SERVICE_UNAVAILABLE

- List Entry Attributes: lists the names of the entry attributes associated with the specified entry.

Prototype:

```c
csa_list_entry_attributes{
    CSA_session_handle session,
    CSA_entry_handle entry,
    CSA_uint32 *number_names,
    CSA_attribute_reference **entry_attribute_names,
    CSA_extension *list_entry_attributes_extensions);```

Return Codes for csa_list_entry_attributes:

CSA_SUCCESS
CSA_E_INVALID_PARAMETER CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY CSA_E_INVALID_SESSION_HANDLE
CSA_E_INVALID_ENTRY_HANDLE CSA_X_E_ENTRY_NOT_FOUND
CSA_X_E_BACKING_STORE_PROBLEM CSA_X_DT_E_INVALID_SERVER_LOCATION
CSA_X_DT_E_SERVICE_NOT_REGISTERED CSA_X_DT_E_SERVER_TIMEOUT CSA_E_FAILURE
CSA_E_SERVICE_UNAVAILABLE

- List Entry Sequence: lists the recurring calendar entries that are associated with a calendar entry.
Prototype:

CSA_return_code
csa_list_entry_sequence(
    CSA_session_handle session,
    CSA_entry_handle entry,
    CSA_date_time_range time_range,
    CSA_uint32 *number_entries,
    CSA_extension *list_entry_sequences_extensions);

CSA_E_INVALID_PARAMETER is returned if the specified entry is a one-time entry.

Return Codes for csa_list_entry_sequence:

CSA_SUCCESS

CSA_E_INVALID_PARAMETER CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY CSA_E_INVALID_SESSION_HANDLE
CSA_E_INVALID_ENTRY_HANDLE CSA_E_INVALID_DATE_TIME CSA_X_E_ENTRY_NOT_FOUND
CSA_X_E_BACKING_STORE_PROBLEM CSA_X_DT_E_INVALID_SERVER_LOCATION
CSA_X_DT_E_SERVICE_NOT_REGISTERED CSA_X_DT_E_SERVER_TIMEOUT CSA_E_FAILURE
CSA_E_SERVICE_UNAVAILABLE

Read Entry Attributes: reads and returns the calendar entry attribute values for a
specified entry.

Prototype:

CSA_return_code
csa_read_entry_attributes(
    CSA_session_handle session,
    CSA_entry_handle entry,
    CSA_uint32 number_names,
    CSA_attribute_reference *attribute_names,
    CSA_uint32 *number_attributes,
    CSA_attribute **entry_attributes,
    CSA_extension *read_entry_attributes_extensions);

Return Codes for csa_read_entry_attributes:

CSA_SUCCESS

CSA_E_INVALID_PARAMETER CSA_E_UNSUPPORTED_FUNCTION_EXT
CSA_E_INSUFFICIENT_MEMORY CSA_E_INVALID_SESSION_HANDLE
CSA_E_INVALID_ENTRY_HANDLE CSA_X_E_ENTRY_NOT_FOUND
CSA_X_E_BACKING_STORE_PROBLEM CSA_X_DT_E_INVALID_SERVER_LOCATION
CSA_X_DT_E_SERVICE_NOT_REGISTERED CSA_X_DT_E_SERVER_TIMEOUT CSA_E_FAILURE
Read Next Reminder: reads the next reminder of the given type in the specified calendar relative to a given time.

Prototype:

```c
CSA_return_code
 CSA_read_next_reminder(
      CSA_session_handle    session,
      CSA_uint32            number_names,
      CSA_attribute_reference *reminder_names,
      CSA_date_time          given_time,
      CSA_uint32            *number_reminders,
      CSA_reminder_reference **reminder_references,
      CSA_extension         *read_next_reminder_extensions);
```

Return Codes for `CSA_read_next_reminder`:

- CSA_SUCCESS
- CSA_E_INVALID_PARAMETER
- CSA_E_UNSUPPORTED_FUNCTION_EXT
- CSA_E_INVALID_SESSION_HANDLE
- CSA_E_INVALID_DATE_TIME
- CSA_E_NO_AUTHORITY
- CSA_X_E_BACKING_STORE_PROBLEM
- CSA_X_DT_E_INVALID_SERVER_LOCATION
- CSA_X_DT_E_SERVICE_NOT_REGISTERED
- CSA_X_DT_E_SERVER_TIMEOUT
- CSA_E_FAILURE
- CSA_E_SERVICE_UNAVAILABLE

Update Entry Attribute: updates the calendar entry attributes.

Prototype:

```c
CSA_return_code
 CSA_update_entry_attributes(
      CSA_session_handle    session,
      CSA_entry_handle      entry,
      CSA_enum              update_scope,
      CSA_boolean           update_propagation,
      CSA_uint32            number_attributes,
      CSA_attribute        *entry_attributes,
      CSA_entry_handle      *new_entry,
      CSA_extension         *update_entry_attributes_extensions);
```

Update propagation is not supported; the `update_propagation` argument should be set to CSA_FALSE.

Return Codes for `CSA_update_entry_attributes`:

- CSA_SUCCESS
- CSA_E_INVALID_PARAMETER
- CSA_E_UNSUPPORTED_FUNCTION_EXT

Integrating with Calendar
Unsupported Functions

The following functions are not supported in CDE and will return CSA_E_NOT_SUPPORTED only:

csa_add_event
csa_add_memo
csa_add_todo
csa_free_time_search
csa_look_up
csa_restore
csa_save

Code Examples

Listing and Printing Calendars

CODE EXAMPLE 10–1  Listing and Printing Calendars Supported by Server

Example:
List and print out the calendars supported by a server.
Free memory returned by a CSA function.

list_calendar()
{
    CSA_return_code stat;
    CSA_uint32 i, number;
    CSA_calendar_user *calendars;
    char *host;

    /*specify some machine in the network*/
    host = 'somehost';

(continued)
Adding a Calendar

CODE EXAMPLE 10–2  Adding a Calendar Named “activity” to Host “host1”

```c
#include <csa/csa.h>

CSA_access_rights *setup_access_list() {
    CSA_access_rights *ptr1, *ptr2;
    /* Allow any user to view public and confidential entries and *
     * user ‘’user1’’ to view and insert public entries. *
     * The special user name ‘’world’’ means any user. */

    ptr2 = (CSA_access_rights *)calloc(1, sizeof(CSA_accessRights));
    ptr2->user = (CSA_calendar_user *)calloc(1, sizeof(CSA_calendar_user));
    ptr2->user->user_name = strdup("world");
    ptr2->user->user_type = CSA_USER_TYPE_INDIVIDUAL;
    ptr2->flags = CSA_VIEW_PUBLIC_ENTRIES | CSA_VIEW_CONFIDENTIAL_ENTRIES;
    ptr1 = (CSA_access_rights *)calloc(1, sizeof(CSA_accessRights));
    ptr1->user = (CSA_calendar_user *)calloc(1, sizeof(CSA_calendar_user));
    ptr1->user->user_name = strdup("user1");
    ptr1->user->user_type = CSA_USER_TYPE_INDIVIDUAL;
    ptr1->flags = CSA_VIEW_PUBLIC_ENTRIES | CSA_INSERT_PUBLIC_ENTRIES;
    ptr1->next = ptr2;
}

void destroy_access_list(CSA_access_rights *list) {
    CSA_access_rights *ptr;
    while (list != NULL) {
        ptr = list->next;
    }
}
```

(continued)
Logging on to a Calendar

CODE EXAMPLE 10–3  Logging on to a Calendar

```c
CSA_session_handle cal;

logon()
{
    CSA_return_code stat;
    CSA_calendar_user caddr;
    CSA_flags access;
    CSA_extension logon_exts[2];
    CSA_X_COM_support check_support[2];
}```
/* Specify the calendar to logon to */
caddr.user_name = NULL;
caddr.user_type = CSA_USER_TYPE_INDIVIDUAL;
caddr.calendar_address = "user@host";
caddr.calendar_user_extensions = NULL;

/* Specify the get user access extension (CSA_X_DT_GET_USER_ACCESS_EXT) * to retrieve the user’s access right with respect to the calendar. */
logon_exts[0].item_code = CSA_X_DT_GET_USER_ACCESS_EXT;
logon_exts[0].item_data = 0;
logon_exts[0].item_reference = NULL;
logon_exts[0].extension_flags = NULL;

/* Specify the CSA_X_COM_SUPPORT_EXT extension to check * whether the CSA_X_XT_APP_CONTEXT_EXT extension and the * CSA_X_UI_ID_EXT extension are supported. */
check_support[0].item_code = CSA_X_XT_APP_CONTEXT_EXT;
check_support[0].flags = NULL;
check_support[1].item_code = CSA_X_UI_ID_EXT;
check_support[1].flags = NULL;
logon_exts[1].item_code = CSA_X_COM_SUPPORT_EXT;
logon_exts[1].item_data = 2;
logon_exts[1].item_reference = (CSA_buffer*)check_support;
logon_exts[0].extension_flags = CSA_EXT_LAST_ELEMENT;

stat = csa_logon(NULL, &caddr, NULL, NULL, NULL, &cal, logon_exts);

if (stat == CSA_SUCCESS) {
    access = (CSA_flags)get_access_ext.item_data;
    if (check_support[0].flag & CSA_X_COM_SUPPORTED)
        printf("The CSA_X_XT_APP_CONTEXT_EXT extension is supported\n’’);
    if (check_support[1].flag & CSA_X_COM_SUPPORTED)
        printf("The CSA_X_UI_ID_EXT extension is supported\n’’);
}

Terminating a Calendar Session

CODE EXAMPLE 10–4  Terminating a Calendar Session

logoff()
{
    CSA_return_code stat;

    /* When the session is no longer needed, it can be terminated by

    Integrating with Calendar 165

    /* When the session is no longer needed, it can be terminated by

    Integrating with Calendar 165

    /* When the session is no longer needed, it can be terminated by

    Integrating with Calendar 165

    /* When the session is no longer needed, it can be terminated by

    Integrating with Calendar 165
* calling csa_logoff.
* Terminate the session returned by csa_logon in the previous
* example.
*/
stat = csa_logoff(cal, NULL);
}

Deleting a Calendar

CODE EXAMPLE 10–5  Deleting a Calendar

delete_calendar()
{
    /* After a calendar session is established by calling csa_logon(),
     * a calendar can be deleted using csa_delete_calendar().
     */
    CSA_return_code stat;
    stat = csa_delete_calendar(cal, NULL);
}

Adding a Calendar Entry

CODE EXAMPLE 10–6  Adding a Calendar Entry

#include <csa/csa.h>
CSA_return_code stat;
CSA_session_handle cal;
CSA_attribute attrs[9];
CSA_attribute_value attr_val[9];
CSA_reminder audio;
CSA_reminder mail;
CSA_entry_handle new_entry;
int i;

i = 0;

/* The start date attribute. This attribute has no default
 * value and must be specified.
 * A CSA_date_time value is a UTC based date and time value

(continued)
* expressed in the ISO 8601 standard.
* / 
attr[i].name = CSA_ENTRY_ATTR_START_DATE; 
attr[i].value = &attr_val[i]; 
attr[i].attribute_extensions = NULL; 
attr_val[i].type = CSA_VALUE_DATE_TIME; 
attr_val[i].item.date_time_value = iso8601time(time(NULL)); 
i++; 
/* The end date attribute.
* If not specified, the entry will not have the end date
* attribute.
*/ 
attr[i].name = CSA_ENTRY_ATTR_END_DATE; 
attr[i].value = &attr_val[i]; 
attr[i].attribute_extensions = NULL; 
attr_val[i].type = CSA_VALUE_DATE_TIME; 
attr_val[i].item.date_time_value = iso8601time(time(NULL) + 3600); 
i++; 
/* The classification attribute.
* If not specified, the default value is CSA_CLASS_PUBLIC.
*/ 
attr[i].name = CSA_ENTRY_ATTR_CLASSIFICATION; 
attr[i].value = &attr_val[i]; 
attr[i].attribute_extensions = NULL; 
attr_val[i].type = CSA_VALUE_UINT32; 
attr_val[i].item.sint32_value = CSA_CLASS_CONFIDENTIAL; 
i++; 
/* The type attribute. This attribute has no default value and
* must be specified.
*/ 
attr[i].name = CSA_ENTRY_ATTR_TYPE; 
attr[i].value = &attr_val[i]; 
attr[i].attribute_extensions = NULL; 
attr_val[i].type = CSA_VALUE_UINT32; 
attr_val[i].item.sint32_value = CSA_TYPE_EVENT; 
i++; 
/* The sub-type attribute.
* If not specified, the default value is CSA_SUBTYPE_APPOINTMENT
*/ 
attr[i].name = CSA_ENTRY_ATTR_SUBTYPE; 
attr[i].value = &attr_val[i]; 
attr[i].attribute_extensions = NULL; 
attr_val[i].type = CSA_VALUE_STRING; 
attr_val[i].item.string_value = CSA_SUBTYPE_APPOINTMENT; 
i++; 
/* The summary attribute */ 
attr[i].name = CSA_ENTRY_ATTR_SUMMARY; 
attr[i].value = &attr_val[i];
attrs[i].attribute_extensions = NULL;
attr_val[i].type = CSA_VALUE_STRING;
attr_val[i].item.string_value = argv6;
attrs[i].attribute_extensions = NULL;
i++;

/* The recurrence rule attribute. */
/* If not specified, the entry is a one time entry. */
/* The recurrence rule ''D1 #3'' specifies that the */
/* entry is to be repeated daily for 3 days. */
attrs[i].name = CSA_ENTRY_ATTR_RECURRENCE_RULE;
attrs[i].value = &attr_val[i];
attrs[i].attribute_extensions = NULL;
attr_val[i].type = CSA_VALUE_STRING;
attr_val[i].item.string_value = argv7;
i++;

/* The audio reminder attribute. */
/* The lead time of a reminder is a CSA_time_duration value */
/* which is expressed in the ISO 8601 standard. */
/* For example, a lead time of 5 minutes is expressed as */
/* the string ''+PT300S''. A negative lead time of 5 minutes */
/* is expressed as ''-PT300S''. */
attrs[i].name = CSA_ENTRY_ATTR_AUDIO_REMINDER;
attrs[i].value = &attr_val[i];
attrs[i].attribute_extensions = NULL;
attr_val[i].type = CSA_VALUE_REMINDER;
attr_val[i].item.reminder_value = &audio;
memset((void *)&audio, NULL, sizeof(audio));
audio.lead_time = ''+PT300S'';
i++;

/* The mail reminder attribute. */
/* The e-mail address is specified in the reminder_data field */
/* This reminder has a lead time of one day. */
attrs[i].name = CSA_ENTRY_ATTR_MAIL_REMINDER;
attrs[i].value = &attr_val[i];
attrs[i].attribute_extensions = NULL;
attr_val[i].type = CSA_VALUE_REMINDER;
attr_val[i].item.reminder_value = &mail;
memset((void *)&mail, NULL, sizeof(mail));
mail.lead_time = ''+PT86400S'';
mail.reminder_data.data = "someuser@somehost";
mail.reminder_data.size = strlen(mail.reminder_data.data);
i++;

/* add an entry with the specified attribute values */
stat = csa_add_entry(cal, i, attrs, &newentry, NULL); 
if (stat == CSA_SUCCESS)
    csa_free((CSA_buffer)newentry);
Looking Up Entries in a Calendar

CODE EXAMPLE 10–7  Looking up Calendar Entries; Reading Attribute Values

```c
#include <csa/csa.h>
CSA_return_code stat;
CSA_session_handle cal;
CSA_attribute attrs[4];
CSA_attribute_value attr_val[4];
CSA_enum ops[4];
CSA_uint32 i;
CSA_uint32 num_entries;
CSA_entry_handle *entries;
CSA_uint32 num_attributes;
CSA_attribute *entry_attrs;

/* find all entries with the following criteria: */
/* (all appointments in the month of August 1996 UTC time) */
/* start date equals to or after 00:00:00 Aug 1 1996 UTC time */
/* and start date before 00:00:00 Sep 1 1996 UTC time */
/* and type equals to CSA_TYPE_EVENT */
/* and sub-type equals CSA_SUBTYPE_APPOINTMENT */
/* start date equals to or after 00:00:00 Aug 1 1996 UTC time */
aattrs[0].name = CSA_ENTRY_ATTR_START_DATE;
aattrs[0].value = &attr_val[0];
aattrs[0].attribute_extensions = NULL;
aattr_val[0].type = CSA_VALUE_DATE_TIME;
aattr_val[0].item.date_time_value = "19960801T000000Z";
ops[0] = CSA_MATCH_GREATER_THAN_OR_EQUAL_TO;
i++;

/* start date before 00:00:00 Sep 1 1996 UTC time */
aattrs[1].name = CSA_ENTRY_ATTR_START_DATE;
aattrs[1].value = &attr_val[1];
aattrs[1].attribute_extensions = NULL;
aattr_val[1].type = CSA_VALUE_DATE_TIME;
aattr_val[1].item.date_time_value = "19960901T000000Z";
ops[1] = CSA_MATCH_LESS_THAN;
i++;

/* type equals to CSA_TYPE_EVENT */
aattrs[2].name = CSA_ENTRY_ATTR_TYPE;
```

(continued)
attrs[i].value = &attr_val[i];
attrs[i].attribute_extensions = NULL;
attr_val[i].type = CSA_VALUE_UINT32;
attr_val[i].item.sint32_value = CSA_TYPE_EVENT;
ops[i] = CSA_MATCH_EQUAL_TO;
i++;
/* sub-type equals CSA_SUBTYPE_APPOINTMENT */
attrs[i].name = CSA_ENTRY_ATTR_SUBTYPE;
attrs[i].value = &attr_val[i];
attrs[i].attribute_extensions = NULL;
attr_val[i].type = CSA_VALUE_STRING;
attr_val[i].item.string_value = CSA_SUBTYPE_APPOINTMENT;
ops[i] = CSA_MATCH_EQUAL_TO;
i++;
/* do look up */
stat = csa_list_entries(csa, i, attrs, ops, &num_entries, &entries, NULL);

if (stat == CSA_SUCCESS) {
    for (i = 0; i < num_entries; i++) {
        /* get all attribute values of the entry; *
         * specifying 0 for number_names and NULL for attribute_names *
         * will cause all attribute values to be returned *
        */
        stat = csa_read_entry_attributes(cal, entries[i], 0, NULL,
             &num_attributes, &entry_attrs, NULL); if (stat == CSA_SUCCESS) {
            /* use the returned attribute values, *
             * free the memory when done *
            */
            csa_free(entry_attrs);
        } else {
            /* handle error */
        }
    }  /* handle error */
} else {
    /* handle error */
}

Example: Change the end time of the returned appointments to be one hour later.

CSA_attribute_reference name = CSA_ENTRY_ATTR_END_DATE;
char buffer[80];
time_t endtime;
CSA_entry_handle new_entry;

for (i = 0; i < num_entries; i++) {
    /* get the end time of the appointment */
    stat = csa_read_entry_attributes(cal, entries[i], 0, &name,
             &num_attributes, &entry_attrs, NULL);
    if (stat == CSA_SUCCESS) {

Updating a Calendar Entry

CODE EXAMPLE 10–8  Changing End Time of Returned Appointments: One Hour Later

```c
CSA_attribute_reference name = CSA_ENTRY_ATTR_END_DATE;
char buffer[80];
time_t endtime;
CSA_entry_handle new_entry;

for (i = 0; i < num_entries; i++) {
    /* get the end time of the appointment */
    stat = csa_read_entry_attributes(cal, entries[i], 0, &name,
        &num_attributes, &entry_attrs, NULL);
    if (stat == CSA_SUCCESS) {
        /* change the end time to be one hour later */
        from_iso8601_time(entry_attrs[0].value->item.date_time_value, &endtime);
        endtime += 60*60 /* number of second in an hour */
        to_iso8601_time(endtime, buffer);
        attrs[0].name = CSA_ENTRY_ATTR_END_DATE;
        attrs[0].value = &attr_val[i];
        attr_val[0].attribute_extensions = NULL;
        attr_val[0].type = CSA_VALUE_DATE_TIME;
        attr_val[0].item.date_time_value = buffer;
        stat = csa_update_entry_attributes(cal, entries[0], CSA_SCOPE_ALL,
            CSA_FALSE, 1, attrs, &new_entry,
            NULL);
        if (stat == CSA_SUCCESS) {
            csa_free(new_entry);
        } else {
            /* handle error */
        }
        csa_free(entry_attrs);
    } else {
        /* handle error */
    }
}
```

(continued)
Registering Callback and Keep Reminders

/* The example code shows the usage of csa_register_callback, * csa_read_next_reminder, and csa_call_callbacks. */
* The skeleton code registers a callback routine for *
  * events CSA_CB_ENTRY_ADDED, CSA_CB_ENTRY_DELETED, and *
  * CSA_CB_ENTRY_UPDATED; and another callback routine for the *
  * CSA_CBCALENDAR_ATTRIBUTE_UPDATED event. *
  * It also shows how to set up a timer for reminder delivery. *
  * Two utilities routines for conversion between time representation *
  * in the ISO 8601 format and the tick representing time in seconds *
  * since 00:00:00 UTC 1/1/70 are also included. */

#include <csa/csa.h>
#include <time.h>
#include <unistd.h>

CSA_session_handle cal; /* a calendar session */
time_t run_time; /* the time the reminders is to be run */
CSA_uint32 num_rems; /* number of reminders returned */
CSA_reminder_reference *rems; /* an array of reminder information */

void
set_up_callback_handler()
{
  CSA_return_code stat;
  CSA_flags flags;

  /* Xt based applications can use the CSA_X_XT_APP_CONTEXT_EXT *
   * extension to specify the Xt application context so that *
   * callback routines will be invoked asynchronously */

  (continued)
* CSA_extension callback_ext;
* callback_ext.item_code = CSA_X_XT_APP_CONTEXT_EXT;
* callback_ext.item_data = (CSA_uint32)application_context;
* callback_ext.extension_flags = CSA_EXT_LAST_ELEMENT;
* Pass the callback_ext as the last parameter to
* csa_register_callback.
*/

flags = CSA_CB_ENTRY_ADDED|CSA_CB_ENTRY_DELETED|CSA_CB_ENTRY_UPDATED;
stat = csa_register_callback(cal, flags, entry_update_callback,
NULL, NULL);
if (stat != CSA_SUCCESS) {
    /* error handling code */
}

stat = csa_register_callback(cal, CSA_CB_CALENDAR_ATTRIBUTE_UPDATED,
calendar_update_callback, NULL, NULL);
if (stat != CSA_SUCCESS) {
    /* error handling code */
}

/* * This routine polls the library and causes the registered
 * callback to be invoked if the interested event has occurred.
 * If an application does not use the CSA_X_XT_APP_CONTEXT_EXT
 * extension to set up asynchronously callback invocation,
 * it needs to call csa_call_callbacks to force the invocation
 * of callbacks.
 */
check_events(CSA_flags event)
{
    csa_call_callbacks(cal, event, NULL);
}

/* * This is the callback routine for events CSA_CB_ENTRY_ADDED,
 * CSA_CB_ENTRY_ADDED, and CSA_CB_ENTRY_UPDATED.
 */
void
entry_update_callback(
    CSA_session_handle cal,
    CSA_flags flags,
    CSA_buffer call_data,
    CSA_buffer client_data,
    CSA_extension *ext)
{
/* An entry is either added, deleted or updated.
 * Possible things to do in this callback routine:
 *
 * 1. Update the calendar view,
 (continued)
2. If this is your own calendar, update reminder information.

The sample code in this routine updates reminder information
/* reset_reminder();
}

/* This is the callback routine for the CSA_CB_CALENDAR_ATTRIBUTE_UPDATED
* event
*/
void
calendar_update_callback(
CSA_session_handle cal,
CSA_flags flags,
CSA_buffer call_data,
CSA_buffer client_data,
CSA_extension *ext)
{
  /* update calendar attributes */
}

/*
* This routine updates reminder information:
* - get rid of existing information if any
* - call csa_read_next_reminder() to get the next
*   reminder to deliver
* - check the run time and set timer
*/
void
reset_reminder() {
  CSA_return_code stat;
  time_t current_time;
  char isotime[BUFSIZ];
  CSA_uint32 number_reminders;
  CSA_reminder_reference *reminders;

  current_time = time(NULL);
  /* get rid of existing information */
  if (rem) {
    /* this comparison is to make sure that we don’t lose
     * any reminders whose run time is between the last
     * run time and the current time
     */
    if (current_time > run_time)
      current_time = run_time;

    csa_free((CSA_buffer)rem);
  }

to_iso8601_time(current_time, isotime);
stat = csa_read_next_reminder(cal, 0, NULL, isotime,
&number_reminders, &reminders, NULL);
if (stat == CSA_SUCCESS && num_rems > 0) {
    num_rems = number_reminders;
    rems = reminders;

    /* Set timer to deliver the reminder. * sigset() should be used to set up the signal * disposition for the SIGALRM signal. */
    from_iso8601_time(reminders[0].run_time, &run_time);
    remain = run_time - time(NULL);
    alarm((remain > 0) ? remain : 1);

    /* Xt based application can set the timer using * XtAppAddTimeOut */
} }

/* This routine converts a time value in the iso8601 format to * a tick (representing time in seconds since 00:00:00 UTC, 1/1/70). * The tick is adjusted to the local time. */
int from_iso8601_time(char *buf, time_t *tick_out) {
    int year, month, day, hour, min, sec;
    struct tm time_str;
    sscanf(buf, "%4d%2d%2dT%2d%2d%2dZ", &year, &month, &day, &hour, &min, &sec);
    time_str.tm_year = year - 1900;
    time_str.tm_mon = month - 1;
    time_str.tm_mday = day;
    time_str.tm_hour = hour;
    time_str.tm_min = min;
    time_str.tm_sec = sec;
    time_str.tm_isdst = -1;
    *tick_out = mktime(&time_str);
    if (*tick_out != (long)-1) {
        /* adjust for local time zone */
        if (time_str.tm_isdst == -1) {
            *tick_out -= timezone;
        } else {
            *tick_out -= altzone;
        }
    }
    return(0);
}
This routine converts a tick (representing time in seconds since 00:00:00 UTC, 1/1/70) to the iso8601 format.

```c
int to_iso8601_time(time_t tick, char *buf_out)
{
    struct tm time_str;
    if (gmtime_r(&tick, &time_str)) {
        /* format string forces fixed width (zero-padded) fields */
        sprintf(buf_out, "%%04d%%02d%%02dT%%02d%%02dZ%");
        time_str.tm_year + 1900,
        time_str.tm_mon + 1,
        time_str.tm_mday,
        time_str.tm_hour,
        time_str.tm_min,
        time_str.tm_sec);
        return (0);
    } else {
        return (-1);
    }
}
```
<table>
<thead>
<tr>
<th><strong>action</strong></th>
<th>A user interface defined in a database of files that requests an application perform some operation.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>action icon</strong></td>
<td>An icon that represents an action in a File Manager or Application Manager window. It is displayed by creating an executable file with the same name as the action it represents.</td>
</tr>
<tr>
<td><strong>action server</strong></td>
<td>A host computer that provides access to a collection of actions.</td>
</tr>
<tr>
<td><strong>active</strong></td>
<td>A window, window element, or icon that is currently affected by keyboard and mouse input. Active windows are differentiated from other windows on the workspace by a distinctive title bar color or shade. An active window element is indicated by a highlight or selection cursor.</td>
</tr>
<tr>
<td><strong>app-defaults file</strong></td>
<td>A file for each application that programmers use to define the X resources.</td>
</tr>
<tr>
<td><strong>application group</strong></td>
<td>An Application Manager container that holds a specific software application.</td>
</tr>
<tr>
<td><strong>Application Manager</strong></td>
<td>The software application that manages the tools and other software applications available to you.</td>
</tr>
<tr>
<td><strong>application server</strong></td>
<td>A host computer that provides access to a software application.</td>
</tr>
<tr>
<td><strong>argument</strong></td>
<td>An item of information following a command.</td>
</tr>
<tr>
<td><strong>arrow keys</strong></td>
<td>The four directional keys on a keyboard. Also see <em>navigation keys</em>.</td>
</tr>
<tr>
<td><strong>attachment</strong></td>
<td>An encapsulated data object inside a document.</td>
</tr>
</tbody>
</table>
background  The underlying area of a window on which objects, such as buttons and lists, are displayed.

bitmap  An image stored in a raster format. Usually refers to an image limited to two colors (a foreground and a background color). Contrast with pixmap.

bitmapped font  A font made from a matrix of dots. See font.

busy pointer  The mouse pointer displayed when an application is busy and cannot accept input.

button  A generic term for a window control that initiates an action by an application, usually executing a command, displaying a window, or displaying a menu. Also used to describe the controls on a mouse.

button binding  Association of a mouse button operation with a particular behavior.

cascaded list  The list box that displays additional elements from which you choose in order to interact with other screen elements.

cascaded menu  The menu item that displays additional elements from which you choose in order to interact with other screen elements.

CDE  Common Desktop Environment, a graphical user interface running on UNIX.

check box  A nonexclusive control whose setting is indicated by the presence or absence of a check mark. A check box has two states, on and off.

choose  To use the mouse or keyboard to pick a menu command, button, or icon that begins a command or action. Contrast with select.

click  To press and release a mouse button without moving the mouse pointer.

client  A system or software application that requests services from a network server.

clipboard  A buffer that temporarily stores the last cut, copy, or paste data or object.

combo box  Use text box to refer to the text box portion of a combo box, and list box to refer to the list portion. Example: Type the name of the file in the File text box or select it from the list box underneath.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>command line prompt</td>
<td>A prompt, usually %, &gt;, or $, that shows the computer is ready to accept commands. In a terminal emulation window, you display the command line prompt by pressing Return.</td>
</tr>
<tr>
<td>context-sensitive help</td>
<td>Help information about the specific choice or object that the cursor or pointer is on.</td>
</tr>
<tr>
<td>control</td>
<td>A generic term for a variety of objects (such as buttons, check boxes, and scroll bars) that perform an action or indicate an option setting. Also applies to Front Panel icons.</td>
</tr>
<tr>
<td>Copy View Options</td>
<td>A menu command that copies the current view's properties and places the copy onto the clipboard.</td>
</tr>
<tr>
<td>current item</td>
<td>The currently highlighted item in a list.</td>
</tr>
<tr>
<td>current session</td>
<td>The session saved by Session Manager when you log off. At the next login, unless you specify otherwise, this session automatically opens, enabling work to continue where you left off. Contrast with home session.</td>
</tr>
<tr>
<td>current setting</td>
<td>The present state of a control such as a check box or radio button.</td>
</tr>
<tr>
<td>current workspace</td>
<td>The workspace that is presently displayed on the screen. It can be changed with the workspace switch.</td>
</tr>
<tr>
<td>cursor</td>
<td>A graphical device that indicates the current object that will be affected by mouse or keyboard input.</td>
</tr>
<tr>
<td>data host</td>
<td>A host computer where the data for an action is located.</td>
</tr>
<tr>
<td>DATA_HOST</td>
<td>An attribute added to the DATA_ATTRIBUTES entry that indicates the host system that the Data Type was loaded from. Note that this value should not be set in the *.dt files but is generated when the database is loaded.</td>
</tr>
<tr>
<td>database host</td>
<td>A host computer where an action is defined.</td>
</tr>
<tr>
<td>data-type</td>
<td>A mechanism that associates particular data files with the appropriate applications and actions. Data types can determine the type of a file based on file-naming conventions, such as a particular extension name, or on the contents of the file.</td>
</tr>
<tr>
<td>default</td>
<td>A value set automatically by an application.</td>
</tr>
</tbody>
</table>
dialog box A window displayed by an application that requires user input. Do not use dialog as shorthand.

directory A collection of files and other subdirectories.

display-dependent session A session that can be restored on only a particular display.

display-independent session A session that can be restored on any display, regardless of screen resolution or color capability.

double-click To quickly press a mouse button twice without moving the mouse pointer. Unless otherwise specified, button 1 is assumed.

drag To move the mouse pointer over an object, press and hold down mouse button 1, and then move the mouse pointer and the object to another location on the workspace.

drag and drop To directly manipulate an object by using a pointing device to move and place the object somewhere else.

drag over feedback The drag icon changes appearance when the user drags it over potential drop zones.

drag under feedback The appearance provided by a drop zone. The feedback can be a solid line drawn around the site, a raised or lowered surface with a beveled edge around the drop zone, or a pixmap drawing over the drop zone.

drop After grabbing an object, the act of releasing the mouse button. If the object is dropped in an appropriate area, an Action is initiated. Also see grab.

drop target A rectangular graphic that represents the drop zone in an application.

drop zone An area of the workspace, including the Trash, Printer, and CDE Mail icons, that accepts a dropped object. Objects can be dropped on the workspace for quick access.

element A generic term for any entity that can be considered a standalone item in a broader context, such as an item in a list or a control in a window.
**execution host**  A host computer where an application invoked by an action runs. This may be the same computer where the action resides, or it may be another computer on the network.

**field**  A window element that holds data, as in the Name field or the Telephone number field. Preferred: Use a more specific noun to describe the element, as in the Name text box or the Files list box.

**File Manager**  The software application that manages the files and directories on your system.

**file server**  A host computer that stores data files used by applications.

**format type**  In CDE document containers, the type used to store the property.

**focus**  Place to which keyboard input is directed.

**folder**  An icon that represents a directory.

**font**  A complete set of characters (letters, digits, and special characters) of one size and one typeface. Ten-point Helvetica bold is an example of a font.

**foreground**  The content of a window and the color or shading used to distinguish it from the window’s background.

**Front Panel**  A centrally located window containing icons for accessing applications and utilities, including the workspace switch. The Front Panel occupies all workspaces.

**grab**  To move the mouse pointer over an object, and then to press and hold down mouse button 1 in preparation for moving the object. Also see drag; drop.

**grab handles (or handles)**  The small squares displayed at the corners and midpoints of a selected graphic object.

**group box**  A box in a window that visually associates a set of controls.

**home directory**  A directory where you keep personal files and additional directories. By default, File Manager and Terminal Emulator windows are set to the home directory when you first open them.
**home session**  A choice at logout to designate a particular session, other than the one you are currently in, as the one you will automatically return to at the next login.

**hyperlink**  In Help text, information that when chosen displays another Help topic.

**icon**  A graphic symbol displayed on the screen, which you can select to work in a particular function or software application.

**insertion point**  The point at which data typed on the keyboard, or pasted from the clipboard or a file, appears on the screen. In text, a synonym for *cursor*.

**Install Icon**  A choice on subpanels that enables you to install icons on the desktop using *drag and drop*.

**IS_ACTION**  An attribute added to the DATA_ATTRIBUTES entry that is created when an action is loaded. The DtDtsDataTypeIsAction uses this attribute to determine if a data type was created from the action table. It has no representation in the *.dt files except as an action entry. Note that this value should not be set in the *.dt files and is only used internally.

**IS_SYNTHEtic**  An attribute added to the DATA_CRITERIA/DATA_ATTRIBUTES entries that is created when an action is loaded. It has no representation in the *.dt files except as an action entry. Note: This value should not be set in the *.dt files and is only used internally.

**ITE**  Internal Terminal Emulator. ITE allows use of a bitmapped display as a terminal (through command-line mode from the Login screen).

**items**  Elements in a list.

**key binding**  Association of a keystroke with a particular behavior.

**label**  The text appearing next to a window element that names the element.

**link**  Synonym for *symbolic link*.

**list**  A control that contains elements from which you select. Also called *selection list*. 

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list box  Any of a number of graphical devices that displays a list of items from which you can select one or more items. It is usually not necessary to name the specific kind of box being used.

local host  The CPU or computer on which a software application is running; your workstation.

mapping  An action that invokes another action rather than containing its own EXEC-STRING. The file /usr/vue/types/user-prefs.vf contains the built-in mapped actions. For example, the built-in CDE Mail action used by the Front Panel is mapped to the Elm action.

menu  A list of commands from which you select to perform a particular application task.

menu bar  The part of the application window between the title bar and the work area where menu names are listed.

menu item  A choice that appears on a menu.

metadata  In Bento containers, the information about an object. Contrast with value.

minimize  To turn a window into an icon. The push button that minimizes a window is located near the upper-right corner of the window frame.

modifier key  A key that when pressed and held along with another key changes the meaning of the second key. Control, Alt, and Shift are examples.

multipart document  A document that contains one or more attachments.

navigation keys  The keyboard keys used to move the current location of the cursor. These include the arrow keys (with or without the Control key); the Tab key (with or without the Control or Shift keys); the Begin and End keys (with or without the Control key); and the Page Up and Page Down keys.

networked session  A session managed across multiple systems. Using a networked session enables the same session to be seen, regardless of which system was used to log in. It also provides a single home directory across multiple systems.
**newline character**
An unseen character that marks the end of a line of text in a document. It tells a printer or screen to break a line and start a new one.

**no saveback**
The inability of drag and drop to write changes in data held in buffers back to an originating file.

**On Item help**
A form of help in which an application provides on-screen information about a particular command, operation, dialog box, or control.

**operation indicator**
The part of a drag icon that gives users feedback on the operation (move, copy, or link) that is occurring during the drag.

**options**
A generic term that applies to the variations available when choosing a command to run, or when selecting or filling in items in a dialog box.

**page**
To advance text displayed in a window by one full screen at a time, usually using a scroll bar.

**palette**
The range of available elements, usually colors.

**pixmap**
An image stored in a raster format. Usually refers to an image that may have more than two colors. Contrast with *bitmap*.

**point**
To move the mouse until the pointer rests on a particular screen object or area.

**pointer**
The arrow or other graphical marker that indicates the current mouse position, and possibly the active window. Also see *cursor*.

**print server**
A host computer to which one or more printers are connected, or the UNIX process that manages those printers.

**Properties**
A menu command that enables you to set characteristics of an object, such as its date or name, or display identifying characteristics of an object, such as typefaces.

**push button**
A control that immediately starts an action as soon as it is chosen. OK, Cancel, and Help are examples of push buttons commonly found in dialog boxes.
radio button
An exclusive control whose setting is indicated by the presence or absence of a graphical indicator, usually part of a radio group. A radio button has two states, on and off.

radio button group
A box containing a set of radio buttons that may have a distinct label. At most, one of the radio buttons may be activated at a time.

release
To let go of a mouse button or keyboard key.

resize handle
A control used to change the size of a window or a pane in a window.

resize pointer
The mouse pointer displayed when an object, such as a window, is being resized.

resource
A mechanism of the X Window System for specifying an attribute (appearance or behavior) of a window or application. Resources are usually named after the elements they control.

saveback
The ability of drag and drop to write modified data back to the originating file.

scalable typeface
A mathematical outline for a typeface used to create a bitmapped font for a particular size, slant, or weight.

screen lock
A function that locks the workstation screen, barring further input until the valid user password is entered.

screen saver
A choice that causes the workstation, after a specified time period, to switch off the display or to vary the images that are displayed, thereby prolonging the life of the screen.

scroll bar
A control located at the right or bottom of a window that enables you to display window content not currently visible.

select
To add highlighting or some other visual cue to an object so that it can be operated or enabled. Selection does not imply the initiation of an action but rather a change of state, such as highlighting an item in a list, or toggling a check box on.

server
A system that supplies services to a client.

session
The elapsed time between user login and logout.
session server  A system that provides networked sessions. Session files reside on the session server and are used whenever you log into a system on the network.

shortcut  General term for a mouse action that simplifies filling out a dialog box. For example: As a shortcut, double-click an item in the Filename list box to select it and choose OK in one action.

shortcut keys  A keyboard key sequence used to activate a menu command. This can be a key sequence that uses a special accelerator key, or an underlined letter (mnemonic) sequence. For example: Press Alt+F4 or Alt+F+P to choose the command File⇒Print.

slider  A control that uses a track and arm to set a value from among the available values. The position of the arm (or a separate indicator) gives the currently set value.

software application  A computer program that provides you with tools to do work. Style Manager, Text Editor, and File Manager are examples of software applications.

source indicator  The part of a drag icon that represents the item being dragged.

spin box  A window element with a text box and two arrow buttons that displays a set of related but mutually exclusive choices, such as days of the week.

state indicator  The part of a drag icon that is used as a pointer for positioning combined with feedback that shows whether a drop zone is valid or invalid.

Style Manager  The software application used to customize some of the visual elements and system device behaviors of the workspace environment, including colors and fonts, and keyboard, mouse, window, and session start-up behaviors.

subpanel  A component of the Front Panel that provides additional controls. Subpanels usually contain groups of related controls.

symbolic link  A reference to a file or directory.

synthetic data attribute  A data type added to the DATA_CRITERIA/DATA_ATTRIBUTES entries that is created when an action is loaded. It has no representation in the *.dt files.
except as an action entry. Note that this attribute should not be set in the *.dt files and is only used internally.

**terminal emulator**
A window that emulates a particular type of terminal for running nonwindow programs. Terminal emulator windows are most commonly used for typing commands to interact with the computer’s operating system.

**text field**
A rectangular area in a window where information is typed. Text fields with keyboard focus have a blinking text insertion cursor.

**tile**
A rectangular area used to cover a surface with a pattern or visual texture. For example: The Workspace Manager supports tiling, enabling users with limited system color availability to create new color tiles blended from existing colors.

**title bar**
The topmost area of a window, containing the window title.

**toggle**
To change the state of a two-state control, such as a radio button or check box, using either the mouse or keyboard.

**value**
In Bento containers, refers to the contents of an object. Contrast with metadata.

**window**
A rectangular area on the display. Software applications typically have one main window from which secondary windows, called dialog boxes, can be opened.

**window frame**
The visible part of a window that surrounds a software application. A window frame can contain up to five controls: title bar, resize borders, minimize button, maximize button, and the Window menu button.

**window icon**
A minimized window.

**Window list**
An action that presents a list of all the open windows associated with the window from which the action was selected.

**Window menu**
The menu displayed by choosing the Window menu button. The menu provides choices that manipulate the location or size of the window, such as Move, Size, Minimize, and Maximize.

**Window menu button**
The control at the upper-left corner of a window, next to the title bar. Choosing it displays the Window menu.
**work area** The part of a window where controls and text appear.

**workspace** The current screen display, the icons and windows it contains, and the unoccupied screen area where objects can be placed.

**workspace background** The portion of the display not covered by windows, icons, or objects.

**Workspace Manager** The software application that controls the size, placement, and operation of windows within multiple workspaces. The Workspace Manager includes the Front Panel, the window frames that surround each application, and the Window and Workspace menus.

**Workspace menu** The menu displayed by pointing at an unoccupied area of the workspace and clicking mouse button 3.

**workspace object** An object that has been copied from File Manager to the workspace.

**workspace switch** A control that enables you to select one workspace from among several workspaces.
Index

A
access rights, Calendar 132
action invocation library 102
actions 100
  advantages of 100
  example program 102
  example program listing 108
  icon image for 105
  invoking 107
  invoking from an application 100
  library 112
  types 101
administration, Calendar 133
administrative functions, Calendar 149
API
  drag and drop 58, 60
  drag and drop overview 62
app-defaults file 36
arrow button and text field widget 80
attributes, Calendar 138
auxiliary functions
  DtEditor 88

B
basic integration
  advantages of 22
  definition of 21
  registration package 29

summary of tasks 22
Btransfer and drag and drop 65

C
c naming conventions 129
Calendar
  access rights 132
  administration 133
  administrative functions 149
  architecture 130
  attributes 138
  data structures 137
  demo program 128
  entities 131
  entry attributes 140
  entry management 134
  entry management functions 156
  header file 128
  library 128
  management 134
  management functions 151
  naming conventions 129
Calendar API
  components 131
  data model 131
callback functions
  DtEditor 96
callback structures
DtComboBox widget 80
dtDbLoad 103
dtDbReloadNotify 104
dtEditor
  auxiliary functions 88
  callback functions 96
  classes 85
  convenience functions 86
  demo program 85
  find and change functions 88
  format functions 87
  header file 85
  inherited resources 93
  input/output functions 86
  life cycle functions 86
  resources 89
  selection functions 87
dtEditor widget 80, 84
dtInitialize 103
dtMenuButton
  callback structures 82
  classes 81
  convenience functions 80
  demo program 80
  example code 82
  header file 80
  illustration 80
  resources 81
dtMenuButton widget 80
dtPRINTFILEREMOVE variable 24
dtPRINTSILENT variable 24
dtPRINTUSERFILENAME variable 24
dtSpinBox widget 80
dtwsmAddCurrentWorkspaceCallback 78
dtwsmAddCurrentWorkspaceCallback 77
dtwsmGetWorkspacesOccupied 76
dtwsmGetWorkspacesOccupied 75
dtwsmRemoveWorkspacesOccupied 76, 77
dtwsmSetWorkspacesOccupied 75
dtwsmWorkspaceModifiedCallback 77, 78

E
  editor widget 80
  entities, Calendar 131
  entry attributes, Calendar 140
  entry management functions, Calendar 156
  entry management, Calendar 134

environment variables, printing 24
error messages
displaying 41
exec 23
extensions, CSA 135

F
feedback
drop zone 54
filters, print 26
find and change functions
  dtEditor 88
font names
  standard application 39
  standard interface 33
font names, default 33, 36
font point sizes 38
fonts
  in configuration files 36
  fonts getting from Style Manager 22
fork/exec 101
format functions
  dtEditor 87
functionality
cascading menu 80
functions
data typing 118
drag and drop 63

c
header file
drag and drop 50, 63
dt/xcsa.h 128
dtMenuButton 80
header file, Calendar 128
header files
dtEditor 85

I
icons
drag 51, 52
illustration
dtMenuButton 80
implementation model, CSA 130
implementation plan for drag and drop 61
inherited resources
  DtEditor 93
input/output functions
  DtEditor 86
ISO 8859-1 character set 36

L
  libDtCalendar library 128
  libDtSvc library 112
  libDtWidget library 80, 85
libraries
  Motif 2.1 80
library
  actions 112
  Calendar 128
  data typing 112
  drag and drop 50
  libDtWidget 80, 85
  widget 80
library
  libDtCalendar 128
  libX11 library 112
  libXm library 112
life cycle functions
  DtEditor 86
list box and text field widget 80
LPDEST variable 24

M
management functions, Calendar 151
management, Calendar 134
menu button widget 80
menu cascading functionality 80
menu widget, pop-up 80
Motif 2.1 libraries 80
MS-Windows compatibility 80

N
naming conventions, C 129
NoPrint action 29

O
OPEN LOOK compatibility 80
operation indicator, drag icons 52
operations
  drag and drop 64
  point sizes 38
  pop-up menu widget 80
  pop-up menu button widget 80
  print actions 24, 26
  print command line
    partial integration 26
  Print dialog box 24
  print filters 26
  print integration
    complete 23
    environment variables 24
    levels of 23
    partial 26
    printing without Print dialog box 24
    removing temporary files in 24
    script for 28
    specifying destination printer 24
    specifying file name in 24
    using NoPrint action 28
  printing integration 23
  protocols
    drag and drop 63
  registering drop zones 68
  registering objects as drop zones 122
  registration definition 21
  registration package
    creating 29
    providing printing 23
  registration package for 21
resources
  DtEditor 89
  DtMenuButton 81
run-time
  documentation set
selection functions
  DtEditor 87
sources for drag and drop 54
standard application font names 39
standard interface font names 33
starting a drag 66
starting a drag and drop operation 64
state indicator, drag icon 52
structures, drag and drop 63
Style Manager
  integrating with 22

T
text editor widget 80, 84
text field and arrow button widget 80
text field and list box widget 80
ToolTalk 101
transactions, drag and drop 60
transfer callback, drag and drop 69
transition effects for drag and drop 54

U
Unable to Print dialog box 29
user model
  drag and drop 51

V
visual feedback for drag and drop 54

W
widget
  arrow button and text field 80
cascading menu 80
DtComboBox, widget
  text field and list box 80
DtEditor 80, 84
DtMenuButton 80
DtSpinBox 80
library 80
list box and text field 80
menu button 80
pop-up menu 80
text editor 80, 84
text field and arrow button 80
widgets
  Motif 2.1 80
workspace
  identifying 76
  monitoring changes 77
  placing application window in 74
  preventing application movement 76
Workspace Manager
  communicating with 74
  integrating with 74