Preface

OpenWindows™ Developer's Guide 3.0.1 (referred to throughout this manual as Devguide) is a development tool designed to make the interface programmer's job easier. Using it gives you the freedom to create and try user interfaces without writing any code. Because you can create and modify an interface easily, you'll find that you can spend more time designing and testing interfaces, the surest route to better user interfaces for software users. This manual introduces Devguide and shows you how best to use it.

Once you're finished with the interface design, use one of two code generators to generate interface source code and then link the interface to the application. Refer to the programmer's guide appropriate for the code generator you plan to use for details on how to generate code for your application.

Who Should Use This Book

Use this manual if you want to build a user interface with Devguide. Devguide is a powerful programmer's tool. It is also a useful tool for non-programmers, such as user interface designers and project managers, because you can easily create and modify user interfaces without generating any source code.

Devguide can generate code for two toolkits; refer to one of these programmer's guides for details:

- *OpenWindows Developer's Guide: XView Code Generator Programmer's Guide*
- *OpenWindows Developer's Guide: OLIT Code Generator Programmer's Guide*

Motif Conversion Utilities

Also included with Devguide in the Software Developer Kit are two Motif conversion utilities, `gmf` and `guil`; see the *OpenWindows Developer's Guide: Motif Conversion Utilities Guide* for information about these tools. Use `gmf` to convert Devguide GIL files to Motif C code or `guil` to convert GIL files to UIL format.

SPARC and x86 Differences

Depending on what kind of system you have (SPARC or x86), you may have a different kind of mouse and a different type of keyboard, and devices may be named differently; the differences are described below.

Two- or Three-Button Mouse

Your system may have a two- or three-button mouse. On either type of mouse, the left mouse button is referred to as SELECT and the right mouse button as MENU in this manual. To perform a SELECT function, click the left button; to perform a MENU function, click or press the right button.

On a three-button mouse, the middle button is referred to as ADJUST. To perform an ADJUST function on a two-button mouse, hold down the Shift key and click SELECT (the left button).

Keyboard Alternatives for the Meta and Other Special Keys

Some keyboards do not include the Meta key, the function keys L1 - L10, or a Help key; keyboard alternatives are available for the Meta and Help keys and most of the function keys.

Alternative to the Meta Key

On keyboards without the Meta key (marked as a diamond on most SPARC keyboards), the Alt key is mapped to the Meta key. If you have installed Devguide on an x86 system, use the key labeled "Alt" whenever the Meta key is prescribed.

Note – Functions which require the Alt key itself will *not* work on systems with keyboards that do not include a Meta key.

Alternatives to Function Keys

On keyboards without the L1 to L10 function keys, Meta-key equivalents are available for most of the functions, as shown below. Use the key labeled "Alt" instead of the Meta key on keyboards without the Meta key. The alternatives are:

Cut	Meta-x
Copy	Meta-c
Paste	Meta-v
Find	Meta-f
Props	Meta-i
Undo	Meta-z
Open	Meta-w

There are no keyboard alternatives for the Front and Again keys.

Alternative to the Help Key

On keyboards without a "Help" key, use the key marked "F1" for help.

Device Name Differences

The device name for the CD-ROM on a SPARC system is usually `/dev/dsk/c0t6d0s0`; on an x86 system it is usually `/dev/dsk/c0t6d0p0`.

Your CD-ROM device name may be different, depending on your machine and how you configure it. We use `/dev/dsk/c0t6d0s0` in the examples in this manual; substitute your device name in the command line instructions where appropriate.

Before You Read This Book

Before you can run Devguide as described in this manual, you must first install it on your workstation. To do so, follow the instructions in the *Software Developer Kit Installation Guide*.

For any last-minute additions or corrections to this manual, see Appendix D, "Devguide 3.0.1 Release Notes."

How This Book Is Organized

This manual includes four chapters and four appendixes.

Chapter 1, "Introduction to Devguide," discusses Devguide, its connection to the code generators, what you need to run Devguide, and some naming conventions.

Chapter 2, "Getting Started," shows you how to run Devguide and its on-line help, and presents a quick example of how to create an interface using Devguide.

Chapter 3, "Using Devguide," describes Devguide's base window, working with user interface (UI) elements, and the many Devguide features available for application building.

Chapter 4, "Devguide Reference," describes the UI elements' property windows and property fields.

Appendix A, "Files Provided With Devguide describes the files that get installed on your workstation or server when you install Devguide.

Appendix B, "Porting Devguide 3.0 Applications to Devguide 3.0.1 describes how to port your Devguide applications from a Solaris™ 1.0 environment to a Solaris 2.x environment.

Appendix C, "Adding Devguide to the SPARCworks or ProWorks Environment shows you how to integrate Devguide into SPARCworks or ProWorks.

Appendix D, "Devguide 3.0.1 Release Notes," describes last-minute changes to Devguide that did not get incorporated into this and other Devguide manuals.

This manual concludes with an index to help you easily find information about Devguide.

Related Books

This manual isn't for novice Sun users: it assumes that you've worked with Sun workstations andSolaris 2.x. Before you read this manual, you should be familiar with the UNIX® and SunOS™ operating systems, OpenWindows Version 3.0.1, the OPEN LOOK® user interface and, if you're going to link Devguide interfaces to application software, the toolkit or programming language you wish to use. It's particularly important that you know how to work in the OpenWindows environment, using the pointer and the SELECT, ADJUST, or MENU mouse buttons (or their equivalents) to work with windows, panes, menus, and controls.

For more information about these topics, you can consult:

- *Solaris 2.4 User AnswerBook* for information about the UNIX and SunOS operating systems
- *OpenWindows 3.1 User's Guide* for information on working in the OpenWindows environment
- *The OPEN LOOK Graphical UI Style Guidelines* for information about the elements that constitute user interfaces in the OpenWindows environment and the rules and suggestions for creating OPEN LOOK user interfaces

What Typographic Changes and Symbols Mean

The following table describes the type changes and symbols used in this book.

Table P-1 Typographic Conventions

Typeface or Symbol	Meaning	Examples
`Courier`	The names of commands, files, and directories; on-screen computer output	Edit your `.login` file. Use `ls -a` to list all files. % You have mail.
`Courier Bold`	What you type, contrasted with on-screen computer output	% **`su`** password:
Palatino Italic	Command-line placeholder: replace with a real name or value	To delete a file, type the following: `rm` *filename*.

Table P-1 Typographic Conventions

Typeface or Symbol	Meaning	Examples
	Book titles, new words or terms, or words to be emphasized	Read Chapter 6 in *User's Guide*. These are called *class* options. You *must* be root to do this.
Code samples are included in boxes and may display the following:		
%	UNIX C shell prompt	% *or* system%
$	UNIX Bourne shell prompt	$ *or* system$
#	Superuser prompt, either shell	# *or* system#