Preface

This manual describes how to generate OPEN LOOK™ Intrinsics Toolkit (OLIT) user interfaces from Devguide GIL files. It also provides instructions on how to use Devguide to take advantage of Golit's special features.

Who Should Use This Book

This manual is for applications programmers who want to use Golit to generate user interface (UI) code and integrate this code with their own application code.

Before You Read This Book

Before you read this manual, you should be familiar with the OPEN LOOK User Interface, Devguide, and the C programming language. To use some of the advanced features described in this manual, you should also understand the how to create user interfaces with the OLIT toolkit.

Before you read this manual, you should read the following documents:

- *Software Developer Kit Installation Guide* (which includes instructions for installing Devguide)
- *OpenWindows Developer's Guide: User's Guide*, including especially Appendix D, "Devguide 3.0.1 Release Notes," which contains the latest information about changes to and problems with Devguide and GXV

You may also want to consult the following documents before going further:

- *Solaris Roadmap*
- *Solaris 2.4 Introduction*
- *X Window System Programming and Applications with Xt - OPEN LOOK edition*, by John Pew, published by Prentice Hall, 1992

How This Book Is Organized

The following is a brief description of each chapter of this manual.

Chapter 1, "Introduction" provides an overview of Golit and how to use it.

Chapter 2, "Getting Started with Golit" gets you acquainted with how Golit works. It shows you how to generate user interface code and how to compile this code with your application code. It provides a very simple example.

Chapter 3, "Tutorial" describes how to use Golit and Devguide to build a complete OpenWindows application.

Chapter 4, "Golit Functionality in Detail" describes Golit, the files it generates, and the libgolit library routines. If you want to write your own widget creation routines, you should read this chapter.

Chapter 5, "Advanced Topics" provides examples of callbacks that perform advanced functions, such as using icons and glyphs.

Chapter 6, "Internationalization" describes how to internationalize your Golit application.

Appendix A, "Files Shipped with Golit" lists the directory structure and the files on the Golit distribution medium.

Appendix B, "Unsupported Devguide Features" lists features available in Devguide that are not supported by Golit.

Appendix C, "libgolit Library Function Reference" lists the syntax and descriptions of libgolit runtime library functions.

Related Books

For more reference information on the OLIT toolkit and the Xt Intrinsics, consult:

- The *OPEN LOOK Intrinsics Toolkit (OLIT) Widget Set Reference Manual*
- *Xt Intrinsics Reference Manual*, O'Reilly & Associates, Inc., 1991

For background information on knowledge assumed by this manual, consult:

- *Solaris 2.4 Introduction*, *Solaris User's Guide*, and the *Solaris Advanced User's Guide* for information about the UNIX® and SunOS operating systems
- The *OpenWindows Reference Manual* for information on working in the OpenWindows environment
- *The OPEN LOOK Graphical User Interface Application Style Guidelines* by Sun Microsystems, Inc. (published by Addison Wesley, Inc.), for information about the elements that constitute user interfaces in the OpenWindows environment and the rules and suggestions for creating OPEN LOOK® user interfaces
- *The C Programming Language* by Kernighan and Ritchie (or other reputable C books) for the rules of programming in C
- *AT&T C++ Reference Manual* by Margaret A. Ellis and Bjarne Stroustrup (ISBN 0-201-51459-1)
- *The C++ Programming Language* by Bjarne Stroustrup (published by Addison Wesley, Inc., ISBN 0-201-12078-X)
- *XView Programming Manual*, *XLib Reference Manual*, *XLib Programming Manual*, and *X Protocol Reference Manual* (published by O'Reilly and Associates, Inc.) for information about programming using the OpenWindows XView toolkit

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. .
`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*.
	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#