Preface

This manual describes how to use the GMF or GUIL utilities to generate Motif® C code or User Interface Language (UIL) files from Devguide GIL files.

Note – `gmf` and `guil` are for one-time conversion of a previously-generated GIL file to Motif C code or to UIL; because Devguide is an OPEN LOOK application and the conversion to the Motif look and feel is not always perfect (size and alignment of objects may not be correct, for instance), it is unlikely that you will want to create a new user interface with Devguide for a Motif application, nor is it likely that you will want to modify your Devguide interface after once running `gmf` or `guil`.

Who Should Use This Book

This manual is for applications programmers who have an existing Devguide user interface; they can use `gmf` to generate Motif C code and integrate this code with their own application code or use `guil` to generate UIL files.

Before You Read This Book

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

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

- *Solaris 2.4 Introduction*
- *Software Developer Kit Installation Guide*

How This Book Is Organized

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

Chapter 1, "Introduction to GMF and GUIL" provides overviews of the GMF and GUIL utilities.

Chapter 2, "Getting Started with GMF" gets you acquainted with how GMF 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, "GMF Functionality in Detail" describes GMF, the files it generates, and the `libgmf` library routines. If you want to write your own widget creation routines, you should read this chapter.

Chapter 4, "Internationalization" describes how to internationalize your GMF application.

Chapter 5, "Using GUIL to Create a UIL File" describes how to use GUIL to produce User Interface Language (UIL) files from a Devguide GIL file.

Appendix A, "Files Shipped with Devguide Motif Utilities" describes the Devguide Motif Utilities directory structure and lists the files there. The demo subdirectory contains a sample program that shows you how to integrate a UIL file into a working application.

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

The **Index** lists references to important names and topics in alphabetic order.

Related Books

This manual is a supplement to the OpenWindows Developer's Guide Set, which contains the following manuals:

- *OpenWindows Developer's Guide: User's Guide*

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

Note that the *OpenWindows Developer's Guide: User's Guide* includes Appendix D, "Devguide 3.0.1 Release Notes"; new features, problems, and bugs are described in this appendix.

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

- *Xt Intrinsics Reference Manual*, O'Reilly & Associates, Inc., 1991
- *OSF/Motif Reference Manual*, PTR Prentice Hall, Inc., 1993
- *OSF/Motif Programmer's Manual*, PTR Prentice Hall, Inc., 1993
- *OSF/Motif Style Guide*, PTR Prentice Hall, Inc., 1993

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:

Table P-1 Typographic Conventions

Typeface or Symbol	Meaning	Examples
%	UNIX C shell prompt	% *or* system%
$	UNIX Bourne shell prompt	$ *or* system$
#	Superuser prompt, either shell	# *or* system#