Preface

The *Solaris X Window System Developer's Guide* provides detailed information on the Solaris™ X server. The guide provides an overview of the server architecture and tells you where to look for more information.

This guide provides detailed information for software developers interested in interfacing with the Solaris X server.

Who Should Use This Book

Programming in this environment primarily involves using a toolkit and possibly interfacing with the server and its protocols. The protocols and toolkits are documented elsewhere (see "Related Books" on page xv). Read this manual if you need detailed information on the:

- Features of the Solaris X server
- Differences from and enhancements to the X Consortium sample server
- DPS imaging system
- Supported display devices
- Authorization schemes and protocols for server connections

Before You Read This Book

This manual assumes that the reader has a programming background and familiarity with, or access to, appropriate documentation for:

- Solaris 2.x
- X Window System™
- C programming language
- PostScript™
- The Display PostScript™ System (DPS)
- `olwm` window manager
- XView™ toolkit

How This Book Is Organized

Although you can read this book in sequence, it is designed for you to read only those chapters of interest. This book serves both as an overview and as a reference document.

Chapter 1, "Introduction to the Solaris X Server," describes the architecture of the Solaris X server, the X and DPS extensions, Sun's enhancements to the X Consortium libraries and extensions, notes on color-related issues, and a list of applications you can run with the server.

Chapter 2, "DPS Features and Enhancements" describes the DPS features specific to Solaris and includes information on compositing operators provided as an extension to standard DPS.

Chapter 3, "Visuals on the Solaris X Server," describes visuals in the Solaris environment. It also provides hints for window programming with visuals.

Chapter 4, "Font Support," describes the set of fonts provided and how to use and add fonts.

Chapter 5, "Transparent Overlay Windows," describes the Solaris application programming interface (API) for transparent overlay windows.

Chapter 6, "Security Issues," describes the security features of the Solaris environment.

Appendix A, "Reference Display Devices," describes the graphics devices provided as reference devices with the Solaris environment.

Appendix B, "Multi-Buffering Application Program Interface, Version 3.2," describes the C language API to the multi-buffering extension.

Related Books

For information on how to write applications in the Solaris environment, consult the following manuals:

- *Desktop Integration Guide*
- *ToolTalk User's Guide*
- *OpenWindows Desktop Reference Manual*
- *X Window System Reference Manual*
- *XView Developer's Notes*
- *OLIT QuickStart Programmer's Guide*
- *OLIT Reference Manual*

The following X-related manuals are available through SunExpress or your local bookstore. Contact your SunSoft representative for information on ordering any of these books.

- *XView Reference Manual*, O'Reilly & Associates
- *XView Programming Manual*, O'Reilly & Associates
- *Xlib Reference Manual*, O'Reilly & Associates
- *Xlib Programming Manual*, O'Reilly & Associates
- *X Protocol Reference Manual*, O'Reilly & Associates
- *Programmer's Supplement for Release 5*, O'Reilly & Associates
- *X Toolkit Intrinsics Reference Manual*, O'Reilly & Associates
- *X Window System, Third Edition*, Digital Press
- *The X Window System Server, X Version 11, Release 5*, Digital Press

The following PostScript and DPS-related manuals are available through SunExpress or your local bookstore. Contact your SunSoft representative for information on ordering.

- *PostScript Language Reference Manual, Second Edition*, Adobe® Systems Incorporated
- *PostScript Language Tutorial and Cookbook*, Adobe Systems Incorporated
- *Programming the Display PostScript System with X*, Adobe Systems Incorporated
- *PostScript Language Program Design*, Adobe Systems Incorporated
- *Adobe Type I Font Format*, Adobe Systems Incorporated

What Typographic Changes and Symbols Mean

Table P-1 describes the type changes and symbols used in this book.

Table P-1 Typographic Conventions

Typeface or Symbol	Meaning	Example
`AaBbCc123`	The names of commands, files, and directories; on-screen computer output	Edit your `.login` file. Use `ls -a` to list all files. `system% You have mail.`
`AaBbCc123`	What you type, contrasted with on-screen computer output	`system%` **`su`** `password:`
AaBbCc123	PostScript programming language commands	Use the `currentpath` operator.
AaBbCc123	Command-line placeholder: replace with a real name or value	To delete a file, type `rm` *filename*.
AaBbCc123	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	`system%`
`$`	UNIX Bourne shell prompt	`system$`
`#`	Superuser prompt, either shell	`system#`