NAME

props – graphical interface to set OpenWindows properties

SYNOPSIS

props [-toolkitoption ...] [-init]

DESCRIPTION

The **props** program provides a graphical interface to many properties of OpenWindows which are controlled via X resources. The resources **props** manipulates are stored in the file called **.OWdefaults** in the user's home directory. This enables **props** to ensure properties persist across window sessions.

Upon window system startup, the **.OWdefaults** file is merged into the X resource manager as specified in the *openwin-sys* file. This occurs after **xinit**(1) loads **$OPENWINHOME/lib/Xdefaults** or **.Xdefaults** in the user's home directory if it exists. Thus, the settings in **.OWdefaults** take precidence over the settings in a user's **.Xdefaults** file which in turn take precidence over the system defaults set in **$OPENWINHOME/lib/Xdefaults**. When properties are changed via **props**, **props** updates **.OWdefaults** and the X resource manager.

The resources handled by **props** consist of two resource components. The first component is **OpenWindows**. The second resource component is the name of the particular property being set. For example, the mouse acceleration is controlled by the resource **OpenWindows.MouseAcceleration**. The OpenWindows toolkits and window manager are designed to respond to the resources manipulated by **props.** Systems without the OpenWindows toolkits and window manager are not likely to be aware of the OpenWindows resources. Thus, if **props** is used in a non-OpenWindows environment, the system will probably ignore the settings made via **props.**

Below is an explaination of the resources handled by **props.** The second component of each resource name is listed. For example, the name "WorkspaceColor" refers to the complete resource name **OpenWindows.WorkspaceColor**.

BasicLocale *(locale name)*

Specifies the basic locale in which the system is running. Permissible locale names are "C" (USA), "ja" (Japan), "ko" (Korea), "zh" (PRC), "zh_TW" (ROC), "de" (Germany), "it" (Italy), "fr" (France), and "sv" (Sweden).
Default value: C
Properties category: Locale
Category control: Basic Locale
The default specifies the U.S. locale and the English language.

Beep *(enumeration)*

Specifies the circumstances under which **olwm**(1) should beep. Permissible values are the strings "always", "never", and "notices". The string "never" means that **olwm** should never beep, "notices" means that **olwm** should beep only when a notice appears, and "always" means that **olwm** will beep whenever it is appropriate.
Default value: always
Properties category: Miscellaneous
Category control: Beep

BeepDuration *(integer)*

Specifies how long the keyboard beep should last in milliseconds.
Default value: 100
Properties category: Miscellaneous
Category control: Beep Duration

BoldFont *(font name)*

Specifies the default bold font used for captions and window titles.
Default value: -*-lucida sans-bold-r-*-*-*-120-*-*-*-*-*-*
Properties category: Fonts
Category control: Typeface
The default specifies a bold weight, 12-point, regular Lucida Sans font.

DataBackground *(color)*

Specifies the color for the background of text windows such as those in mailtool, textedit, and the help window.
Default value: #ffffff
Properties category: Color
Category control: DATA AREAS Background
The default value specifies white.

DataForeground *(color)*

Specifies the color for the text in text windows such as those in mailtool, textedit, and the help window.
Default value: #000000
Properties category: Color
Category control: DATA AREAS Foreground
The default value specifies black.

DisplayLang *(locale name)*

Specifies the locale for the language used when displaying text. See the description of the **BasicLocale** resource for a list of permissible locale names.
Default value: C
Properties category: Locale
Category control: Display Locale
The default specifies the U.S. locale and the English language.

DragRightDistance *(integer)*

The number of pixels you must drag the mouse to the right in a menu item to bring up a sub-menu. The sub-menu always comes up when you move over the menu mark (the right-pointing triangle), regardless of the drag-right distance.
Default value: 100
Properties category: Menus
Category control: Drag-Right Distance

IconLocation *(enumeration)*

One of the words "top-lr", "top-rl", "bottom-lr", "bottom-rl", "left-tb", "left-bt", "right-tb", or "right-bt". These specify that icons should be arranged along a particular edge of the screen, ordered from left to right or top to bottom as

appropriate. The words "top", "bottom", "left", and "right" are synonyms for "top-lr", "bottom-lr", "left-tb", and "right-tb", respectively. These synonyms are used by **props.**
Default value: bottom
Properties category: Miscellaneous
Category control: Icon Location

InputLang *(locale name)*
Specifies the language expected to be typed from the keyboard. See the description of the **BasicLocale** resource for a list of permissible locale names.
Default value: C
Properties category: Locale
Category control: Input Locale
The default specifies the U.S. locale and the English language.

KeyboardCommands *(enumeration)*
Permissible values for this resource are "Basic" and "Full". In **Full** mode, all OPEN LOOK Mouseless commands implemented by the window manager are active. See the section on Key Binding in the **olwm**(1) man page for further information. In **Basic** mode, the keys active are Open, Front, Help, and the colormap keys.
Default value: Basic
Properties category: Keyboard
Category control: Keyboard Mouse Equivalents

KeyClick *(boolean)*
Specifies whether keys click when pressed.
Default value: false
Properties category: Keyboard
Category control: Other Options, Key Click

KeyRepeat *(boolean)*
Specifies whether repeating keys repeat when held down.
Default value: true
Properties category: Keyboard
Category control: Other Options, Key Repeat

MenuAccelerators *(boolean)*
Specifies whether menu accelerators are enabled for menus in applications.
Default value: true
Properties category: Keyboard
Category control: Keyboard Menu Equivalents

MonospaceFont *(font name)*
Specifies the default monospace font used for text editors and other applications which require a monospace font.
Default value: -*-lucida sans typewriter-medium-r-*-*-*-120-*-*-*-*-*-*
Properties category: Fonts
Category control: Typeface

The default specifies a medium weight, 12-point, regular Lucida Sans Typewriter font.

MouseAcceleration *(integer)*

Specifies a multiplier. The mouse pointer will go this many times faster when it moves more than the number of pixels specified by the **MouseThreshold** resource in a short time.
Default value: 2
Properties category: Mouse
Category control: Mouse Acceleration

MouseThreshold *(integer)*

Specifies the number of pixels which the mouse must move in a short time for the mouse acceleration to be applied.
Default value: 15
Properties category: Mouse
Category control: Mouse Threshold

MultiClickTimeout *(integer)*

The time, in tenths of a second, that differentiates a double-click from two single clicks.
Default value: 5
Properties category: Mouse
Category control: Multi-Click Interval

NumericFormat

Specifies how commas and periods are used in numbers. See the description of the **BasicLocale** resource for a list of permissible locale names.
Default value: C
Properties category: Locale
Category control: Numeric Format
The default specifies the U.S. locale, a numeric format where commas are used to indicate thousands and a period is used to indicate where the fractional part of the number begins. For example, one thousand and a half is "1,000.5".

PointerMapping *(enumeration)*

Specifies a "left" or "right" handed mapping of the mouse buttons. For a 3-button mouse, "right" means button 1 is SELECT, button 2 is ADJUST, and button 3 is MENU. A value of "left" means button 1 is MENU, button2 is ADJUST, and button 3 is SELECT. For mice with more or less than 3 buttons, the sense of the buttons is reversed as for the 3-button mouse.
Default value: right
Properties category: Mouse
Category control: Mouse Button Order

PopupJumpCursor *(boolean)*

Specifies whether to warp the cursor to popup windows.
Default value: true
Properties category: Mouse

Category control: Pointer Jumping, Pop-Up Windows

RegularFont *(font name)*

Specifies the default font used by the system in general. This font is used for such text as that in buttons and non-bold labels.
Default value: -*-lucida sans-medium-r-*-*-*-120-*-*-*-*-*-*
Properties category: Fonts
Category control: Typeface
The default specifies a medium weight, 12-point, regular Lucida Sans font.

Scale *(enumeration)*

Specifies the desktop scale. The scale value indicates the point size of the OPEN LOOK Glyph font and the text fonts used by OpenWindows. Permissible values are "small", "medium", "large", and "extra_large". These correspond to 10, 12, 14, and 19 point fonts, respectively.
Default value: medium
Properties category: Fonts
Category control: Scale
The default value specifies 12 point fonts.

ScreenSaver.IdleTime *(integer)*

Specifies the number of minutes of idle time required before the screen saver comes on. The **ScreenSaver.OnOff** resource must be set to "auto" for the screensaver to activate. *Default value: 10.*

ScreenSaver.OnOff *(enumeration)*

Specifies whether the screensaver is off or come on automatically. The permissible values are "off" and "auto", respectively.
Default value: off
Properties category: Miscellaneous
Category control: Screen Saver

ScrollbarJumpCursor *(boolean)*

Specifies whether to warp the cursor to follow the scrollbar elevator.
Default value: true
Properties category: Mouse
Category control: Pointer Jumping, Scrollbars

ScrollbarPlacement *(enumeration)*

Specifies on which side of windows to place verticle scrollbars. Permissible values are "left" and "right".
Default value: right
Properties category: Miscellaneous
Category control Scrollbar Placement

SelectDisplaysMenu *(boolean)*

If true, pressing the SELECT mouse button will bring up a menu item’s submenu (if any) instead of executing the sub-menu’s default action.
Default value: true
Properties category: Menus

Category control: Left Mouse Press

SetInput *(enumeration)*

This controls the input focus mode. If the value is "select", it means click-to-focus. If the value is "followmouse", it means focus-follows-mouse.
Default value: select
Properties category: Miscellaneous
Category control: Set Active Window

TimeFormat

Specifies the locale for the date and time format. Date format is mm/dd/yy or dd/mm/yy and the time format is 12- or 24-hour clock. See the description of the **BasicLocale** resource for a list of permissible locale names.
Default value: C
Properties category: Locale
Category control: Time Format
The default specifies the U.S. locale which has date format mm/dd/yy and 12-hour clock time format.

WindowColor *(color)*

Specifies the color of windows. This is the "BG1" color for 3D OPEN LOOK. It is used for the backgrounds of windows, menus, and notices. The 3D effect is achieved by using highlight and shadow colors derived from this color.
Default value: #cccccc
Properties category: Color
Category control: WINDOWS Background
The default specifies a 20% gray value.

WindowForeground *(color)*

Specifies the color for foreground components of windows such as captions and text in buttons and footers.
Default value: #000000
Properties category: Color
Category control: WINDOWS Foreground
The default value specifies black.

WindowMenuAccelerators *(boolean)*

Specifies whether menu accelerators are enabled for window menus.
Default value: true
Properties category: Keyboard
Category control: Keyboard Menu Equivalents

WorkspaceBitmapBg *(color)*

Specifies the color for the background of the workspace bitmap which **olwm** tiles on the root window if the **WorkspaceStyle** resource is set to "tilebitmap".
Default value: #ffffff
Properties category: Color
Category control: DATA AREAS Background
The default value specifies white.

WorkspaceBitmapFg *(color)*
Specifies the color for the foreground of the workspace bitmap which **olwm** tiles on the root window if the **WorkspaceStyle** resource is set to "tilebitmap".
Default value: #000000
Properties category: Color
Category control: DATA AREAS Foreground
The default value specifies black.

WorkspaceColor *(color)*
Specifies the color for the workspace (root window). On startup, **olwm** will set the root window's background color to the color specified by this resource if the **WorkspaceStyle** resource is set to "paintcolor", and it will restore the default background on shutdown.
Default value: #40a0c0
Properties category: Color
Category control: WORKSPACE Background
The default value specifies a light blue color.

WorkspaceStyle *(enumeration)*
Specifies how **olwm** decorates the workspace (root window). Permissible values are "paintcolor" and "tilebitmap". If the value is "paintcolor", **olwm** paints the workspace with the color indicated by the **WorkspaceColor** resource. If the value is "tilebitmap", **olwm** tiles the bitmap indicated by the **WorkspaceBitmapFile** resource using the colors specified by the **WorkspaceBitmapFg** and **WorkspaceBitmapBg** resources.
Default value: paintcolor
Properties category: Color
Category control: Pattern
The default specifies to use the color selected by WorkspaceColor.

OPTIONS

The **props** program accepts all standard command line options accepted by the OLIT toolkit. In addition, it accepts the following.

–init This is the way **props** is started by **xinit** upon window system initialization. This is done to ensure the state of the following window server attributes are set in accordance with the resources in the **.OWdefaults** file in the user's home directory: key click, key repeat, beep duration, screen saver activation and timeout. When **props** is started with this option, it checks and resets the server state for these settings if necessary and exits. This option is only meant to be used upon system startup.

FILES

$HOME/.OWdefaults
Contains the resource name-value pairs written by the **props** program.

$HOME/.openwin-menu-programs
Contains the user's custom programs menu.

$HOME/.openwin-menu-programs.BAK

Contains a backup version of **$HOME/.openwin-menu-programs**.

$HOME/.Xdefaults Contains the user's resource name-value pairs as set outside of **props.**

/usr /openwin/lib/Xdefaults
Contains the system's default resource name-value pairs.

/usr/openwin/lib/app-defaults/Props
Contains strings and layout information for **props.**

/usr openwin/lib/help/props.info
Contains help text for **props.**

/usr openwin/lib/openwin-sys
Starts **props** in initialization mode upon window system startup.

/usr openwin/bin/props
The executable **props** program.

/usr openwin/etc/workspace/patterns/*.xbm
Workspace bitmap files.

/usr openwin/etc/workspace/patterns/attributes
Workspace bitmap colors.

/tmp/OWtemp Temporary resource storage file.

SEE ALSO

olwm(1) **xinit**(1) **xmodmap**(1) **xrdb**(1) **xset**(1) **xview**(7)