

## **XtCreateWindow – window creation convenience function**

**void XtCreateWindow**(*w, window\_class, visual, value\_mask, attributes*)

```
Widget w;  
unsigned int window_class;  
Visual *visual;  
XtValueMask value_mask;  
XSetWindowAttributes *attributes;
```

*attributes* Specifies the window attributes to use in the **XCreateWindow** call.

*value\_mask* Specifies which attribute fields to use.

*visual* Specifies the visual type (usually **CopyFromParent**).

*w* Specifies the widget that is used to set the x,y coordinates and so on.

*window\_class* Specifies the Xlib window class (for example, **InputOutput**, **InputOnly**, or **CopyFromParent**).

The **XtCreateWindow** function calls the Xlib **XCreateWindow** function with values from the widget structure and the passed parameters. Then, it assigns the created window to the widget's window field.

**XtCreateWindow** evaluates the following fields of the **Core** widget structure:

- depth
- screen
- parent -> core.window
- x
- y
- width
- height
- border\_width

*X Toolkit Intrinsics – C Language Interface*

*Xlib – C Language X Interface*