

XtGetApplicationResources, XtVaGetApplicationResources – obtain application resources

```
void XtGetApplicationResources(w, base, resources, num_resources, args, num_args)
```

```
    Widget w;  
    XtPointer base;  
    XtResourceList resources;  
    Cardinal num_resources;  
    ArgList args;  
    Cardinal num_args;
```

```
void XtVaGetApplicationResources(w, base, resources, num_resources,...)
```

```
    Widget w;  
    XtPointer base;  
    XtResourceList resources;  
    Cardinal num_resources;
```

<i>args</i>	Specifies the argument list to override resources obtained from the resource database.
<i>base</i>	Specifies the base address of the subpart data structure where the resources should be written.
<i>num_args</i>	Specifies the number of arguments in the argument list.
<i>num_resources</i>	Specifies the number of resources in the resource list.
<i>resources</i>	Specifies the resource list for the subpart.
<i>w</i>	Specifies the widget that wants resources for a subpart or that identifies the resource database to search.
...	Specifies the variable arguments to override resources obtained from the resource database.

The XtGetApplicationResources function first uses the passed widget, which is usually an application shell, to construct a resource name and class list. Then, it retrieves the resources from the argument list, the resource database, or the resource list default values. After adding base to each address, **XtGetApplicationResources** copies the resources into the address given in the resource list. If *args* is NULL, *num_args* must be zero. However, if *num_args* is zero, the argument list is not referenced. The portable way to specify application resources is to declare them as members of a structure and pass the address of the structure as the base argument.

X Toolkit Intrinsic – C Language Interface
Xlib – C Language X Interface