Structures

The XtConvertArgRec structure is defined as follows:

```
typedef enum {
       /* address mode            parameter representation */
          XtAddress,              /* address */
          XtBaseOffset,           /* offset */
          XtImmediate,            /* constant */
          XtResourceString,       /* resource name string */
          XtResourceQuark,        /* resource name quark */
          XtWidgetBaseOffset,     /* offset */
          XtProcedureArg          /* procedure to call */
} XtAddressMode;

typedef struct {
       XtAddressMode address_mode;
       XtPointer address_id;
       Cardinal size;
} XtConvertArgRec, *XtConvertArgList;
```

The XtCacheType and its legal values are defined as follows:

```
typedef int XtCacheType;

#define                XtCacheNone       0x001
#define                XtCacheAll        0x002
#define                XtCacheByDisplay  0x003
#define                XtCacheRefCount   0x100
```

See XtAppSetTypeConverter() for an explanation of each of the fields and values of these types.

See Also

XtAppSetTypeConverter(1), *XtCallConverter*(1), *XtConvertAndStore*(1), *XtDestructor*(2), *XtTypeConverter*(2).

XtSetValues

Name

XtSetValues – set widget resources from an argument list.

Synopsis

```
void XtSetValues(object, args, num_args)
    Widget object;
    ArgList args;
    Cardinal num_args;
```

Inputs

object	Specifies the object whose resources are to be modified; may be of class Object or any subclass thereof.
args	Specifies an array of name/value pairs that name the resources to be set and specify their new values.
num_args	Specifies the number of elements in *args*.

Description

`XtSetValues()` sets the resources of *object* named in *args* to the values specified in *args*. Once these values are copied from *args* into the widget, the widget's `set_values()` methods are called which gives the widget an opportunity to check the new values for consistency, update private widget fields to reflect the new state of the resources, or even to undo some of the changes. The "Background" section below explains the details of this process.

Usage

`XtSetValues()` is the primary way for a user to modify widget resources of a widget once that widget has been created. See `XtSetArg()` for information on setting resource names and values into an `ArgList`.

To set resources specified in a `NULL`-terminated variable-length argument list rather than an `ArgList`, use `XtVaSetValues()`. This is often a more convenient function to use because it does not require you to initialize an `ArgList` array.

Note that not all widget resources may be set with `XtSetValues()`. Some may only be set when a widget is created, and others should be treated as read-only resources. The documentation for the particular widget should indicate which resources are not settable with `XtSetValues()`.

To query the values of named resources, use `XtGetValues()` or `XtVaGetValues()`.

Example

You can use `XtSetValues()` as follows to set widget resources:

```
Arg args[10];
int i;
XFontStruct *bold_font;
Pixel bright_red;

/*
```