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introductions to internationalization, device-independent color, font service, and scalable fonts. Includes chapters on: X Window System concepts A simple client application Window attributes The graphics context Graphics in practice Color Events Interclient communication Internationalization The Resource Manager A complete client application Window management This manual is a companion to Volume 2, Xlib Reference Manual.

**Xlib Programming Manual**-Adrian Nye 1990

**The Definitive Guides to the X Window System: Xlib reference manual for version 11 of the X window system**-Adrian Nye 1988

**Xlib Programming Manual**-Adrian Nye 1992

**XLIB Programming Manual, Rel. 5**-Adrian Nye 1992 This book is a complete programmer’s guide to the X library, which is the lowest level of programming interface to X. It includes chapters on:


X Users Guide Motif R5-Valerie Quercia 1993
Orients the new user to Window system concepts and provides detailed tutorials for many client programs, including the xterm terminal emulator and window managers. This popular manual is available in two editions, one for users of the MIT software, one for users of Motif. Revised for X11 Release 5 and Motif 1.2.

X Window System User's Guide-Valerie Quercia 1993
Orients the new user to Window system concepts and provides detailed tutorials for many client programs, including the xterm terminal emulator and window managers. This popular manual is available in two editions, one for users of the MIT software, one for users of Motif. Revised for X11 Release 5 and Motif 1.2.

XLIB Programming Manual, Rel. 5-Adrian Nye 1994-06-30
Covering X11 Release 5, the Xlib Programming Manual is a complete guide to programming the X library (Xlib), the lowest level of programming interface to X. It includes introductions to internationalization, device-independent color, font service, and scalable fonts. Includes chapters on: X Window System concepts A simple client application Window attributes The graphics context Graphics in practice Color Events Interclient communication Internationalization The Resource Manager A complete client application Window management
This manual is a companion to Volume 2, Xlib Reference Manual.

Xlib Programming Manual-Adrian Nye 1989

SSH, The Secure Shell-Daniel Barrett 2005-05-10
Are you serious about network security? Then check out SSH, the Secure Shell, which provides key-based authentication and transparent encryption for your network connections. It's reliable, robust, and reasonably easy to use, and both free and commercial implementations are widely available for most
operating systems. While it doesn't solve every privacy and security problem, SSH eliminates several of them very effectively. Everything you want to know about SSH is in our second edition of SSH, The Secure Shell: The Definitive Guide. This updated book thoroughly covers the latest SSH-2 protocol for system administrators and end users interested in using this increasingly popular TCP/IP-based solution. How does it work? Whenever data is sent to the network, SSH automatically encrypts it. When data reaches its intended recipient, SSH decrypts it. The result is "transparent" encryption-users can work normally, unaware that their communications are already encrypted. SSH supports secure file transfer between computers, secure remote logins, and a unique "tunneling" capability that adds encryption to otherwise insecure network applications. With SSH, users can freely navigate the Internet, and system administrators can secure their networks or perform remote administration. Written for a wide, technical audience, SSH, The Secure Shell: The Definitive Guide covers several implementations of SSH for different operating systems and computing environments. Whether you're an individual running Linux machines at home, a corporate network administrator with thousands of users, or a PC/Mac owner who just wants a secure way to telnet or transfer files between machines, our indispensable guide has you covered. It starts with simple installation and use of SSH, and works its way to in-depth case studies on large, sensitive computer networks. No matter where or how you're shipping information, SSH, The Secure Shell: The Definitive Guide will show you how to do it securely.

server-side color database Alphabetical index and description of structures Alphabetical index and description of defined symbols KeySyms and their meaning Illustration of the standard cursor font Function group index to the right routine for a particular task Reference pages for Xlib-related Xmu functions (miscellaneous utilities) Four single-page reference aids for the GC and window attributes Features in the third edition include: Over 100 new man pages covering Xcms, internationalization, and the function versions of macros. Updating to the R5 spec. New "Returns" sections on all the functions which return values, making this information easier to find.

**X Protocol Reference Manual for X11, Release 6**-Adrian Nye 1995 This book describes the X Network Protocol which underlies all software for Version 11 of the X Window System. It includes protocol clarifications of X11 Release 5, as well as the most recent version of the ICCCM and the Logical Font Conventions

**Designing with Javascript**-Nick Heinle 2002 A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages, identify browsers, and integrate sound, graphics, and animation into Web applications

**Programming Embedded Systems in C and C++**-Michael Barr 1999 An introduction to embedding systems for C and C++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).

**Exim**-Philip Hazel 2001 Exim delivers electronic mail, both local and remote. It has all the virtues of a good postman: it's easy to talk to, reliable, efficient, and eager to accommodate even the most complex special requests. It's the default
mail transport agent installed on some Linux systems, runs on many versions of Unix, and is suitable for any TCP/IP network with any combination of hosts and end-user mail software. Exim is growing in popularity because it is open source, scalable, and rich in features such as the following: Compatibility with the calling interfaces and options of Sendmail (for which Exim is usually a drop-in replacement) Lookups in LDAP servers, MySQL and PostgreSQL databases, and NIS or NIS+ services Support for many kinds of address parsing, including regular expressions that are compatible with Perl 5 Sophisticated error handling Innumerable tuning parameters for improving performance and handling enormous volumes of mail Best of all, Exim is easy to configure. You never have to deal with ruleset 3 or worry that a misplaced asterisk will cause an inadvertent mail bomb. While a basic configuration is easy to read and can be created quickly, Exim's syntax and behavior do get more subtle as you enter complicated areas like virtual hosting, filtering, and automatic replies. This book is a comprehensive survey that provides quick information for people in a hurry as well as thorough coverage of more advanced material.

**C++** - Gregory Satir 1995 A first book for C programmers transitioning to C++, an object-oriented enhancement of the C programming language. Designed to get readers up to speed quickly, this book thoroughly explains the important concepts and features and gives brief overviews of the rest of the language. Covers features common to all C++ compilers, including those on UNIX, Windows NT, Windows, DOS, and Macs

**Mastering OSF/Motif Widgets** - Donald L. McMinds 1993

**The X Window System in a Nutshell** - Daniel Gilly 1990 Priročnik za hitro referenco o X windows sistemu za X verzijo 11, release 3,
X Window System Administrator's Guide-Linda Mui 1992 This book is the first and only book devoted to the issues of system administration for X and X-based networks, written not just for UNIX system administrators but for anyone faced with the job of administering X (including those running X on stand-alone workstations).

Writing Your Own OSF/Motif Widgets-Donald L. McMinds 1995 Using detailed code explanations and many screen displays, this book shows how to create two new widgets and an indicator gadget. The authors explain how to connect each new component to an existing superclass, so that the component inherits the resources belonging to the superclass. Includes a program that demonstrates the use of these new components.


PNG-Greg Roelofs 1999 Helps graphic designers get the most out of this next-generation graphics file format and programmers who want to add full PNG support to their own applications by emphasizing the implementation of PNG with the libpng C library and discussing such improvements as gamma correction and standard color spaces. Original. (Intermediate)

Motif Programming Manual-Dan Heller 1994 Describes how to write applications using the Motif toolkit from the Open Software Foundation (OSF), going into detail on every Motif widget class, with useful examples to help programmers develop their own code. Tips on programming in general are also included. The authors assume competence with C and familiarity with fundamental X Window System concepts.
Java Message Service - David Chappell
2007-06-26 This book is a thorough introduction to Java Message Service (JMS), the standard Java application program interface (API) from Sun Microsystems that supports the formal communication known as "messaging" between computers in a network. JMS provides a common interface to standard messaging protocols and to special messaging services in support of Java programs. The messages exchange crucial data between computers, rather than between users--information such as event notification and service requests. Messaging is often used to coordinate programs in dissimilar systems or written in different programming languages. Using the JMS interface, a programmer can invoke the messaging services of IBM's MQSeries, Progress Software's SonicMQ, and other popular messaging product vendors. In addition, JMS supports messages that contain serialized Java objects and messages that contain Extensible Markup Language (XML) pages. Messaging is a powerful new paradigm that makes it easier to uncouple different parts of an enterprise application. Messaging clients work by sending messages to a message server, which is responsible for delivering the messages to their destination. Message delivery is asynchronous, meaning that the client can continue working without waiting for the message to be delivered. The contents of the message can be anything from a simple text string to a serialized Java object or an XML document. Java Message Service shows how to build applications using the point-to-point and publish-and-subscribe models; how to use features like transactions and durable subscriptions to make an application reliable; and how to use messaging within Enterprise JavaBeans. It also introduces a new EJB type, the MessageDrivenBean, that is part of EJB 2.0, and discusses integration of messaging into J2EE.
World Wide Web Journal- 1997

**Practical C++ Programming**-Steve Oualline 1995 Unlike most other C++ books, this one emphasizes a practical, real world approach, including how to debug, how to make your code understandable to others, and how to understand other people's codes. Topics covered include good programming style, C++ syntax, debugging and optimization and common programming mistakes.

**Programming the Be Operating System**-Dan Parks Sydow 1999 A beginner's programming guide explains how C++++ programmers can develop applications for the Be operating system, introducing basic OS features including threads and file handling, graphical interface tools, and more. Original. (Beginner).

**Access Database Design & Programming**-Steven Roman 1999 Directed at Access developers of all levels, this second edition covers the new VBA Integrated Development Environment used by Word, Excell, and PowerPoint; the VBA language itself; Microsoft's latest data access technology, Active DataObjects; plus Open Database Connectivity.

**Netscape IFC in a Nutshell**-Dean Petrich 1997 A programmer's guide and quick-reference handbook shows how to use the Internet Foundation Classes, a Java development library, to create attractive graphical user interfaces with the Navigator 4.0 platform. Original. (Advanced).

**HTML, the Definitive Guide**-Chuck Musciano 1997 The authors cover every element of HTML in detail, explaining how each element works and how it interacts with other elements, and provide
hundreds of examples as models for writing your own effective Web pages and mastering advanced features.

**Web Performance Tuning** - Patrick Killelea 1998
Get the best performance from the Web. Aimed at Web administrators, content developers, and users, "Web Performance Tuning" covers general principles of performance, such as network latency and caching. It also gives specific tips on tuning Web browsers, Web servers, operating systems, and hardware for best performance.

**Be Advanced Topics** - Be Development Team 1998
What chance is there for a new desktop operating system to succeed in these days of Microsoft dominance? How about when that operating system is positioned as an alternative to the Macintosh, itself an endangered platform? Actually, the chances are pretty good! Just as Linux quickly established itself as the OS of choice for the independent UNIX developer community, the BeOS, available for both PowerPCs and Intel systems, provides exciting new features for independent multimedia developers. Anyone who has seen the BeOS in action experiences immediate techno-lust. Here is an operating system that speaks multimedia, threading, and multiprocessing as one who was raised speaking them from birth rather than as languages painfully acquired through second-rate schooling. This is the ideal platform for high-end graphics and multimedia, featuring Silicon Graphics performance and more on commodity desktop hardware. Be Advanced Topics picks up where the Be Developer's Guide leaves off. It's the official programmer's reference manual to advanced topics for this revolutionary new operating system. Much as Inside Macintosh galvanized the Mac developer community nearly 15 years ago with its under-the-hood access to the new art of GUI programming, Be Advanced Topics provides developers with access to the internals of the first really new operating system in many years. Describing the less commonly used kits in the operating system -- the kits that
don't pertain to every application -- Be Advanced Topics shows you when and how to use them. Anyone who wants to design specialized applications for the BeOS will find this book invaluable. Topics covered include: The Media Kit: Real-time processing of audio and video data The Midi Kit: MIDI data generation and processing, including Headspace® General MIDI synthesizer The Game Kit: Lets your game take over the machine The OpenGL Kit: An implementation of the OpenGL® 3D graphics interface The Network Kit: An interface to the network and mail Also included in Be Advanced Topics is a third-party CD-ROM containing tools, applications, and other freeware designed specifically for the BeOS.

**XView Programming Manual**—Dan Heller 1990

Xview an the X window system; The X view programmer's model; Creating Xview applications; Frames; Canvases and openwin; Handling input; Panels; Text subwindows; TTY subwindows; Scrollbars; Menus; Notices; Cursos; Icons; Nonvisual objects; Fonts; Resources; The selection service; The notifier; Color; Error recovery and help; Xview internals; Appendixes; Figures; Examples; Tables.

**Practical Programming in Tcl/Tk**—Brent B. Welch 2003 Practical Programming in Tcl/Tk, 4th edition

Authoritative coverage of every Tcl and Tk command in the core toolkits State-of-the-art Tk GUI coverage for Tcl, Perl, Python, and Ruby developers Covers all key Tcl 8.4 enhancements: VFS, internationalization and performance improvements, new widgets, and much more Covers multi-threaded Tcl applications and Starkits, a revolutionary way to package and deploy Tcl applications The world's #1 guide to Tcl/Tk has been thoroughly updated to reflect Tcl/Tk8.4's powerful improvements in functionality, flexibility, and performance!Brent Welch, Ken Jones, and Jeffrey Hobbs, three of the world's leading Tcl/Tk experts, cover every facet of Tcl/Tk programming, including cross-platform scripting and GUI development, networking,
enterprise application integration, and much more. Coverage includes: Systematic explanations and sample code for all Tcl/Tk 8.4 core commands Complete Tk GUI development guidance—perfect for developers working with Perl, Python, or Ruby Insider's insights into Tcl 8.4's key enhancements: VFS layer, internationalized font/character set support, new widgets, and more Definitive coverage of TclHttpd web server--written by its creator New ways to leverage Tcl/Tk 8.4's major performance improvements Advanced coverage: threading, Safe Tcl, Tcl script library, regular expressions, and namespaces Whether you're upgrading to Tcl/Tk 8.4, or building GUIs for applications created with other languages, or just searching for a better cross-platform scripting solution, Practical Programming in Tcl and Tk, Fourth Edition delivers all you need to get results!

**Java in a Nutshell** - David Flanagan 1999

A reference guide for beginning programmers offers an accelerated introduction to Java 1.2, 1.3, and essential APIs while covering syntax, object-oriented features, and the Java development tools shipped with Sun's Java SDK. Original. (Beginner/Intermediate)

**AOL in a Nutshell** - Curt Degenhart 1998

Explains the features of AOL 4.0, including customization, avoiding unwanted email and instant messages, parental controls, and many features that lack documentation, such as FTP, Telnet, and alternative Web browsers

**X Toolkit Intrinsics Programming Manual** - Adrian Nye 1990
