ViewKit
Release Notes

View
Kit

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ViewKit Release Notes

New Features and Functions

ViewKit 1.5.3 and ViewKit 2.1

BX PRO includes the latest release of the ViewKit library. This is a major update to ViewKit and well worth the upgrade. There will be two versions of ViewKit released:

> ViewKit 1.5.3 (Motif 1.2.x compatible) and
>
> ViewKit 2.1 (Motif 2.1 compatible).

New Features in ViewKit 1.5.3

- VkTabSet - a new class that simplifies the creation of TabStacks. It combines many of the features of VkTabDeck and VkTabPanel to create a new and better component.

- Improved Width control of Tabs in a TabPanel with implementation of several new functions to VkTabPanel:

  `getTabWidth()` - gets the width of a specific tab.

  `getMaxTabWidth()` - gets the width of the widest tab.

  `matchTabWidth ()` - makes the width of the labels in two or more VkTabPanels be the same.

  `setTabWidth()` - sets the width of the tabs in a single tab panel.

- A new macro family, VkAssert, has been added to give developers increased control over assertions.

New Functions in ViewKit 1.5.3

- `VkSimpleWindow::getVisualState()` is a new function that returns the X11 window state. This allows determining the window state with a single call. Previously the application had to combine the results of calls to `visible()` and `iconic()`, leading to confusion.

- `VkPromptDialog::setText()` is a new function that allows setting an initial value in the prompt dialog's text field.

- `VkApp` - an additional constructor takes an ArgList to allow an application to set the top-level shell's resources.

- `VkApp::preRealizeFunction()` allows an application to supply a function to be called just before `VkApp` is going to realize the application's top-level window. Allows the application to set the top level Shell's visual resources, either by using the new class VkVisual, or otherwise. This makes it easy to put an entire application into a non-default visual, such as 24-bit TrueColor.

- `VkDialogManager::setArgs()` and
  `VkDialogManager::setVisual()` allow an application to specify
  creation-time arguments with the standard ViewKit dialog API.

New Features in Viewkit 2.x

ViewKit 2.1 includes all the changes from VK 1.5.3 and adds:

- Motif-2.1 support - you can directly link ViewKit with Motif 2.1 libraries.
- Multi-display & multi-screen support is now supported: VkScreen is a new class that allows applications to create and manage windows on multiple screens.
- VkDisplay is a new class to create and manage windows on multiple Displays and their associated VkScreens.
- VkApp has been extended to provide support for managing VkDisplays and VkScreens.
- Support has been added for "quark" or a "long" when naming callback items.
- API's for both `VkCallbackList` and `VkCallbackObject` have been extended.
- Standard "string" naming mechanism has also been enhanced to support automatic string-to-quark conversions in order to provide better performance when searching for callback items.

Bug Fixes

- `VkFormat` - elimination of ViewKit/application conflicts

- `VkCallbackList` - protection against deletion of `VkCallbackObject` from within a callback it has called.

- Visual Handling/Inheritance - general cleanup where Viewkit incorrectly used default visual information. ViewKit now automatically defaults to properly inheriting visual information from the widget parent for all Shell widgets it creates. ViewKit also automatically uses the correct depth when doing such things as creating GC's and pixmaps (including those routines that call Xpm).

- Help Library - on systems that support "weak" symbols, it is no longer mandatory to link with any help library. If you do not, you will automatically get the default help facility.

- `VkSimpleWindow` - window state setting and tracking bugs has been brought to ICCCM compliance.

Compatibility Notice

ViewKit 1.5.3 is for Motif 1.2. ViewKit 2.1 is for Motif 2.1. They are NOT binary compatible -- some of the features added to ViewKit 2.1 required reorganization of some of the base classes. They are SOURCE compatible though, so a recompile is all that should be necessary to move to the new version.