Motif Glossary

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This glossary provides a comprehensive list of terms used in Motif to act as a source and reference base for all users of Motif.

Glossary

acceleration

A temporary change in the mouse pointer gain.

accelerator

1.A key or sequence of keys (typically a modifier key and some other key) that provides a shortcut, immediately accessing a program function.
2.* *See also shortcut key.*

action

A procedure associated with a widget and invoked by the Xt event dispatcher when the widget receives an event of a given type. The widget's translation table associates event descriptions with actions.

action choice

A type of choice used to invoke an action where further specification of parameters for invocation of the action are not required.

action message

A message that indicates that a condition requiring a response from the user has occurred.

activatable element

An element used to invoke or initiate an action using the *SELECT BUTTON*. Activatable elements are used to represent action choices, dialog choices, and cascading choices.

activate

To initiate the activity associated with a choice.

activation

1.Invocation of a component's primary action. For example, the user activates a PushButton by pressing *BSelect* on the PushButton.
2.The process of initiating the activity associated with a choice.

activation preview

A special user assist action that applications can use. In an application that supports activation preview, when a user presses and holds the SELECT button over a push button or a toggle button, information is presented that describes the effect of activating the control. Also referred to as *previewing.*

active cursor

The cursor displayed in or on the control that has focus.

active text region

A region of text that acts like an activatable element.

active window

1.The window that is currently selected to receive the input focus. Only one window can be active at a time. *See also focus.*
2.A window that receives keyboard input.

add mode

A keyboard−based selection mode in which navigation in a scope of selection does not affect the current selection and in which selection techniques toggle the selection state of identified elements.

adjust

The process of moving text to fit between the left and right margins.

adjust button

The button (or virtual button) on a pointing device that the user presses to adjust the current selection region in a selection scope. It is always bound to button 1 augmented by the `Shift` modifier, but may also be bound to button 2.

adjust click technique

An adjustment technique that adjusts the current selection region relative to a point indicated.

adjust swipe technique

An adjustment technique that adjusts the current selection region by moving the mouse or cursor.

adjusted toggling

Use of an adjustment technique following a selection technique that toggles the selection state of the identified elements.

adjustment policy

A selection policy that determines how the current selection region is to be adjusted by an adjustment technique−−the three possibilities are a reselect policy, an enlarge−only policy, or a balance−beam policy.

adjustment technique

A selection technique used to adjust the current selection reg ion.

anchor

A position in a collection of selectable objects that marks one endpoint of an extended selection range.

anchor element

An element identified by a selection technique for later use with an adjustment technique.

anchor inclusion policy

A selection policy which determines whether to enlarge an adjusted selection region to include an anchor element or region.

anchor point

Point identified by a selection technique for later use with an adjustment technique.

anchor toggle

A discontiguous, mouse−based selection toggling technique in which the selection state of the elements in a range is toggled to the inverse of the initial state of the anchor element. Compare with *full toggle*.

anti−alias

A technique employed to smooth the "stair−stepped" appearance of pixel graphics that include curved or diagonal lines.

application

The use to which program code is put, such as payroll or inventory. *Application* or *product* are sometimes used interchangeably. *See also program*.

application developer

A person who develops code for a set of programs that are collectively used as an application.

application modal

A state of a window in which interaction is limited to that window and windows outside of that window's application.

application program

A program used to perform an application or part of an application.

Application Programming Interface (API)

A set of runtime routines or system calls that allows an application program to use a particular service provided by either the operating system or another application program.

application thread

A thread of execution created and managed by application code.

apply

A label given to a PushButton in some DialogBoxes that performs the action of applying the current changes in the DialogBox without closing the DialogBox.

area click technique

An area technique in which two separate mouse or keyboard operations are used to indicate the corners of the area.

area inclusion policy

A selection policy that determines whether or not elements only partially within an area are included in the current selection region.

area swipe technique

An area technique in which the corners of the rectangular area are indicated by moving the mouse or cursor from one corner of the rectangle to the other.

area technique

A group selection technique in which the user selects elements within a rectangular area by indicating the opposite corners of the rectangle.

armed emphasis

See ready emphasis.

arrow button

An activatable element containing an arrow graphic.

atom

An identifier that is unique to the display and is associated with a given name. Common uses are to identify properties, types, and selections.

audible cue

An audible warning signal. *See also audible signal*, *cue*.

audible signal

A sound generated by the operating environment for use as an audible warning signal. Generally used in a quiet environment in which an audible alert can be effective. *See also audible cue*.

augmented toggling

In select mode, augmenting mouse–based selection techniques with the `Ctrl` modifier in order to toggle the identified elements.

automatic stacking order

A model in which a window or element is raised to the top of the stacking order of windows when it gains focus. *See also manual stacking order*.

autorepeat

A means of PushButton activation where a mouse button is pressed and held on a PushButton and the PushButton continues to activate at regular intervals until the mouse button is released.

autoscroll

Scrolling that automatically occurs during a related user interaction, such as selection or drag−and−drop transfer.

available

1.Used to describe a choice that can be activated or toggled by a user.
2.Used to describe a control that can be manipulated by the user.

available choice

See available.

background

A location within a selection scope not covered by any element that can be selected.

balance beam policy

An adjustment policy in which the current selection region is adjusted relative to the endpoint furthest from the point at which an adjustment is initiated.

binding

A mapping of functions to variables, buttons, or controls. On a three−button mouse, the virtual buttons BSelect, BTransfer, and BMenu are considered to be bound to mouse buttons 1, 2, and 3, respectively, in CDE.

bitmap

A pixmap with a depth of one bit.

Border Decoration

The graphic for the part of the window frame that surrounds the client area, title decoration, window menu button, minimize button, and maximize button.

browse selection

A selection model that allows browsing through single selection collections.

browse selection model

A selection model in which only a single element can be selected, using the browse technique.

browse technique

An individual selection technique in which moving the mouse or cursor to an element selects it.

button

A button on a mouse pointing device; mouse buttons can be mapped to the keyboard. A graphical component on a window frame or in a DialogBox that works by pressing it.

callback

An application−defined procedure that a widget invokes at some specified time. Often the widget invokes a callback from

an action routine when the widget receives an event of a given type. Widgets that invoke callbacks have resources whose value is a list of callback procedures.

cancel

A label given to a PushButton in some DialogBoxes that performs the action of closing the DialogBox without implementing any changes.

cannot pointer

A predefined pointer. It indicates that the operation the user is trying is not currently possible. For example, a cannot pointer is used when the user tries to drag an object that cannot be deleted to a trash can.

cascaded control

A control that is temporarily displayed via a cascading choice.

cascaded list

A list that is a spring−loaded, cascaded control.

cascaded menu

A menu that is a spring−loaded, cascaded control.

cascading button

A control that causes a menu to drop down from a menu choice.

cascading choice

A type of choice that, when activated, displays a cascaded control.

cascading Menu

A submenu that provides selections that amplify the parent selection on a Pulldown or Popup Menu.

character set

1. A group of characters used for a specific reason; for example, the set of characters a printer can print or a keyboard can support.
2. A set of characters that, either individually or in combination, represents meaningful words in a language.

check box

A control used to set values that are not mutually exclusive. The control usually has two states, on or off. Sometimes, it has a third state, indeterminate.

CheckButton

A component used to select settings that are not mutually exclusive. The visual cue to the selection is frequently that the button is filled in or checked.

check mark

A graphic that indicates that a value choice, such as a check box, is set.

choice

1. An option in a pop−up or menu used to influence the operation of the system.
2. An alternative, displayed as a label (text or graphics) on the screen that users can choose. Choices are available via controls through which users choose values or invoke actions, represented on push buttons, in menu items, with check boxes, and so on. There are four types of choices:
   - Action choices
   - Dialog choices
   - Cascading choices
   - Value choices

chord

1.In graphics, a short line segment whose end points lie on a circle. Chords are a means for producing a circular image from straight lines. The higher the number of chords per circle, the smoother the circular image.
2.To press more than one button on an input device while the motion of the pointer is within the limits specified by the operating environment.

class

A group of elements all of the same type. A resource class represents a group of resources with different names. A widget class represents the procedures and data structures shared by all widgets of that class.

click

1.To press and release a mouse button. The term comes from the fact that pressing and releasing most mouse buttons makes a clicking sound.
2.To press and release a button on a pointing device without significantly moving the pointer and within a time specified by the operating environment.

client

A program written specifically for use with the X Window System. Clients create their own windows and know how to resize themselves.

client area

1.The area within the borders of a primary window's frame that is controlled by an application.
2.The area of a window inside the window frame. The client area can contain one or more viewing areas, a menu bar, one or more palettes, a command area, a status area, and an information area.

clipboard

Any device used to store text or graphics during cut–and–paste operations.

clipboard selection

A selection often used to cut or copy data from one client and paste it into another client or another window of the same client.

clipboard transfer

A transfer technique in which the user is able to transfer data to and from an intermediate storage area, called a *clipboard*.

clipping

The restriction of output to a particular area of the screen by a given boundary. For example, windows are clipped by their parents.

close

A label given to a PushButton in some DialogBoxes that performs the action of closing the DialogBox. Close is also used as a selection in Menus to close the window associated with the Menu.

code set

1.A collection of characters with assigned code values. For example, ASCII contains a specified group of characters; each character has an assigned value in the set.
2.The set of binary values needed to represent all the characters in a language.

collection

A group of objects (for example, a list), the contents of a File Manager view area, and so on.

colormap

An association between pixel values and colors. Each color is represented by a triple of red, green, and blue values that result in a particular color on a particular screen. Each window has an associated colormap that determines what color is used to display each pixel.

column heading

1.Text appearing near the top of a column of data for the purpose of identifying or titling the data in the column.
2.A label placed above a table column that identifies the contents of the column.

combination box

A combination text−list control in which both the text field and the list box are visible at all times.

combination text−list control

A control that combines the functions of a text−entry field and a list box.

command area

An area in a window that provides a place for users to enter commands.

command box

A combination text−list control that allows users to review previous commands in the list box and to reissue a previous command or to issue a new command entered into the text−entry field.

CommandDialog

A DialogBox used for entering commands.

component navigation

Moving the keyboard focus among controls within a window.

composite

One of a group of widgets that can have child widgets and can manage their children's geometry.

compound string

A byte stream consisting of tag−length−value segments and representing zero or more pieces of text. A compound string has components that contain the text to be displayed, a tag (called a font list element tag) to be matched with an element of a font list, and an indicator denoting the direction in which the text is to be displayed.

container

A control whose specific purpose is to display objects as icons, and allow them to be selected and operated upon.

context−sensitive help

Help information about the specific choice or object that the cursor or pointer is on. The help is context sensitive because it provides information about the element in its current context.

contiguity policy

A selection policy (used primarily in text) that specifies whether a selection scope allows discontiguous selections.

control

A visually recognizable element or group of elements that the user interacts with in a well−defined way. In documentation, avoid using this term if possible; instead, describe the specific type of control.

control bar

A name for the palette at the top of the window, below the menu bar.

control navigation

Navigation among controls within a tab group.

control panel

An area of a window, similar to the control panels in real life, that is used to hold PushButtons and other graphical components.

count policy

A selection policy that specifies whether more than one element at a time can be selected.

cue

Information provided to inform users and orient them as they interact with the interface. A cue could be transient, in which case it is termed a warning signal, or persistent. Persistent cues can be used to direct the user's attention to a part of the screen or user interface, to indicate a particular state of an object, or to alert the user about potentially serious situations. *See also graphical cue*, *audible cue*.

current selection

The elements selected within a specified selection scope.

current selection region

The elements in a selection scope identified by the most recently used selection technique in that scope.

cursor

1. A movable symbol (such as an underline) on a display that indicates to the user where the next typed character will be placed or where the next action will be directed.
2. A marker that indicates the current data access location within a file.
3. A graphical image, usually a pipe (|) or block, that shows the location where text will appear on the screen when keys on the keyboard are pressed or where a selection can be made.
4. A visible cue that indicates where the user's interaction with the keyboard will be performed.

cursored element

The element that the cursor is on.

data element

An element whose appearance represents its contents; for example, a character or a number.

deactivate

Applied to spring–loaded controls, removes all spring–loaded controls in the system.

default action

The action associated with a window that the user would most likely want to invoke in a given situation when focus is in that window. The default action may change as the focus and state of the window changes. The default action is generally activated when a user double–clicks the **SELECT** button, presses `Enter` (except when either operation is used for other purposes), or presses `Ctrl Enter` or `keypadEnter`.

default choice

When navigating to a menu, this the choice in it which gets focus.

default emphasis

The emphasis on a choice used to indicate that it would be activated if the user requested the default action.

deselection

The process of removing selection emphasis from a previously selected element.

deselection policy

A selection policy that determines whether the user is allowed to deselect all elements or not.

desktop

See workspace.

detailed view

A kind of view of a container in which details associated with each object displayed are presented in columns.

device

1. A mechanical, electrical, or electronic machine that is designed for a specific purpose and that attaches to your computer, such as a printer, plotter, or disk drive.
2. A physical or logical device, such as a printer, scanner, mouse, or joystick, that is accessible from the operating environment.

dialog

1. A widget that provides a means of communicating between the user and the application. A dialog is a popup that usually asks a question or presents some information to the user. A dialog can be modal, suspending the application until the user provides a response, or modeless, allowing the user to interact with the application during the dialog.
2. In an interactive system, a series of related inquiries and responses similar to a conversation between two people.
3. A specialized interaction with the user that occurs in a secondary window.

dialog box

See also secondary window, *dialog window*.

dialog choice

A type of choice used to display a dialog to gather parameters for invocation of an action.

dialog window

A secondary window used for specialized interaction with the user.

DialogBox

1. A secondary window that provides you with information or asks you to enter information.
2. A secondary window that the user can display and that contains application components.

dimmed

Reduced contrast to show unavailable emphasis.

dimmed emphasis

See unavailable emphasis.

dimmed selection

A selection that is not currently available.

directional keys

Directional keys are arrow keys possibly augmented with the `Ctrl` modifier.

direct manipulation

The use of the pointer to identify an element to interact with and activate, select, or change its value or state.

directory

An information container, like a file, except that instead of text or other data, it contains files and other directories. Directories are hierarchically organized; that is, a directory has a parent directory "above" and may also have subdirectories "below". Similarly, each subdirectory can contain other files and also can have more subdirectories. Because they are hierarchically organized, directories provide a logical way to organize files.

discontiguous selection

A selection technique that enables the user to select multiple elements that are not necessarily adjacent in a collection.

display

An abstraction that represents the input and output devices controlled by a single server. Usually a display consists of a keyboard, a pointing device, and one or more screens.

display control button

This is a button (which cannot take focus) which indicates whether the object's subobjects are displayed or not.

double−click

1. To press and release a mouse button twice in rapid succession.
2. To press and release a button on a pointing device twice without significantly moving the pointer and within a time specified by the operating environment.

double−press

To perform one click with a pointing device followed by a press without significantly moving the pointer and within a time specified by the operating environment.

drag

1. To press and hold down a mouse button while moving the mouse on the desktop and thus the pointer on the screen. Dragging is typically used when selecting menus, moving and resizing windows, and transferring data.
2. A user interaction in which elements or their representations change their position or appearance in conjunction with movement of the pointer.

drag and drop

1. A transfer mechanism where data is dragged from a source to a drop site using mouse motion.
2. A user interaction in which a user drags source elements to a target element on which they are dropped.

drag auto scroll

Scrolling that occurs during drag.

drag icon

A graphic that is generated using pixmaps and is moved during a drag operation. The drag icon is composed of a source pixmap, a state cursor, and an operation cursor.

drag initiator

The client within whose window the user starts a drag transaction. *See also drag source*.

drag pointer

Pointer displayed during dragging. It is made up of a source indicator, a state indicator, and an operation indicator.

drag transfer

See drag and drop.

drag−over visuals

Visual cues that are associated with the source object and track the pointer.

drag source

The object whose graphical representation is being dragged and whose data the user wishes to transfer.

drag−under visuals

Visual cues associated with the destination object currently under the pointer.

drawable

An entity that can be the source or destination for a graphics operation. Both windows and pixmaps are drawables.

drop

A user action which terminates a drag, identifying the destination of the drag and drop interaction as the element under the pointer.

drop site

An area of the screen on which the user can drop a drag icon. See also *drop zone*.

drop−down combination box

A combination text−list control in which the text−entry field is always visible, but the list box is hidden until the user performs an action to display it.

drop−down list

A combination text−list control that contains a text−display field that is always visible and in which the list box is hidden until the user performs an action to display it.

drop zone

An area of the workspace (including the Trash Can, Printer, and Mailer controls) that accepts a dropped icon. Icons can be dropped on the workspace for quick access.

element

A distinguishable part of a user interface. For example, an element can be an object, choice, control, or part of a control.

element cursor

A visible cue that highlights an entire element (or its border) to indicate that the user's keyboard operations will interact with that element.

emphasis

Highlighting, color change, or other visual indication of the condition of an element or choice, and the effect of that condition on the user's ability to interact with it. Emphasis can also give the user additional information about the state of an element or choice. In documentation, refer to the specific type of emphasis, such as "selected emphasis".

end−point inclusion policy

A selection policy that specifies whether an area will be enlarged to include the elements at the corners of an identified area.

enlarge−only policy

An adjustment policy in which the current selection region is enlarged, but never shrunk, to include the final point identified by an adjustment technique.

environment variable

1. A variable that describes the operating environment of the process and typically includes information about the home directory, command search path, the terminal in use, and the current time zone (the **HOME**, **PATH**, **TERM**, and **TZ** variables, respectively).
2. A shell variable that defines certain aspects of a user's work environment such as directory search path or home directory path. Changing the value of the variable modifies the behavior of the user's environment.

error message

1. An indication that an error has been detected.
2. A type of action message that requires the user's immediate attention. Error messages are used to convey a message about a user error.

ErrorDialog

A DialogBox that presents an error message.

etch

A CDE icon design style that uses shadow effects to create the illusion that the icon is embossed into its background, typically used in the Front Panel.

event

An occurrence, or happening, that is significant to an application. Events are typically asynchronous, in that they do not happen as a result of an action taken by the user. Also, the information returned to the user for an event.

event handler

A procedure called by the Xt event dispatcher when a widget receives an event of a given type. Event handlers provide input processing at a lower level than callbacks or action routines.

event loop

A program loop in which the application receives an event, handles the event, and then waits for the next event. An event loop usually does not end until the user terminates the application. Xt provides an event−dispatching loop suitable for most applications.

exception

An event or situation that prevents, or could prevent, an action requested by a user from being completed in a manner that the user would expect. Exceptions frequently occur when an application is unable to interpret a user's input.

expand button

The control in an expandable window that is used to display and remove a secondary pane. The control can have a set of labels that toggle, such as More/Less or Expand/Contract.

expandable window

A window that allows users to selectively display advanced or application−specific functionality in a separate portion of the window that is normally not visible when the window is initially displayed.

expert action

An action invoked by double−clicking a tool to perform a function that is a special case of the actions that might be performed with the tool. For example, if the user double−clicks on an eraser tool, the whole viewing area may be erased. Expert actions provide shortcuts for functions available by other methods.

expert activation

A means of activation where double−clicking on a PushButton activates a different action from clicking the PushButton.

explicit focus

1. A keyboard focus model that sends keyboard events to the window or component that was specified explicitly with a mouse button press or a keyboard event.
2. A focus policy in which the user must explicitly indicate which window or control receives input focus. Also referred to as "click−to−type" focus. Contrast with *implicit focus.*

export target

A type of object that a drag source can process.

expose method

A method that regenerates the contents of a window.

extended selection model

A selection model in which any number of elements can be selected, and in which select mode and normal mode are the

default modes.

feedback

A visible or audible indication that a user action has been accepted by the computer.

file selection dialog

A dialog used to allow the user to specify a file name.

FileSelectionDialog

A DialogBox used for entering the name of a file for processing.

first−letter cursor navigation

An internal navigation technique in which typing a character navigates and selects the next element in a control whose textual label begins with that character.

focus

1. A state of the system that indicates which component receives keyboard events. A component is said to have the focus if keyboard events are sent to that component. *See also keyboard focus*.
2. The place to which keyboard input is directed.

focus emphasis

A type of emphasis that indicates the current location for keyboard input.

focus policy

1. The model by which keyboard focus is moved among components. *See also explicit focus*, *implicit focus*.
2. A means of determining which element or window receives input focus. *See also explicit focus*, *implicit focus*.

focus−only navigation

Navigation in which the user can move focus to a control without interacting with that control, for example, without activating the push button.

font

A collection of glyphs and associated metrics usually used to display text.

font list

1. A list of fonts used as a resource specification for *fontList* resources.
2. A list of entries, each of which consists of a font list element tag and either a font or a font set. When Motif displays text, it associates the text with a font list element tag in a font list and uses the corresponding font or font set to render the text.

font list element tag

A string associated with a text segment of a compound string or with a font or font set in a font list. When Motif displays text, it associates the text with a font list element tag in a font list and uses the corresponding font or font set to render the text.

font set

A group of fonts often representing the fonts needed to display text in the encoding of a particular locale.

full toggle

A discontiguous, mouse−based selection toggling technique in which the selection state of each element in the range is toggled. Compare with *anchor toggle*.

gadget

An object that is like a primitive widget in most respects except that it has no associated window or translations. A gadget

depends on a manager parent for its colors and for input dispatching.

gain

The ratio of the distance the pointer moves to the distance the mouse moves.

gauge

A control that displays a value that the user generally cannot change directly. For example, a gauge can be used to display the percent complete in an in−progress message.

GC

See graphics context.

geometry

The elements of a widget's layout, including its size, location, and stacking order.

geometry management

The process by which the user, parent widgets, and child widgets negotiate the actual sizes and locations of the widgets in an application. In general, a child widget can ask its parent to change its geometry but cannot make any changes on its own. A parent can grant or reject a request from its child and can force changes on the child at other times.

grab

A client's assertion of exclusive use of a keyboard key, the keyboard, a pointer button, the pointer, or the server. Applications usually do not use explicit grabs, but toolkits and window managers often use them to implement such features as menus and accelerators.

graphic

A pictorial presentation or image.

graphical cue

A persistent cue that consists of an augmentation of the graphical image of an existing element or elements of the interface. There are three kinds of graphical cues; emphasis cues, cursors, and pointers. *See also cue*.

graphics context (GC)

A collection of attributes that determine how any given graphics operation affects a drawable. Each graphics operation on a drawable is executed using a given graphics context specified by the client. Some attributes of a graphics context are the foreground pixel, background pixel, line width, and clipping region.

graphics cursor

A cursor that identifies an x,y location within a selection scope.

grayed selection

A Menu selection that is not currently available and so has been dimmed.

group box

A rectangular box drawn around a group of controls to indicate that the controls are related and to provide a heading for the group.

group heading

A textual label that identifies a group of related fields.

group selection technique

A selection technique that identifies a group of elements in a selection scope whose selection state is to be affected.

handle

This is provided when size, position, or shape can be manipulated.

help

1.One or more display images that describe how to use application software or how to do a system operation.
2.A label given to a PushButton in some DialogBoxes that performs the action of providing help for the DialogBox.

help window

A secondary window that displays help information.

hidden

A state in which a control is not displayed on the screen until explicitly requested by the user.

hierarchical linear view

A kind of linear view of a container in which the contents are displayed in a column, with hierarchical relations between elements identified by indenting.

highlight

1.To emphasize an area on the display screen by any of several methods, such as brightening the area or reversing the color of characters within the area.
2.A graphic technique used to provide a visual cue to the current selection or to the current location of the input focus. Highlighting is frequently accomplished by reversing the video of the selection.

hiragana

A graphic character set consisting of symbols used in one of the two common Japanese phonetic alphabets. Each character is represented by 1 byte.

home directory

1.A directory associated with an individual user.
2.The user's current directory on login or after issuing the *cd* command with no argument.
3.A parameter that supplies the full path name of the home directory for the transaction program.
4.The directory in which you are placed after you log in. Your home directory is where you keep all of your files. Enter *cd* to change to your home directory. Enter *echo $HOME* to view the path and name of your home directory.

horizontal navigation

Keyboard navigation which moves the cursor in a horizontal direction.

host

1.The primary or controlling computer in the communications network.
2.A computer attached to a network.

hot spot

The actual position on the pointer that identifies the element to which input associated with the pointer is directed.

hotspot

1.The location in a cursor that corresponds to the coordinates of the pointer position.
2.The area of a graphical image used as a pointer or cursor that is defined as the point of the pointer or cursor.

hourglass

A graphical image used to symbolize the passage of time and provide a visual cue that the application is currently performing an operation.

I–beam

A graphical image used to represent the location of the mouse pointer in a text entry box and providing a visual cue that

text can be entered in an area.

I18N

See internationalization.

icon

1. A picture or graphical representation of an objection a display screen to which a user can point to with a device such as a mouse in order to select a particular operation or perform a certain action.
2. A pictorial representation of an object or a selection choice. Icons can represent objects that users want to work on or actions that users want to perform. A unique icon also represents the application when it is minimized.
3. A small graphical image used to represent a window. Windows can be turned into icons or minimized to save room or unclutter the workspace.
4. An element representing an object or an window as a graphic, often with an associated text label.

icon box

A window for organizing icons.

implicit focus

1. A keyboard focus model that sends keyboard events to the window or component that the mouse pointer is over.
2. A keyboard focus model that sends keyboard events to the window or component that the mouse pointer is over. *See also pointer focus*.
3. A focus policy, based on pointer movement, in which keyboard events are automatically sent to the window and control where the pointer is located. Also referred to as pointer−driven focus. *See also explicit focus.*

import target

A type of object that a drop site can process.

in−progress message

A message that informs you about the status of a process, such as copying a set of files.

inactive window

A window that is not receiving keyboard input.

individual selection technique

A selection technique that identifies an individual element at a time whose selection state is to be affected.

information area

A specific part of a window in which information about the current application task context is displayed. The information area can also contain other task−related messages.

information message

A message that indicates to a user that a condition or an event has occurred, such as, *Document has been deleted*.

information snippet

A short informational message, of two lines or less, displayed in the Information Area of a window that describes some immediate aspect of the current interaction, is present briefly, and usually over−written as the interaction continues. For instance, when the pointer moves over an activatable element in a window, a displayed in the information area of the window.

InformationDialog

A DialogBox that is used to display an informational message.

input context

The mechanism used to provide the state information flow between an application and the input method.

input device

A physical device that provides data to a computer.

input focus

1.* *See also keyboard focus.*
2.* *See also focus.*

input manager

A manager that handles all the interface actions between an application and the input context and input method. Currently, VendorShell is the input manager.

input method

A layer of mapping between the keyboard keys (or combination of keys) that the user types and the text data that is passed to the application.

insensitive

A control or choice that cannot receive input or be navigated to.

insertion cursor

1.The graphical symbol that provides the visual cue to the location of the insertion point.
2.The graphical symbol that provides the visual cue to the location of the insertion point in a Text component.

insertion point

The position within an editable selection scope at which inserted or pasted data is placed.

instant help

Is displayed for the element under the pointer.

interacted emphasis

Emphasis used to identify the last control containing an editable selection scope on the user's display with which the user interacted; in explicit mode, it is the last such control which had focus, in implicit mode, it is the last such control to which a key or mouse button press or release was directed.

interface designer

A person who designs the interface of an application.

internal navigation

1.Moving the keyboard focus within a single control.
2.Use of the keyboard to move the active cursor from one element or point to another within a control.

internationalization (I18N)

The process of generalizing programs or systems so that they can handle a variety of languages, character sets, and national customs.

in−use emphasis

A visible cue that indicates that an object is in use, for example, if a view of the object is being displayed in a window.

kanji

A graphic character set consisting of symbols used in Japanese ideographic alphabets.

katakana

A character set of symbols used in one of the two common Japanese phonetic alphabets that is used primarily to write foreign words phonetically.

keyboard

An input device consisting of various keys that allows the user to input data, control cursor and pointer locations, and to control the dialog with the workstation.

keyboard focus

1. Indicates the window or component within a window that receives keyboard input. It is sometimes called the input focus.
2. A state of the system that indicates which component receives keyboard events. A component is said to have the focus if keyboard events are sent to that component.

keyboard navigation

Use of the keyboard to move the active cursor.

keyboard selection mode

A model or technique for navigation and selection that is employed when the keyboard is the input device. Two keyboard selection modes are *add mode* and *normal mode*. Each of the various selection techniques may support only one or both of these modes.

keyboard traversal

The set of actions, usually invoked from the keyboard, that cause focus to move from one component to another within an application or between applications.

Label

The text part of an icon or graphical component.

label

1. Text or graphic that identifies a control or provides additional information about the control.
2. The name that identifies an object.

linear view

A linear view is a view in which the icons are laid linearly from top to bottom, one row per icon.

link

A representation of a relation between elements or groups of elements.

List

A component that presents a list of items for selection.

list box

1. A component that provides users with a scrollable list of options from which to choose.
2. A control that contains a list of items that a user can select.

list cascade button

A button that represents a cascading choice used to display a cascaded list.

list item

An element in a list that can be selected.

locale

1. The language, geographic location, and software environment required to support the local language and customs. For example, the environment required to support the French language in Canada is a locale. A locale can include information about the language, the code set used to represent the language, the collating sequence, and cultural requirements for printing numeric and date values.
2. The international environment of an application program that defines the language−dependent behavior of the program at run time. An application derives the locale based on internal procedures and a set of implementation−defined values.

localization

The process of providing language−specific or country−specific information and support for programs.

localize

Translating applicable parts of an application into a foreign language and storing this information into files that are accessed by an application.

location cursor

A graphical symbol that marks the current location of the keyboard input focus for selection. Typically, this symbol is a box that surrounds the current object.

lower

To move a window to the bottom of the window stack on the workspace.

main control

The single control, if any, in a window in which the bulk of the interaction with the user occurs.

MainWindow

The component that organizes the contents of an application.

manage

To place the geometry of a child widget under the control of its parent. In general widgets are eligible to appear on the screen only after they are managed.

manager

One of a group of widgets that can have children and can manage their geometry. Managers provide colors and input dispatching for gadget children.

manual stacking order

A model in which windows or elements do not change their stacking order simply as a result of gaining focus. Contrast with *automatic stacking order*.

map

To mark a window as eligible to be visible on the screen. A window actually becomes visible when all of its ancestors are mapped and when it is not obscured by an ancestor or by another window.

margin technique

A group selection technique in which a user interaction in the margin of a selection region selects a group of related elements in the selection scope.

maximize

To enlarge a window to its maximum size.

maximize button

1. A control button placed on a window manager window frame and used to initiate the maximize function.
2. The button on the **mwm** title bar that is used to initiate the maximize function. The button contains a large square graphic.
3. A button on the title bar that represents the *Maximize* choice. The user activates this button to enlarge the window to its largest size.

medium scrolling increment

Is the scrolling increment that is larger than the unit scrolling increment, and smaller than a paging increment. *See also*

page scrolling increment, *unit scrolling increment*.

melt

An animation effect in which a dropped object appears to fade into its drop site. Used to signal that a drop action succeeded.

Menu

A list of available selections from which a user chooses.

menu

1. A displayed list of items from which a user can make a selection.
2. A popup widget usually allowing the user to make a single selection from a constrained set of choices. A menu is usually modal, suspending the application until the user makes a selection or dismisses the menu. When torn off, a menu becomes modeless, allowing the user to interact with the application while the menu remains visible.
3. A control generally containing a list of choices of any type.

menu bar

A menu displayed below the title bar that contains only cascading choices.

menu bar system

A spring−loaded system that consists of a menu bar and any menus cascaded from it.

menu button

The button on a pointing device that the user presses to view a pop−up menu. For example, mouse button 3 is the default *MENU BUTTON* on a three−button mouse.

menu cascade button

A button representing a cascading choice used to display a pull−down menu.

menu item

An element in a menu that represents a choice.

menu pane

A rectangular box that contains menu choices.

Menu system

A collection of Menus cascading from a single CascadeButton.

menu system

A spring−loaded system whose cascaded controls are all menus.

menu topic

A menu−bar choice.

Menu window

An application window used to contain a Menu. Menu windows are transitory.

menu−bar item

A cascading choice that appears on a menu bar. Menu−bar items provide access to menus, which contain additional choices.

MenuBar

A rectangular area at the top of the client area of a window that contains the titles of the standard Pulldown Menus for that application.

MenuBar system

A collection of Menus associated with a MenuBar and the MenuBar itself.

message

Information not requested by the user but displayed in a secondary window by an application in response to an unexpected event or exception. There are three types of messages: information, in−progress, and action.

message catalog

1. A method of creating localized information and storing it in files so that an application can use it to obtain the localized information.
2. A file that contains message text in the language associated with a locale. These messages can be associated with an application or with an EVS event set.

message catalog source file

The localized information an application uses.

message window

A message displayed in a secondary window.

MessageBox

The generic name for any DialogBox that provides information, gives the current state of a work in progress, asks a question, issues a warning, or draws attention to an error.

MessageDialog

A DialogBox that presents a message to the user.

metaphor

A user interface representation of an object that suggests a likeness or analogy with some other object or idea. User interface metaphors may be words, phrases, environments, graphics, or icons that suggest some real−world object or domain.

midpoint technique

See balance beam policy.

minimize (iconify)

To turn a window into an icon.

minimize button

1. A control button placed on a window manager window frame and used to initiate the minimize function.
2. The button on the **mwm** title bar that is used to initiate the minimize function. The button contains a small square graphic.
3. A button on the title bar that represents the *Minimize* choice. The user activates this button to remove the window and all secondary windows dependent on the window being minimized, and to display the corresponding window icon.

minimized window box

See window icon box.

mnemonic

1. A symbol chosen to help the user remember the significance of the symbol.
2. A single character (frequently the initial character) of a Menu selection. When the Menu is displayed and the user presses the key that corresponds to that character, the Menu selection is chosen.
3. A character that the user can type (possibly augmented with `Alt`) to move the focus elsewhere in a window or menu and/or to activate or toggle a choice whose label contains and emphasizes that character.

modal

1. A DialogBox that requires a response before you can interact with other components in an application.
2. A state of a dialog that requires the user to interact with the dialog before interacting with other parts of the application or with other applications. Three modal styles exist: primary application modal, full application modal, and system modal. *See also modeless*.
3. A state in which the user must complete the operation of the mode before continuing.

mode

A method of operation in which the actions that are available to a user are determined by the state of the system.

model keyboard

An idealized keyboard that contains the keys and key labels described in the CDE and Motif Style Guides and Checklist. A model keyboard is used in descriptions because not all keyboards contain the same keys.

modeless

1. A DialogBox that does not limit your interaction with the rest of an application.
2. A state of a dialog that does not require the user to interact with the dialog before interacting with other parts of the application or with other applications. *See also modal*.
3. A state that does not interfere with the user performing any other action.

modifier key

1. A key that, when pressed with another key, changes the meaning of the other key. `Ctrl`, `Alt`, and `Shift` are modifier keys.
2. A key used with other keys or with mouse buttons (or other buttons on input devices) to modify the behavior associated with that key or button. The standard modifier keys are `Shift`, `Alternate`, `Alt`, and `Ctrl`.

motion

Movement of the mouse.

mouse

1. A hand−held locator that a user operates by moving it on a flat surface. It allows the user to select objects and scroll the display screen by pressing buttons.
2. A pointing device commonly used in conjunction with a keyboard in point−and−click, object−oriented user interfaces.
3. A commonly used pointing device that has one or more buttons that a user presses to interact with the operating environment.

mouse button

1. A button on a mouse pointing device. Mouse buttons can be pressed, released, moved, clicked, and double−clicked.
2. A mechanism on a mouse pointing device that the user presses to make choices or directly manipulate elements.

multi−click

To press and release a button on a pointing device two or more times without significantly moving the pointer and within a time specified by the operating environment.

multi−level technique

A group selection technique used within selection scopes whose elements can be organized hierarchically.

multi−press

To perform one or more clicks with a pointing device followed by a press without significantly moving the pointer and within a time specified by the operating environment.

multiclick

To click a mouse button multiple times without moving the pointer.

multimotion

To press a mouse button multiple times without moving the pointer and then move the mouse pointer.

multipage control

A kind of control used to show one or more pages at a time from among a larger set of pages; each page containing one or more controls.

multiple selection

A selection model that allows multiple single selections.

multiple selection technique

A selection model in which any number of elements can be selected at a time and in which all selection techniques toggle the identified elements.

multipress

To press a mouse button multiple times without moving the pointer.

navigation (traversal)

1.An action that causes the focus to move to another component.
2.The act of moving the active cursor in response to input.

navigation key

A key whose use is specialized for navigation, for example a directional key, paging key, and a `Home` or `End` key possibly augmented with `Ctrl`.

no

A label given to a PushButton in some DialogBoxes that performs the action of answering "no" and closing the DialogBox.

normal mode

A keyboard−based selection mode in which selection techniques select the element or elements identified by the technique and deselect all other elements in the selection scope.

notebook

A multipage control that shows one page at a time and that supports the use of notebook tabs to switch pages.

notebook tab

A control that switches the page displayed in a notebook.

object

An element that visually represents something that has behavior and contents not revealed solely by the visual representation. Objects are often represented as icons, but could be represented in other ways as well; for example, as list items.

off−the−spot

A location for the pre−edit area in an input method. The input data is displayed in a window within the application window but not at the point of insertion.

OK

A label given to a PushButton in some DialogBoxes that performs the action of answering "OK" and closing the DialogBox without implementing any changes.

on (a selectable element)

Describes whether a cursor or pointer identifies a selectable element.

on (a selection)

Describes whether a cursor or pointer identifies a selection.

on−the−spot

A location for the pre−edit area in an input method. The input data is displayed in a window at the point of insertion.

open

To start an action or begin working with a text, data, or graphics file.

operation indicator

The part of the drag pointer displayed during drag and drop that indicates whether a drop will result in a move, copy, or link.

Option Menu

A Menu that is associated with an OptionButton. It presents a list of choices within a relatively small space.

option menu

A menu containing only value and cascading choices that is displayed from an option menu button or from a cascading choice within an option menu.

option menu button

See option menu cascade button.

option menu cascade button

A button used to display an option menu.

over−the−spot

A location for the pre−edit area in an input method. The input data is displayed in a window immediately above the point of insertion.

page scrolling unit

This increment is the amount by which an are is scrolled using a paging operation) equal to the width or height of the scrolled area minus the unit scrolling increment.

paging key

Keys on a keyboard used for paging, for example, page up, page down, page left, page right, possibly augment with `Ctrl`.

palette area

An area within a window that provides a place to store commonly used groups of controls.

pane

1. On a display screen, the inner portion of a window used to present information to the user. A window can consist of one or more panes.
2. A widget that is a child of a PanedWindow. The user adjusts the size of a pane by means of a sash.
3. One of the separate areas in a split window or a paned box.

paned box

A control that can be divided into panes using split bars.

PanedWindow

A component that allows you to adjust the relative size of its components.

paste

Inserting data into an area. Pasting is commonly used in reference to text files where a block of text is cut from one area and pasted into another area.

pause

A label given to a PushButton in some DialogBoxes that performs the action of pausing the action of the DialogBox.

pending delete

1.A state of a Text component in which some user actions cause the current selection to be deleted.
2.A mode of a selection scope in which an insertion within a selected region replaces the selected item.

persistent selection

A selection whose state is unaffected by making a selection in another selection scope.

pixel

A unit of height and width for a window or pixmap. Each pixel has a number of bits or planes equal to the depth of the window or pixmap. Thus, each pixel has an integral value whose range depends on the depth of the drawable. The pixel value is used as an index into a colormap to determine the color to display for that pixel.

pixmap

A two−dimensional array of pixels, all of the same depth. Like a window, a pixmap is a drawable, an entity that can be the source or destination for a graphics operation.

point technique

An individual selection technique in which a single element or point is identified.

pointer

1.The graphical image that appears on the workspace and represents the current location of a mouse or other pointing device.
2.A visible cue, usually in the shape of an arrow, that a user can move with a pointing device. Users place the pointer over elements they want to work with.

pointer focus

A keyboard focus model that sends keyboard events to the window or component that the mouse pointer is over. *See also implicit focus.*

pointing device

1.A device such as a mouse, trackball, or graphics tablet that allows users to move a pointer about on the workspace and point to graphical objects.
2.A device, such as a mouse, trackball, or joystick, used to move a pointer on the screen.

pop−up control

A control temporarily displayed as a result of a context−sensitive user interaction (other than from a cascading choice) that appears at or near the location where it was requested.

pop−up menu

A menu that is a spring−loaded, pop−up control and that contains context−sensitive choices.

popup

A widget that is outside the normal widget hierarchy. Any widget can have popup children, and the widget does not manage these children. A popup's window is a descendant of the root window, and the popup is not clipped by the parent widget. A popup usually appears on the screen temporarily in behalf of its parent. Dialogs and menus are the most common popups.

Popup Menu

A Menu that provides no visual cue to its presence, but simply pops up when a user performs a particular action. Popup Menus are associated with a particular area of the workspace, such as the client area of an application, and a user must memorize where these areas are.

posted

A state of a Menu where it remains in a visible state even though a mouse button is not being held down. *See also spring−loaded.*

pre−edit area

An area that displays the intermediate text characters for languages whose characters may require more than one keystroke to complete.

pre−editing

Creating characters in a particular language by using individual keystrokes or combinations of keystrokes.

press

1.To hold down a mouse button or a key.
2.To press a key or mouse button or other button on an input device.

press and move

To press the mouse button and to move the mouse while pressed.

previewing

A means of PushButton activation where information about the impending action of a button release is displayed on the button press action.

Primary Copy

A choice that copies the primary selection to the insertion point.

primary key mapping

The standard assignment of keys and key sequences to functions in Motif/CDE.

Primary Link

A choice that links the primary selection at the insertion point.

primary modal

A state of a window in which interaction is limited to that window and windows that are not ancestors of that window.

Primary Move

A choice that moves the primary selection to the insertion point.

primary selection

1.The principal selection, used to transfer data from one client to another or to another window of the same client.
2.A selection that is automatically deselected when a new primary selection is made elsewhere.

primary transfer

1.A transfer mechanism where the primary selection is transferred to the destination.
2.A transfer mechanism where the primary selection is transferred to the target.

primary window

1.A top−level window of an application. Primary windows can be minimized.
2.A window in which the main interaction between the user and an object or application takes place.

Print Dialog Manager

An X Print Service component that provides setup dialogs for configuring printers and jobs. CDE provides a standard Print Dialog manager that the CDE desktop applications use; CDE vendors can also develop their own print dialog managers.

primitive

One of a group of widgets that usually do not have children.

program

1. A file containing a set of instructions that conform to a particular programming language syntax.
2. A sequence of instructions suitable for processing by a computer. Processing can include the use of an assembler, compiler, interpreter, or translator to prepare the program for execution, and to execute it.
3. In programming languages, a logical assembly of one or more interrelated modules.
4. To design, write, and test computer programs.
5. A sequence of instructions that a computer can interpret and execute. *See also application*.

PromptDialog

A DialogBox that prompts the user for some input.

property

An entity associated with a window and consisting of a name, a type, a data format, and data. Properties are often used for communicating between clients and between a client and the window manager.

property dialog

A dialog in which the user can display and set properties or characteristics of a file object or other element.

pull–down menu

A cascaded menu that is displayed from a menu cascade button or a menu bar.

Pulldown Menu

A Menu that is pulled down from a client application's title bar.

push button

A control resembling a button that represents an action or dialog choice.

PushButton

1. A graphic component that simulates a real–life push button. When a user pushes the PushButton, by pressing a key or a mouse button, an action takes place.
2. A graphic component that simulates a real–life PushButton. You use the mouse to push the button and start an action.

question message

A type of action message that does not require the user's immediate attention. Question messages are used to get a response to a question.

QuestionDialog

A DialogBox that asks the user to answer a question.

quick transfer

1. A transfer mechanism where selected data is immediately transferred to the destination.
2. A data transfer technique used to copy, move, or link data to the insertion point of the control that has interacted emphasis.

radio box

A radio box is a group of mutually exclusive radio buttons which are grouped together.

radio button

A control used to set values that are mutually exclusive.

RadioButton

A graphic component that simulates the buttons on a real−life car radio. Each button represents a mutually exclusive selection. RadioButtons are typically used for setting states or modes.

range click technique

A range technique in which two separate mouse or keyboard operations are used to indicate the endpoints of the range.

range selection

A selection model that allows selection of a range of elements.

range selection model

A selection model in which any number of contiguous elements in a range can be selected and in which select mode and normal mode are the default modes.

range swipe technique

A range technique in which the endpoints of the range are indicated by moving the mouse or cursor from one endpoint to the other.

range technique

A group selection technique in which the user selects elements within an area by indicating the opposite endpoints of a range (such as in a list or in text).

ready emphasis

A visible cue for an element, used when the *SELECT BUTTON* is pressed, to indicate that the element will be activated, or that its value or selection state will be changed when the *SELECT BUTTON* is released.

realize

To create windows for a widget and its managed children.

receiver

The client that contains the destination of a drag and drop transaction.

release

To let up on a mouse button or key that has been pressed. Sometimes it is the press that initiates the action; sometimes it is the release.

reselect policy

A selection policy that adjusts the previous selection relative to its anchor.

reset

A label given to a PushButton in some DialogBoxes that performs the action of resetting the initial state of the DialogBox.

resize

To change the height or width of a window.

resize border

The window manager window frame part that surrounds the client area of an application and that is used to change the height or width of the window.

resource

1.A variable that controls a single aspect of the appearance or behavior of an application or component.
2.An element of a database representing options or values for attributes of an application. A resource is a triple consisting of a name, a class, and a value. A name and class may consist of components, each identifying the name or class of a particular level of a hierarchy. A widget can also have resources, whose values are derived from the resource database or set directly by the application.

restore

To return an icon or maximized window to its normal size.

restore button

A restore button is a button on the title bar that represents the *Restore* choice. The user activates this button to restore the window to its normal size.

resume

A label given to a PushButton in some DialogBoxes that performs the action of resuming the action of a DialogBox previously paused.

retry

A label given to a PushButton in some DialogBoxes that performs the action of retrying the action whose failure posted the DialogBox.

root menu

The Menu associated with the root window.

root window

1.The window that covers the entire screen. The root window is the backdrop of your X environment. All windows and graphic objects appear stacked on the root window.
2.A window that covers the entire viewable extent of the screen and is the ancestor of all other windows on the screen.

root−window

A pre−edit area (or window) that is a child of the root window and not a part of the application window.

Sash

The component of a PanedWindow that allows you to adjust the relative size of adjacent panes.

sash

1.A control with which the user changes the sizes of panes in a PanedWindow.
2.A box on a split bar through which users can directly manipulate the split bar to change the sizes of associated panes.

save

To write changes to a data file to a storage device for safekeeping.

Scale

A component that allows you to select a value from a continuous range of values.

scope of selection

An area that contains related elements that the user can select.

screen

1.An abstraction that represents a single bitmapped output device on a display.
2.The physical surface of a display device upon which information is shown to users.

scroll

1.To move text vertically or horizontally in order to view information that is outside the display or pane boundaries.
2.To incrementally shift the view of the elements being displayed through the control or window.

scroll bar

1. A graphical device used to change a user's viewpoint of a list or data file. A scroll bar consists of a slider, scroll area, and scroll arrows. A user changes the view by sliding the slider up or down in the scroll area or by pressing one of the scroll arrows. This causes the view to scroll up or down in the window adjacent to the scroll bar.
2. A user−interface element associated with an area that can be scrolled. The scroll bar indicates to a user that more information is available, or can be added in a horizontal or vertical direction, and can be scrolled into view.

scroll box

The part of a scroll bar that indicates the position of the visible information relative to the total amount of information available in a window. A user manipulates the location of a scroll box with a pointing device to see information that is not currently visible.

scroll track

Within a scroll bar, the rectangular region that contains the scroll box. Users move the scroll box within the scroll track.

ScrollBar

A graphical device used to change a user's view of the contents of a window. A ScrollBar consists of a slider, a trough, and scroll arrows. A user changes the view by sliding the slider up or down in the scroll area or by pressing one of the scroll arrows. These actions cause the view to scroll up or down in the window adjacent to the ScrollBar.

ScrolledWindow

A component that frames other components and provides ScrollBars as necessary to view the contents of the window.

secondary key mapping

A key assignment to a function made in addition to the standard Motif/CDE functional key assignment. For example, Control−z is mapped to the Undo function in Motif/CDE. An optional secondary key mapping of Alt−Backspace may be assigned to the Undo function to assist users of other systems.

secondary selection

A selection, usually transitory, used to transfer data from one client to another or to another window of the same client without disturbing the primary selection.

secondary window

1. A child window of a primary window.
2. A window dependent on another window, either primary or second ary, that is used to supplement the interaction in that window.

select

1. To choose an object to be acted upon or an action to be performed.
2. To explicitly identify one or more elements with which to interact.

select button

The button on a pointing device that the user presses to make a selection. On a mouse, it is always bound to button 1.

selected emphasis

A visible cue that indicates that an element is selected.

selection

1. The object or action that is selected. Menus are composed of selection items. DialogBoxes contain components, each of which represents a selection.
2. A mechanism for transferring data from one client to another or to another window of the same client. The principal types of selection are primary, secondary, and clipboard. The display contains only one selection of each type. It is owned by a client or by no one and, if owned, is attached to a window of the owning client.

selection auto scroll

Scrolling that occurs during selection.

selection box

A combination text–list control in which both the text–entry field and the list box are visible at all times.

selection dialog

A dialog containing a selection box, possibly with other controls added to it.

selection model

A description of how selection works in a selection scope, including the selection techniques available in the scope, the available and default selection modes, and the selection policies used in the scope.

selection modes

Modes that determine whether selection techniques select or toggle the selection state of identified elements.

selection policies

Characterizations or constraints on selections in a scope, for example, whether or not more than one element at a time can be selected.

selection technique

The method by which users identify elements to be selected or deselected.

SelectionDialog

A DialogBox that allows you to make a selection from a list of choices.

select mode

A selection mode in which the identified elements are selected.

sensitive

Eligible to receive input events. Xt does not dispatch most input events to insensitive widgets.

separator

A boundary, such as blank space, a line, or color change, that provides a visual distinction between two adjacent areas.

server

The component of the X Window System that manages input and the visual display.

shell

One of a group of widgets that envelop the top–level widgets, including dialogs and menus, in an application. A shell usually has only one managed child, and its window is often coincident with the managed child's window. A shell usually handles communication with the window manager.

shortcut key

A key or combination of keys assigned to a menu item that activates that menu item, even if the associated menu is not currently displayed, such as Alt+F4 for *Close*.

single selection model

A selection model in which at most one element can be selected, using a point technique.

size border

A window border whose corners and edges can be used to size the window.

slider

1. One of the graphical components of a ScrollBar or Scale. The slider is the object that is dragged along the scroll area to cause a change.
2. A control that represents a value. When a slider is used to display a particular value amid a range of possible values, it typically shows a scale marked in equal units.

slider arm

The part of a slider that shows the current value of the slider and allows the user to change the value.

slider track

The part of the slider in which the slider arm sits.

snap back

An animation effect in which an object appears to be pulled back to its original location. Used to signal a failed drop action.

source

1. The object that is selected, dragged, and dropped in a drag−and−drop action.
2. To initiate a drag−and−drop operation with a particular object or location.

source element

An element that is the source of a data transfer operation.

source emphasis

A visible cue that indicates the element from which a user made a request or initiated a transfer operation.

source indicator

The part of the drag pointer displayed during drag and drop that describes the source.

spatial view

A view of a container in which the user can place an object at an x,y location subject to layout constraints.

spin box

A control used to display a sequenced ring of related but mutually exclusive choices, such as days of the week. The accepted value is displayed in a text element; optionally this is an editable text−entry field into which the user can type a valid choice. A spin box may have multiple text elements; if so, the element of field affected by the user's action in the spin box is the element or field that displays the active cursor.

spin button

A spin button is a spin box consisting of a single field.

split bar

An element that separates panes in a window or paned box. It may provide a sash that allows the user to change the size of the panes.

split window

A window that is split into multiple panes by one or more split bars and that allows an application to display views in each pane.

spring−loaded

A state of a Menu where it remains only as long as a mouse button is being held down. *See also posted.*

spring−loaded control

A kind of cascaded or pop−up control that is removed when the user makes a choice within the control.

spring−loaded menu

A menu that is a spring−loaded control. It is either a cascaded menu or a pop−up menu (that is, not a tear−off menu or a menu bar).

spring−loaded system

This system consists of a base control and its spring−loaded descendants.

spring−sensitive

A mode of a displayed control in which moving the pointer within the control over a cascading choice displays its associated cascaded control.

stacking order

The order in which windows of an interface or elements within a window or control are stacked one on top of the other. *See also automatic stacking order*, *manual stacking order*.

state indicator

The part of the drag pointer displayed during drag and drop that indicates whether or not the pointer is at a place where a drop is likely to result in a successful operation.

static text

A control that displays text but does not allow the user to change or select it directly. *See also text−display field.*

status area

1. An input method output−only window thaqt identifies the input style (phonetic, numeric, stroke and radial, etc.) and the current status of an input method interaction.
2. A specific part of a window used to display information about the state of the current application task.

stop

A label given to a PushButton in some DialogBoxes that performs the action of stopping the work in progress indicated by the DialogBox.

submenu

1. A cascading Menu.
2. A menu displayed from a cascading choice in a cascaded menu, a tear−off menu, or a pop−up menu.

system Menu

See window Menu.

system modal

A state of a window in which interaction is limited to that window.

tab group

1. A widget or set of widgets to which the user traverses by means of the `Tab` key. Within a tab group, the user traverses to non−tab−group descendants by means of the arrow keys.
2. A control or group of controls to which the user can navigate by using Tab.

tab group navigation

Navigation among tab groups within a window.

target element

The element that is the target of a data transfer operation.

target emphasis

A visible cue that indicates the element that will receive the results of a transfer operation.

tear−off choice

A tear−off choice is a kind of action choice used to tear off a control.

tear−off menu

A menu that is torn off from a spring−loaded menu using the tear−off choice within the original menu and that is placed within a secondary window.

TearOff Menu

A Menu that remains posted until you cancel it.

technique initiation policy

In a selection scope that supports both touch and area techniques, specifies which technique is initiated in which circumstances.

Text

A component for entering and editing text.

text cursor

1.A cursor that indicates where to type a character. The text cursor is controlled by the keyboard.
2.* *See also insertion cursor*.
3.A cursor that identifies a point between adjacent characters in text within a selection scope.

text field

A control in which characters can be displayed and selected. All text fields are either text display fields or text entry fields.

text−display field

A control in which non−editable alphanumeric text can be displayed and selected.

text−entry field

A control into which a user can type or place alphanumeric text.

thread

1.A single sequential flow of control within a process.
2.A single, sequential flow of control.
3.An independent computation that operates within the same context as other independent computations.
4.A data structure that represents an independent computation.

threadsafe

A type of code design in which multiple threads of control can simultaneously execute the code and reaccess it without damaging the integrity of the program. In other words, if the process keeps global data in a consistent state, then the results of executing the code in parallel would be the same as if it were executed sequentially.

title area

The area at the top of the window frame immediately beneath the resize border. The title bar has two functions: it contains a title or name that identifies the window, and it can be grabbed and dragged to relocate the window.

title bar

1.The bar across the top of a window manager window that consists of the window Menu button, the title area, and the window−control buttons.
2.The area at the top of each window that contains the &wmb., a window title, and the maximize and minimize buttons. *See also window title*.

toggle

1.A switching device such as a toggle key on a keyboard.
2.Pertaining to any device having two stable states.
3.To switch between two modes on a computer or network.
4.To interact with the representation of a choice in order to set or unset it.
5.To switch the selection state of an element or group of elements.

toggle mode

A selection mode in which the identified elements have their selection state toggled.

toggle removal policy

A selection policy that determines the selection state of elements removed from a selection region that was adjusted using toggling.

ToggleButton

A button that has two states.

toggling policy

A selection policy that determines exactly how the selection states of elements identified by a selection technique are toggled when they are not all either selected or all deselected.

tool

A kind of value choice, usually labeled by a graphic, that establishes a mode when set.

tool palette

A palette area containing a value set made up of tools.

touch swipe technique

A touch technique in which an element is added to the current selection by moving the pointer over it.

touch technique

A selection technique in which "touched" elements are added one at a time to the current selection.

transfer button

The button (or virtual button) on a pointing device that is used for data transfer operations. On a three button mouse it is bound by default to button 2, but may also be integrated with selection and bound to button 1.

transfer icon

A pointer icon that is used to represent the object or data transferred in a move, copy, or link operation.

transfer operation

A move, copy, or link operation.

transfer technique

A technique for performing data transfer operations such as moving, copying, or linking. See *clipboard transfer*, *primary transfer*, *quick transfer*, and *drag and drop*.

transfer well

A control used as the target of a transfer operation in order to transfer elements into an associated selection scope.

transient window

A window of short duration such as a DialogBox. The window is displayed for only a short time, usually just long enough

to convey some information or get some operational directions.

translation

A mapping from an event description to one or more actions. When a widget receives an event, Xt searches the widget's translation table for a matching event description. If it finds such a description, it invokes the associated action or actions.

trash can

An object to which the user drags and drops another object in order to delete the object. The object to be deleted stays in the trash can until the user deletes the object or until removed automatically as specified by the operating environment.

traversal

1.*See navigation.*
2.*See keyboard traversal*.

unavailable choice

A choice that is not available.

unavailable emphasis

A visible cue that indicates that a choice or control is not available. *See also insensitive*.

unit scrolling increment

The smallest amount a scrolled area can be scrolled when using an associated scroll bar.

urgent message

A message which is essential for the user to see immediately.

user model

A user interface technique.

value choice

A type of choice that allows the user to indicate whether a value is set or unset (or in some circumstances, indeterminate). Value choices can be presented, for example, in list boxes, radio buttons, check boxes, value set, and menus.

value set

A control that contains a mutually exclusive set of choices, each of which is usually labeled graphically.

vertical navigation

Keyboard navigation that moves the cursor in a vertical direction.

vertical writing

The writing of characters or glyphs in columns (to be read from top to bottom) rather than in rows (to be read from left to right or from right to left). CDE supports top−to−bottom−right−to−left vertical writing, which is characteristic of Asian languages.

view

A presentation of (a) information by an application in the viewing area of a window, or of (b) the representation of an object within a window.

viewing area

One or more controls that together present a coherent view of data or information in the window.

virtual binding

An assocation between an abstract key or pointer button, known as a virtual key or virtual button, and a physical key or button on the display.

virtual button

1.A model that defines mouse button bindings independent of the actual number of buttons on the mouse.
2.An abstract representation of a pointer button that is independent of any physical button. A virtual button is associated with a physical button by means of a virtual binding.

virtual key

An abstract representation of a key that is independent of any physical key. A virtual key is associated with a physical key by means of a virtual binding.

visible signal

A transient but prominent change in the visual appearance of an element of the interface, usually generated by the operating environment, for use as a visible warning signal. For example, if the screen flashed a few times or a visible window blinked (disappeared for a moment and reappeared), the user would be alert. Generally used in an environment in which just an audible alert would be ineffective.

warning message

A kind of action message that indicates that although an undesirable condition might occur, the user can allow the process to continue.

warning signal

A transient cue that alerts the user about a minor, non−fatal error or problem with some interaction. For instance, it could draw the user's attention to, or produce feedback about, an event or the state of the user's task or of the environment. A warning signal may be presented using an audible signal, such as a beep, a visible signal, such as a flashing of the screen, or both.

WarningDialog

A DialogBox that presents a warning to the user.

warp the pointer

An action taken by an application in which the pointer is moved independently of pointing device movements made by the user.

widget

1.The technical term for user−interface components.
2.An object used to hold data and present an interface to the user. A widget is a combination of state and procedure. Each widget is a member of a class, which holds the procedures and data structures common to all widgets of that class. A widget instance holds the procedures and data structures particular to that single widget. Each widget class typically provides the general behavior associated with a particular kind of interaction with the user.

window

1.A division of a screen in which one of several programs running concurrently can display information.
2.A data structure that represents all or part of the display screen. Visually, a window is represented as a subarea of the display screen.
3.An area with visible boundaries that can be defined so that the user can view and interact with an application.

window border

The outer area of the window frame. It is called a size border if it supports sizing the window.

window decoration

The frame and window−control buttons that surround windows managed by the window manager.

window decorations

The frame and window−control buttons that surround windows managed by the Motif Window Manager.

window family

A window family consists of a primary window and all secondary windows that are directly or indirectly dependent on the primary window.

window frame

1. The area surrounding a window. A window frame can consist of a resize border, a window Menu button, a title bar, and window−control buttons.
2. The outer area of a window, which supports window management functions. The window frame includes the title bar, minimize button, maximize button, window menu button, and sizing borders.

window geometry

The position and size of a window.

window icon

A icon that represents a window.

window icon box

A window that contains window icons.

window manager

1. A program that controls the size, placement, and operation of windows on the workspace. The window manager includes the functional window frames that surround each window object and may include a separate Menu for the workspace.
2. A program that provides users with the capability to manipulate windows on the workspace; for example, opening, resizing, moving, and closing windows.

Window Menu

The Menu that appears when the Window Menu button is pressed. The Window Menu typically contains selections for restoring, moving, sizing, minimizing, maximizing, and closing the window.

window Menu

The Menu that appears when the window Menu button is pressed. The window Menu typically contains selections for restoring, moving, sizing, minimizing, maximizing, and closing the window.

window menu

A menu displayed from a window menu button consisting of choices that affect the window.

Window Menu button

The graphical control button that appears at the left side of the title bar in the window frame. The button posts the Window Menu.

window Menu button

The graphical control button that appears at the left side of the title bar in the window frame.

window menu button

A menu cascade button on the title bar from which the window menu is displayed.

window navigation

1. Moving the keyboard focus among windows.
2. Navigation among windows and workspace icons.

window title

The area on a title bar that contains a short description of the contents of the window or the name of the object being viewed in the window.

WorkingDialog

A DialogBox that informs the user that the application is busy performing a task.

workspace

1.The display screen. The area on which the windows of a user's environment appear. The workspace is sometimes called the desk, desktop, or root window.
2.An area that holds elements that make up the user interface.

workspace menu

A pop−up menu available in the background of the workspace.

X Print Service

The collection of components that allow X rendering on non−display devices. X Print Service components include the X Print Server, the Print Dialog Manager, and the X Print Extension API.

X Window System

A network−based graphics windowing system.

yes

A label given to a PushButton in some DialogBoxes that performs the action of answering "yes" and closing the DialogBox.