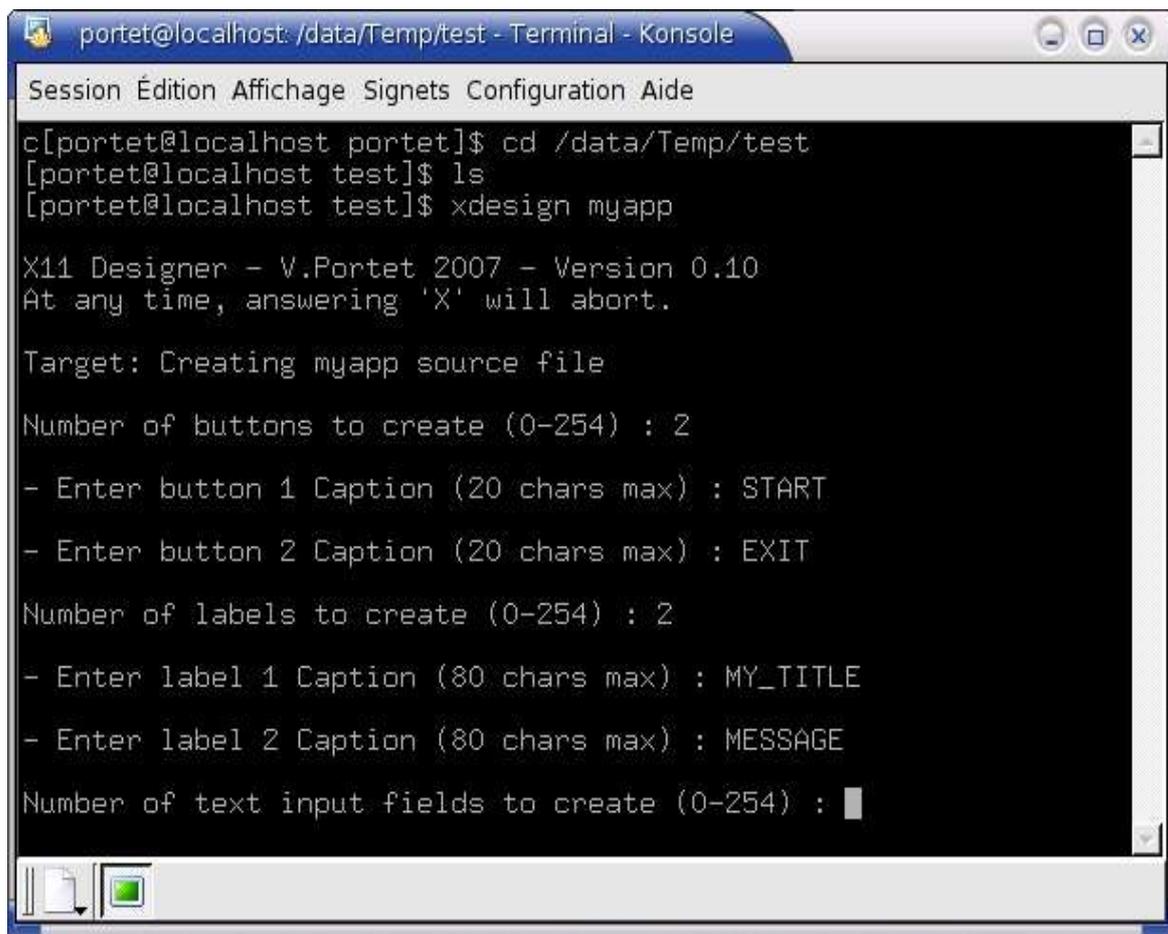# X11 DESIGNER SHORT TUTORIAL

First move to the directory where you want to create your project and launch X11 Designer from terminal, by typing the following command line:
xdesign <application_name>

Where «application_name» is the name of the source file that you want to create, without the «.c» extension.

Then simply answer to questions as shown here above.

NOTE: When entering strings as button, label or check-box names, do not use spaces but use underscores «_» instead of them. The underscores will be converted to spaces automatically.

Depending on the number of graphical objects you decide to create, the names, captions, length data and default states will be asked for each object or each object type.

When the end of this question series is reached, you are prompted to choose the window size and name... (For information about «timed calling interval» see at the end of this document).
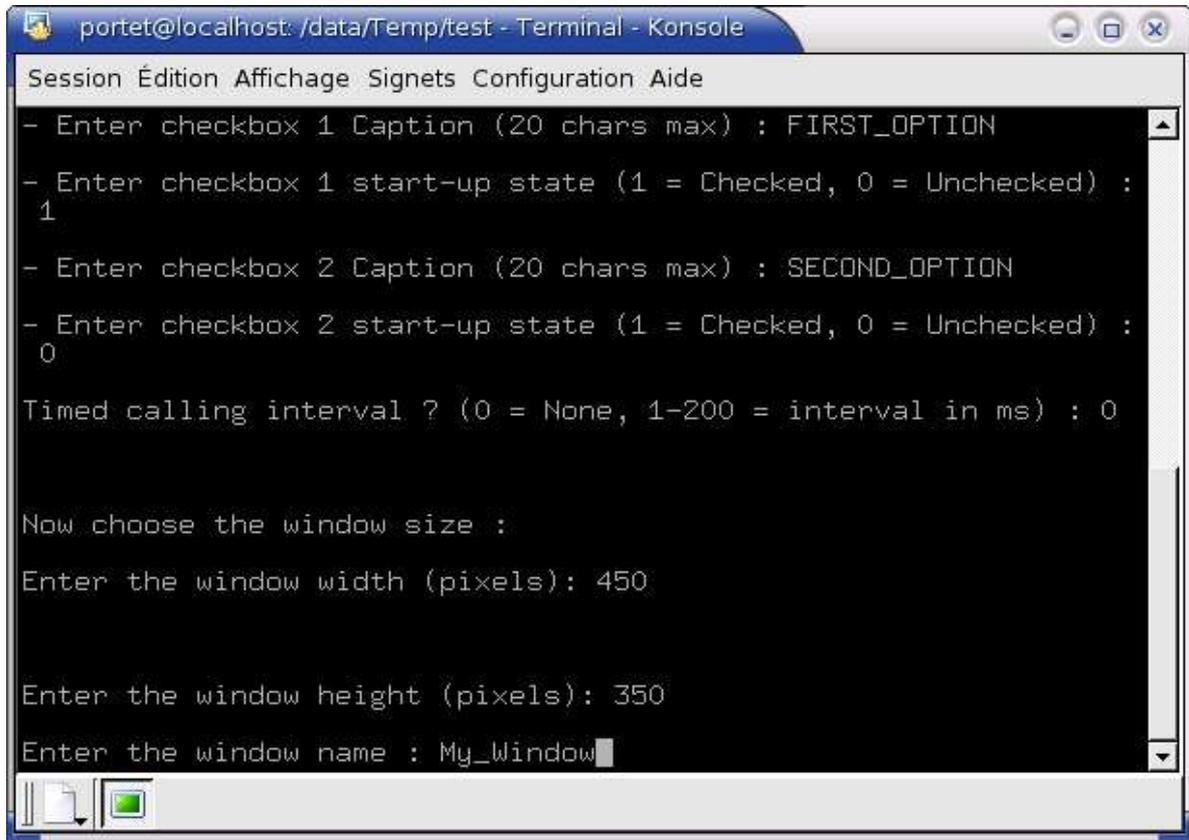

After having entered the window name, an X11 graphical window will open, representing your target GUI window...

The first object appears immediately on the upper left corner. Then left-clicking the mouse at a defined position will make the object move to this location. You can adjust by left-clicking again as many times as necessary. Then righ-click the mouse to confirm.
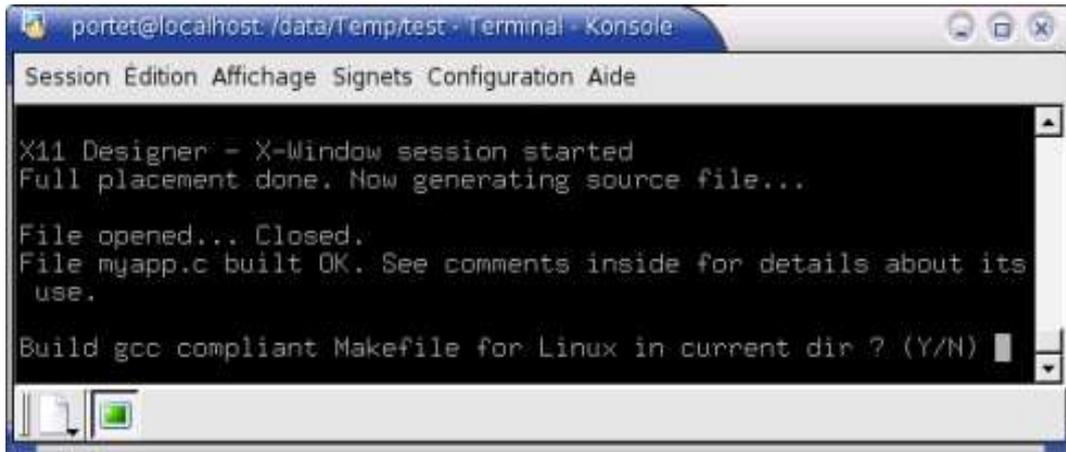
Then the following object appears in the upper left corner as did the first one.
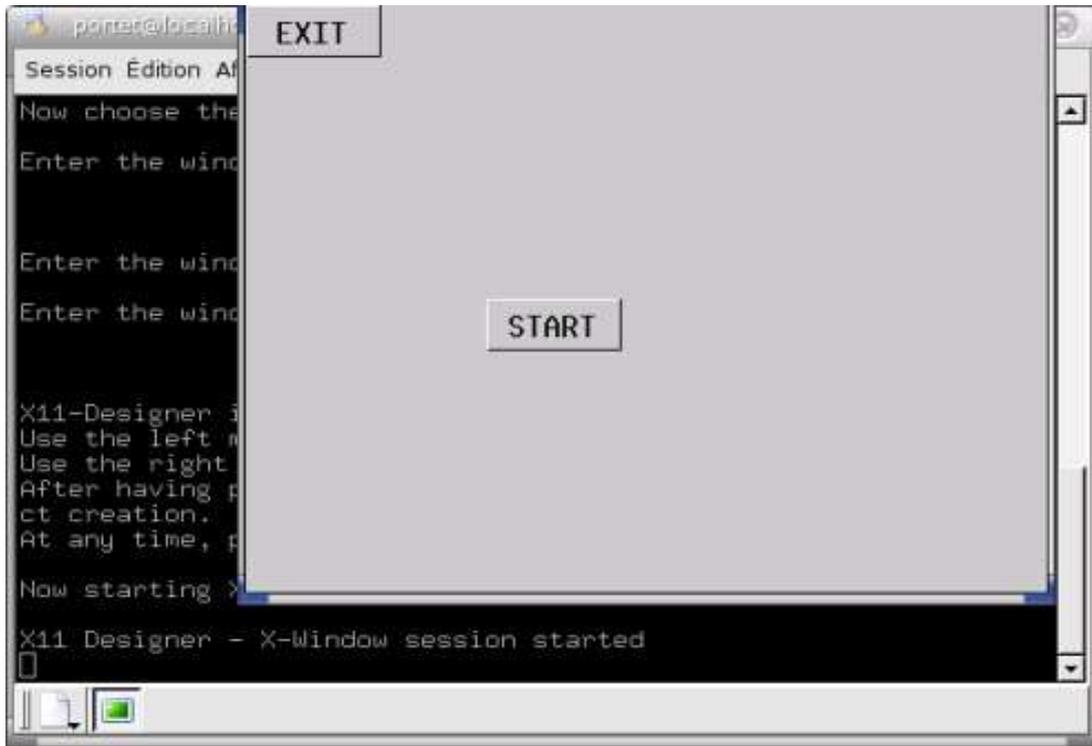
The same process has to be repeated for all objects:
Left-clicking to place the object, and right-clicking to confirm.
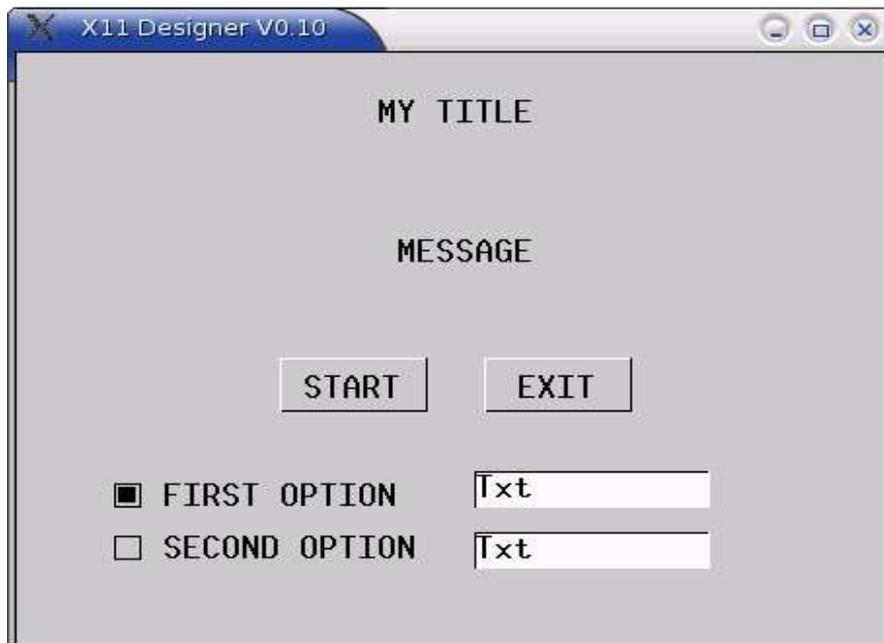
When all the objects are placed, the last right-click will make the window close itself, and a last question will be asked in the terminal.

If you want X11 Designer to create a simple small makefile for the compilation of this one-file source, answer «Y».

After having entered this last answer, the file(s) will be created and X11 Designer will terminate.

NOTE ABOUT « TIMED CALLING INTERVAL »

If you enter a value different from zero as «timed calling interval», X11 Designer will create an empty function (ready to fill, as those for the button click event processing) in the resulting source code. This function will be called periodically according to the interval you defined, while the application waits for any action from the user as well as while the user does actions in the window.

Looking forward for any simple application in this world of library dependancies... ;-)