

# TotalView X Resources



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# X Resources



This document provides reference information about the X Window System resources that you can use to customize the TotalView Visualizer. You can use these resources in your X resources files (such as `.Xdefaults` on UNIX systems or `decw$sm_general.dat` on VMS systems).

For information on X resources files, refer to the X Window System documentation that came with your machine or the *X Window System User's Guide*, by O'Reilly & Associates (ISBN 1-56592-015-5).

On most UNIX systems, you load your X resources file by using the `xrdb` command (part of the X Window System executables). For example:

```
xrdb -load $HOME/.Xdefaults
```

## TotalView X Resource



`totalview*useInterface: name`

Sets the interface name that the server uses when it makes a callback. For example, on an IBM PS2 machine, the following resource setting sets the callback to use the hardware option:

```
totalview*useInterface:css0
```

However, TotalView will let you use any legal **inet** interface name. (You can obtain a list of the interfaces if you use the `netstat -i` command.)

## Visualizer X Resources

The TotalView Visualizer uses a large number of X resources that are set up in its application defaults file. The X resources documented are a subset of those found in the application defaults file as they are the only ones that can be customized to your preferences. Setting them in your own X resources file overrides the application defaults file.

The default values of the X resources are listed here shown either in a bold typeface in a list of alternative values, or separately if there can be a range of values. They are the settings in the applications defaults file as it is shipped. Your site administrator can edit this file to set the site defaults; therefore, your site may have different defaults.

**Visualize\*data\*pick\_message.background:** *color*

*Default:* **light yellow**

Sets the color of the pick pop-up window.

**Visualize\*directory\*auto\_visualize.set:** {1 | 0}

Sets the initial state of the autovisualize option in the Directory Window. If set (1), when a new dataset is added to the list, it will be visualized automatically using an appropriate method. If cleared (0), the new dataset will not be displayed automatically, and you will have to choose a visualization method for it.

**Visualize\*directory.height:** *height*

*Default:* **100**

Sets the initial height of the Directory Window.

**Visualize\*directory.width:** *width*

*Default:* **300**

Sets the initial width of the Directory Window.

**Visualize\*graph.height:** *height*

*Default:* **400**

Sets the initial height of the Graph Window.

**Visualize\*graph.width:** *width*

Default: 400

Sets the initial width of the Graph Window.

**Visualize\*graph\*lines.set:** {1 | 0}

Sets the initial state of the lines option in the Graph Window. When set (1), graphs are drawn with lines connecting the data points.

**Visualize\*graph\*points.set:** {1 | 0}

Sets the initial state of the points option in the Graph Window. When set (1), graphs are drawn with markers on each data point.

**Visualize\*surface.height:** *height*

Default: 400

Sets the initial height of the Surface Window.

**Visualize\*surface.width:** *width*

Default: 400

Sets the initial width of the Surface Window.

**Visualize\*surface\*mesh.set:** {1 | 0}

Sets the initial state of the mesh option in the Surface Window. When set (1), the axis grid is projected onto the surface.

**Visualize\*surface\*shade.set:** {1 | 0}

Sets the initial state of the shade option in the Surface Window. When set (1), the surface is shaded.

**Visualize\*surface\*contour.set:** {1 | 0}

Sets the initial state of the contour option in the Surface Window. When set (1), contours are displayed on the surface.

**Visualize\*surface\*auto\_reduce.set:** {1 | 0}

Sets the initial state of the autoreduce option in the Surface Window. When set (1), large datasets are reduced by averaging to speed display.

**Visualize\*surface\*xrt3dZoneMethod:** {*zonecontours* | *zonecells*}

Specifies how the surface is colored. When set to **zonecontours**, the surface is colored according to its contours. When set to **zonecells**, each cell in the mesh is colored based on the average value in the cell.

**Visualize\*surface\*xrt3dViewNormalized:** {1 | 0}

When set (1), the view of the dataset (before zooming or translation) is maximized to fit the window. Interactive rotation when this resource is set will look “jerky” but will ensure no portion of the display is clipped. When this resource is cleared (0), dynamic rotation will be smooth, but parts of the display (for example, axes) may be clipped at some viewing angles.

**Visualize\*surface\*xrt3dXMeshFilter:** *n*

*Default:* 0

Specifies how to display the surface mesh. Every *n*th mesh line will be displayed, where *n* must be an integer greater than or equal to 0. When set to 0, a value is calculated automatically.

**Visualize\*surface\*xrt3dYMeshFilter:** *n*

*Default:* 0

Specifies how to display the surface mesh. Every *n*th mesh line will be displayed, where *n* must be an integer greater than or equal to 0. When set to 0, a value is calculated automatically.

**Visualize\*surface\*zone.set:** {1 | 0}

Sets the initial state of the zone option in the Surface Window. When set (1), the surface is colored according to the value.

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