



Gtk+ Programming in C

By Syd Logan

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The more popular Linux becomes, the more developers want to build graphical applications that run in Linux/Unix environments -- and Gtk+ 1.2 offers a powerful toolset for doing so. In this start-to-finish tutorial and reference, respected Linux/Unix developer Syd Logan covers everything programmers need to begin building powerful graphical applications with Gtk+ 1.2 immediately. Logan begins by reviewing the fundamentals of Linux/Unix programming with C; then walks through constructing a simple Gtk+ application. Next, he introduces each key category of Gtk+ widget, including base widgets; menu and layout widgets; range, scrollbar, and scale widgets; container widgets; and text widgets. The book also includes detailed coverage of creating and using dialogs, and writing new widgets, as well as expert introductions to GLIB and GDK.

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Editorial Review

From the Back Cover

The ultimate guide to building graphical Linux(r)/UNIX(r) applications with Gtk+ 1.2!

- Write great graphical applications for Linux(r) and UNIX(r)!
- Leverage the full power of Gtk+ 1.2, GLIB, and GDK
- Includes comprehensive Gtk+ widget coverage: explanations, examples, and reference
- Also contains Linux/UNIX C programming quick-start/refresher

The more popular Linux becomes, the more developers want to build graphical applications that run in Linux/UNIX environments-and Gtk+ 1.2 offers a powerful toolset for doing so. In this start-to-finish tutorial and reference, respected Linux/UNIX developer Syd Logan covers everything programmers need to begin building powerful graphical applications with Gtk+ 1.2 immediately. Gtk+ Programming in C covers all this, and more:

- The fundamentals of Linux/UNIX programming with C
- A quick GTK+ startup section for novices: constructing simple applications, step by step
- Understanding GTK+'s flexible C-based, object-oriented architecture
- Working with signals, events, objects, and types
- Comprehensive widgets coverage: base, menu, layout, range, scrollbar, scale, container, text, and more
- Creating and using dialogs
- Container and Bin classes
- Expert introductions to the GLIB and GDK libraries

If you're ready to write easy-to-use applications for the world's fastest growing, most robust OS platforms, you've come to the right book: Gtk+ Programming in C, by Syd Logan.

About the Author

SYD LOGAN has been a software developer for 12 years, working almost exclusively in UNIX and C environments. He is currently a UNIX software engineer for Netscape Communications. Logan has covered the X Image Extension for *Unix Review*, *Unix Developer*, the *X Journal*, and the *Linux Journal*. Logan is author of *Developing Imaging Applications with XIELib* (Prentice Hall PTR).

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Introduction

Gtk+ was originally developed by two University of California at Berkeley students, Spencer Kimball and Peter Mattis. They had developed, as a part of a school project, an image manipulation called The GNU Image Manipulation Program (The GIMP, gimp). Originally it was written in Motif, but due to the (at the time) closed-source nature of Motif and, as a result, its scarcity on freely available open-source UNIX platforms, they decided to come up with an open-source toolkit, inspired by Motif, to which The GIMP could then be ported. The goal was not to develop a general-purpose toolkit for the X Window System, although that is what Gtk+ has become. Hundreds if not thousands of programs have been written using

Gtk+ to date, ensuring that Gtk+ will be around for some time to come. More information on the history of Gtk+ (and The GIMP) can be found at gimp/~sjburges/gimp-history.html

About This Book

This book covers the 1.2 version of the GIMP Toolkit (Gtk+) and was written with the following goals in mind: To provide a general introduction to programming applications with Gtk+ 1.2 To provide a detailed description of the Gtk+ 1.2 widget set To provide a quick reference to the Gtk+ 1.2 widget set for those programmers already familiar with Gtk+

For those of you looking for an introduction to Gtk+ programming, I suggest reading Chapters 1 through 4 first, followed by Chapter 10, "Container and Bin Classes." The first few chapters (Chapters 1, 2, and 3) describe the architecture of Gtk+ and provide information needed to program and build a simple Gtk+ application. Most readers will want to skim through Chapter 4, "Widgets," which describes GtkWidget. GtkWidget is the parent class from which the remaining widgets in the Gtk+ class hierarchy inherit much of their functionality. Container widgets are used to organize the layout of other widgets in a window (or within other containers). The concept of container widgets is described in the first few sections of Chapter 10. The GtkBox widgets are by far the most versatile of the container widgets implemented by Gtk+ 1.2 and, as a result, are the most commonly used. GtkBox, GtkHBox, and GtkVBox are all described in Chapter 10 of this book.

The remaining chapters provide detailed descriptions of the bulk of the widget classes implemented in Gtk+ 1.2. I have made every effort to describe in detail the application-level programming interfaces exposed by the Gtk+ widget sets covered in this book. I have included most of the code I wrote while investigating the Gtk+ widget set. In some cases, the source code consists of a full-size (although functionally limited) application. In all other cases, I simply present short code snippets that help to illustrate points made in the surrounding text. Complete source-code examples for the book can be found on my Web site at cts/crash/s/slogan/gtkbook.html

I have placed Gtk+ widget reference material directly in the main body of the text (as opposed to placing it at the end of the book in an appendix). The reference material provides function prototypes for each of the application-level functions that have been exposed by the widgets described in the book and a one-line sentence describing the purpose of each of these functions. In the reference section, I also enumerate all of the object attributes that can be set and/or retrieved on the widget (see the "Object Attributes" section in Chapter 3, "Signals, Events, Objects, and Types"). I also list the signals that can be generated by the widget, if any. For each signal, I supply the function prototype of the application-level signal handler invoked when the signal fires (see the "Signals" section in Chapter 3). The reference material provides an introduction to the widget for first-time programmers and can serve as a quick reference for programmers who are already familiar with widgets. More information about the structure of the reference section is spelled out in Chapter 4 (see the reference section for the GtkWidget widget).

This book focuses on describing the Gtk+ widget set. This book does not cover the Gtk+ Drawing Kit (GDK), or the G Library (Glib), or widget writing in any detail (except where unavoidable). For GDK and Glib, I refer you to one or both of the following books: *Developing Linux Applications with GTK+* and *GDK* by Eric Harlow and *GTK+/Gnome Application Development* by Havoc Pennington. You can also find reference material on these topics at gtk. I do plan to provide an additional chapter on Gtk+ widget development on my Web site; it should be available shortly after this book goes to press. Hopefully, this material will be included in a subsequent edition of this book.

[Source Code](http://users.cts/crash/s/slogan/gtkbook.html)

I plan to make the source code for this book available online. Please go to users.cts/crash/s/slogan/gtkbook.html for further details.

Onward...

By purchasing this book, you have decided to develop an application for Linux/UNIX, and you have also decided to develop this application using Gtk+. In addition to learning about Gtk+, you should take some time to learn more about the desktop environment(s) within which users will be executing your application. If you are targeting GNOME-and some of you are-you should learn about developing for the GNOME environment using the books and Internet resources available. This book covers the Gtk+ toolkit, upon which all GNOME applications are based, but I do not cover GNOME application development specifically within these covers.

Users Review

From reader reviews:

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