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# COURSE NOTES 30

## PEX PROGRAMMING, A MIXTURE OF PHIGS, PEXlib, X AND MOTIF

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SIGGRAPH 92 Course 30

# PEX Programming:

## A Mixture of PHIGS, PEXlib, X & Motif

## Abstract

This tutorial will present a brief overview of PEX concepts and features. A brief description of the various API choices for PEX will be given. Differences between PEXlib and PHIGS will be highlighted, as well as, immediate mode and mixed mode graphics.

The tutorial will cover the topics needed to create an application using PEXlib, X and Motif. A small drawing application will serve as the basis of the tutorial. The pdraw application will demonstrate the PEXlib programming interface, although a PHIGS version will be used to explain PHIGS specific issues.

The main topics will include how to get events from the User Interface, how to mix X and PEX graphics to provide appropriate feedback, how to respond to window system events, how to use PEX utility requests to map window location and to allow the application to do picking.

The use of Gaskins p. NNN - refers to the PHIGS Programming Manual, Tom Gaskins, O'Reilly & Associates, Inc. 1992, supplied with Course.

### Jan "YON" Hardenbergh

Jan Hardenbergh was been working in computer graphics for twelve years beginning with the CORE system and working his way through user interfaces, the X window system, PHIGS and PEX. He attended his first ANSI PHIGS meeting in 1985 and became a PEX architect in 1989 for PEX 4.0 and PEX 5.0. An interest in exposing the inherent immediate mode in PEX lead him to develop the PEXIM interface and explore adding immediate mode to PHIGS. Jan stays actively involved in the continued PEX standards work. His current interest is providing an integrated application environment in the PEX, X and User Interface world. He is currently the PEX Project Leader for Oki Advanced Products Division.