Preface

The InterViews system supports the design and implementation of applications with graphical user interfaces. InterViews includes a library of interface and composition classes, a structured graphics library, and a set of applications. The system is written in C++ and runs on top of the X window system. See the 2.6 release notes for more information about the distribution.

If you are not running X already, you should bring it up before trying to use the programs and library routines documented here. Also, the documentation also assumes familiarity with C++.

Several people have contributed to the design and implementation of InterViews. Paul Calder designed the boxes-and-glue composition model for interactive objects and wrote many of the commands. John Vlissides wrote the original version of the *idraw*(1) drawing editor and the structured graphics library. Both Paul and John have also contributed to the design and implementation of the base library. John Interrante wrote the current version of *idraw* and added the ICCCM window manager protocol support to libInterViews. Craig Dunwoody participated in the early design of InterViews. We are grateful to the growing InterViews user community for its encouragement and support.

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