

**NAME**

cruise - Interviews interface to the OCEAN Sea of Gates Design System.

**SYNOPSIS**

cruise [options]

**DESCRIPTION**

The program provides a nicer graphical interface to the Seadif database and to programs for automatic placement and routing much faster than seadali which has to convert your circuit from and to the Nelsis database each time you request an operation.

**OPTIONS**

–background    next argument sets the background color  
–bg            same as –background  
–display       next argument specifies the target workstation display  
–foreground    next argument sets the foreground color  
–fg            same as –foreground  
–fn            same as –font  
–font          next argument sets the text font  
–geometry      next argument sets the position and size  
–iconic        starts up the first top–level interactor in iconic form  
–name          next argument sets the instance name of top interactor  
–reverse       swaps default foreground and background colors  
–rv            same as –reverse  
–synchronous   force synchronous operation with the window system  
–title         next argument sets the top interactor’s title bar name  
–xrm          next argument sets an “attribute: value” property

The geometry specification has the form “=WxH+XOFF+YOFF”. A negative XOFF (YOFF) specifies the offset of the interactor from the screen.

**RESOURCES**

The program understands the following resources:

message – texts display  
radio – radio buttons appearance  
button – push buttons appearance  
check – check boxes appearance  
scroller – scrollers appearance  
mover – movers appearance  
strEditor – string editors appearance  
browser – name browser appearance

For each of these classes foreground, background colors and fonts can be set independently in users .Xdefaults file.

**FILES**

seadif/cruise.out – a log file

seadif/madonna.out – madonna log file

seadif/trout.out – trout log file

seadif/sealib.sdf – seadif database file

seadif/sealib.sdx – seadif database index file

**EXTERNAL\_INFLUENCES**

Environment Variables

OCEAN – root directory of ocean tree.

OCEANPROCESS – ocean process name.

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**SEE ALSO**

seadif(3SDF)