

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.

AUTHOR

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SEE ALSO

seadif(3SDF)