

Part III

Customizing X

Now that you know (almost) everything about the X Window System, you'll want to use it to its fullest extent. Or maybe you need to look up a detail to put the finishing touch onto your Linux system. In either case you're in the right place.

Part III first explains how to use and configure the XFree86 X Server. Once the X Server is running properly, you can use it to log in to your system using XDM, the X Display Manager. The remaining chapters describe the finer details of customizing X.

The chapters contained in Part III, *Customizing X*, are:

Configuring XFree86

This chapter is a step-by-step guide to configuring XFree86 on your system. It also highlights significant differences between XFree86 v4.x and v3.3.x, which is still widely used.

X Display Managers

This chapter explains how to configure your Linux system to use XDM, as well as how to use its more modern relatives, GDM and KDM.

Setting Resources

This chapter describes how to set resource variables to configure application features such as color, geometry, fonts, and so on. It describes the syntax of resource definition files such as *.Xdefaults* and *.Xresources*, as well as the operation of *xrdb*, a client used to manage the resource database.

Using Fonts with X

Most X clients let you specify the font used to display text in windows, in menus and labels, and in other text fields. For example, you can choose the font used for the text in FVWM menus or in *xterm* windows. This chapter describes how to select display fonts for use with X client applications.

Specifying Color

The final chapter describes X's use of color.