

Part I

X Window System

The first part of this book introduces you to the X Window System, a fascinating networking graphical interface to the Linux operating system. But that's not all! It also gets you started using X and its wide range of applications.

The chapters in Part I, *X Window System*, are:

Introduction

The first chapter provides an overview of the X Window System, briefly describing its client/server architecture and the major features of the X server and X client applications.

Getting Started Using X

The next chapter helps you start the X server, at least one *xterm* (terminal emulator) window, and the FVWM window manager. These processes may be started automatically when you log in, or you may have to start them manually. It also describes how to manage windows, start additional clients, and run clients on remote machines. Finally, you'll learn in more detail how to manage your *xterm* windows.

A Selection of Useful X Clients

This chapter describes some useful graphics programs that provide services such as magnifying a portion of the screen, loading an image into the root window, making a screen dump, and converting between different graphics formats. It also introduces some of the major graphics clients included with X, notably the *bitmap* editor, *xv*, the GIMP, and ImageMagick.