
Subject: Max X-window width under OS X/X11
Posted by [K. Bowman](#) on Mon, 23 Aug 2004 20:16:14 GMT
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I have a Mac with a 1600 x 1024 display. I want to create a window to display an image that is, say, 2000 x 200. (I know that I won't be able to view the whole thing at one time.)

I find that the widest window I can create is 1541 pixels.

I don't know any reason why this would be an IDL issue. Does anyone know if this is a generic X11 issue or an Apple X11 issue? (I thought one could create windows larger than the display under X.)

Ken Bowman

IDL version 6.0
Mac OS X 10.3.5

```
IDL> window, xs = 1500, ys = 100
IDL> help, /device
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
Current graphics device: X
  Server: X11.0, The XFree86 Project, Inc, Release 40300000
  Display Depth, Size: 24 bits, (1600,1024)
  Visual Class: TrueColor (4)
  Bits Per RGB: 8 (8/8/8)
  Physical Color Map Entries (Emulated / Actual): 256 / 256
  Colormap: Shared, 16777216 colors. Translation table: Bypassed
  Graphics pixels: Decomposed, Dither Method: Ordered
  Write Mask: 16777215 (decimal) ffffff (hex)
  Graphics Function: 3 (copy)
  Current Font: <default>, Current TrueType Font: <default>
  Default Backing Store: Pixmap.
  Window Status: -----
  id typ( x, y, backing store) id typ( x, y, backing
store)
    0: Win(1500, 100, Pixmap)
IDL> wdelete
IDL> window, xs = 2000, ys = 100
IDL> help, /device
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
Current graphics device: X
  Server: X11.0, The XFree86 Project, Inc, Release 40300000
  Display Depth, Size: 24 bits, (1600,1024)
  Visual Class: TrueColor (4)
  Bits Per RGB: 8 (8/8/8)
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Physical Color Map Entries (Emulated / Actual): 256 / 256
Colormap: Shared, 16777216 colors. Translation table: Bypassed
Graphics pixels: Decomposed, Dither Method: Ordered
Write Mask: 16777215 (decimal) ffffff (hex)
Graphics Function: 3 (copy)
Current Font: <default>, Current TrueType Font: <default>
Default Backing Store: Pixmap.
Window Status: -----
id typ(x, y, backing store) id typ(x, y, backing
store)
0: Win(1541, 100, Pixmap)
