
Subject: Re: Issue with 6.3, Mac OS X 10.4, 3 displays, X11

Posted by [bogdanni](#) on Fri, 20 Oct 2006 10:05:38 GMT

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Hi,

I did some tests and I think I may have a solution:

The problem is that the default window manager, quartz-wm doesn't seem to allow sizing windows larger than one screen. You could use another window manager, like twm which comes with the X11 distribution for Mac OS X. To enable it, copy
/private/etc/X11/xinit/xinitrc to \$HOME/.xinitrc and replace the last line, "exec quartz-wm" with "exec twm".

Since twm cannot interact with normal Mac OS X you have to use X11 in full screen mode. This is enabled via X11->Preferences->Output->Enable the Enter Full Screen menu. Use Command-Option-A to enter/exit full screen. If you are unfamiliar to twm, the left mouse button brings up a menu where you can choose xterm (also, the initial placement of windows is interactive).

That way, I can open a window wider than one screen from IDL, on my computer (with two screens attached).

Also OpenGL still seems hardware accelerated, albeit, of course, slower.

Hope this helps,
Bogdan
