
Subject: Transporting code from one mac to another: Problem connection to X windows server...

Posted by [stefan5465](#) on Fri, 22 May 2009 10:21:46 GMT

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Dear all,

Has anyone tried copying across some code from mac to mac, only to be met with the receiving mac seemingly trying to connect to the donating mac's x windows server?

Xlib: connection to ":0.0" refused by server

Xlib: Invalid MIT-MAGIC-COOKIE-1 key

% PLOT: Unable to connect to X Windows display: :0.0

% PLOT: Unable to open X Windows display.

Is your DISPLAY environment variable set correctly?

Google says its a fairly common message within xwindows - but all the solutions involve some sort of bash command line quick fix -

is there anything I can stick in the .pro files to ensure this doesn't happen every time?

Thanks,
Stefan

Subject: Re: Transporting code from one mac to another: Problem connection to X windows server...

Posted by [David Gell](#) on Fri, 22 May 2009 18:39:06 GMT

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On May 22, 5:21 am, stefan5...@hotmail.com wrote:

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>

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> met with the receiving mac seemingly trying to connect to the
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> happen every time?
>
> Thanks,
> Stefan

Two more things to check. First X11 needs permission to accept network connections.

Look in the preferences for a checkbox "Allow connections from network clients" and make sure it is selected.

The second possibility is you may only think you set the DISPLAY environment variable.

The environment variable must be set prior to starting X11 to ensure that X11 gets the correct value. There are at least 3 ways to set environment variables, a system profile script, a user profile script, and the environment plist file in the hidden directory .maxOSX. I prefer using the environment.plist property file. It gives one place to collect all environment variable settings that will apply to any application started from the finder. Since the command line interface is through the terminal application, it also affects command line activities.
