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MacX: Positioning Windows with Multiple Monitors

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MacX: Positioning Windows with Multiple Monitors

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TOPIC -----

On a system with multiple monitors, MacX assumes that the logical tops of the screens are at an equal height. For example, on my system, I have an Apple 13-inch RGB and a Radius TPD. The RGB is slightly lower than the TPD, and is to the left of it. I have changed positioning in the Monitors control panel to reflect this. When bringing up a client application in rootless mode, MacX can position it at the top of the bounding rectangle formed by both monitors, therefore positioning it "off the top" of the RGB monitor, and rendering the window inaccessible.

I can work around this by running in rooted mode, or by positioning the logical tops of the screens so that they are equal.

DISCUSSION -----

This behavior is known, and in fact, it is documented in the PATHWORKS for Macintosh, MacX User's Guide, page 65. To move the windows, use the Temporarily Adorn command or the Option key as described in the same manual, on pages 68-69.

The position in which a DECwindows client window appears when you open it is preset. Usually the client window appears approximately in the middle of the screen. Occasionally, in the preset position only part of the window might be visible, or the window might not be visible at all. This situation might occur if you have more than one monitor connected to your Macintosh.

In the Macintosh environment, the desktop extends across all monitors connected to the same workstation. Because of the different sizes of monitors and the ways in which they can be positioned relative to one another (using the Monitors control panel), the Macintosh desktop can have portions that are not visible.

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When DECwindows attempts to position a window in the nonvisible part of the desktop, the MacX Window Manager takes over and places the window near the desktop's point of origin (the upper-left corner). If more than one window needs to be placed, MacX positions the windows in a cascading sequence. MacX automatically places a window on the largest monitor best-suited to display it; for example, it puts a color window on the largest color monitor available.

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