MacX: Window Position Problem (4/93)

Article Created: 23 March 1991

Article Change History

04/20/93 - UPDATED
              • To include MacX 1.2 information.

TOPIC ---

I'm using FrameMaker on a Sun, displaying in MacX 1.0. Some rootless
windows are displaying their title bars underneath the MacX menu bar. MacX
sets the top left corner of the X display server to be at (0,0), rather
than compensating for the fact that the Macintosh menu bar is 20 pixels or
so tall. I can't move these windows because I can't access their title
bars.

I can adjust the window prefs file on the host, but the problem happens
because of MacX's rootless operation, regardless of the host process.

DISCUSSION --

If your title bars are hidden under the Macintosh menu bar, drag the window
out of the Macintosh menu bar while holding down the OPTION key.

Yes, it is true that the MacX 1.0 to 1.1.7 Window Manager sets the
upper-left corner of the screen at origin (0,0). The Macintosh menu bar
(MacX application in this case) is accounted in the entire screen
coordinates. Therefore, when specifying the y coordinate for a rootless
window, the height of the title bar must be taken into consideration.
Otherwise, the application's title bar will be hidden under the Macintosh
menu bar.

The MacX Window Manager automatically positions a window:

        • if its display coordinates are off screen
   or   • if the command to create it doesn't have a geometry option
   or   • if the geometry option's x,y coordinates are 0,0
          MacX 1.2 will position the window just below the menu bar.
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Keywords:  <None>

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Tech Info Library Article Number: 7232