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MacX: Window Management Q & A (4/93)

Revised: 4/26/93
Security: Everyone

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Article Created: 7 August 1990

Article Change History

04/20/93 - REVIEWED

- For technical accuracy.

TOPIC -----

Here are some questions and answers about MacX and window management.

DISCUSSION -----

- Q) Does the host machine send bitmaps or an object / vector description to the network? If bitmaps are sent, there may be some issues with network performance and cutting and pasting text.
- A) Typically, an X client application sends information in the form of an object / vector description. For instance, when drawing a scroll bar, the bit image of the scroll bar is not transmitted, only the commands to generate the bit image are transmitted. However, it is quite possible for the client application to transmit bit images. A perfect example of this is a bit image viewing application.
- Q) Does MacX always use the Macintosh Window Manager in rootless and rooted modes? I'm running Open Look under MacX in a rooted window, and I'm concerned about the implications of the Open Look interface being mapped onto Macintosh windows (although I can understand why this may have been done). I'm concerned also with consistency between machines. I have had some interesting problems with windows disappearing, use of menus, and so on (things that may be considered normal with the Macintosh interface). Interestingly, the calculator appears in a normal Open Look

window, but everything else is in Macintosh windows. My feeling is that the choice of rooted or rootless should define what happens (that is, whether Macintosh windows or Open Look windows are used).

A good example of the problem is when you iconify the clock. Normally, under Open Look, the time still appears and is updated--in MacX this doesn't happen. Is there a way that this can be configured to use Open Look windows (I am aware of the disadvantages), or will Macintosh windows always be used?

- A) When you execute a client application in a rootless window, MacX always maps the client's calls into the Macintosh Window Manager. When you use a rooted window, the Macintosh Window Manager is not used except to contain the entire "screen" or display that is being drawn into. If client applications are being displayed in Macintosh windows, the environment for the remote call is not being properly set. You need to set the display to the rooted window desired for each application you execute.

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Tech Info Library Article Number:5993