



**Function holoscan::viz::Init(const char *, uint32_t,
uint32_t, uint32_t, InitFlags)**

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- Defined in [File holoviz.hpp](#)

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void holoscan::viz::Init(const char *displayName, uint32_t width = 0, uint32_t height = 0, uint32_t refreshRate = 0, [InitFlags](#) flags = [InitFlags::NONE](#))

Initialize Holoviz to use a display in exclusive mode.

Setup:

- when multiple displays are connected: The display to be used in exclusive mode needs to be disabled in the NVIDIA Settings. Open the `X Server Display Configuration` tab, select the display and under `Configuration` select `Disabled`. Press `Apply`.
- when a single display is connected: SSH into the machine, stop the X server with `sudo systemctl stop display-manager`.

Parameters

- **displayName** – name of the display, this can either be the EDID name as displayed in the NVIDIA Settings, or the output name provided by `xrandr` or `hwinfo --monitor`. if nullptr then the first display is selected.
- **width** – desired width, ignored if 0
- **height** – desired height, ignored if 0
- **refreshRate** – desired refresh rate (number of times the display is refreshed each second multiplied by 1000), ignored if 0
- **flags** – init flags

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