



Super quick: xrandr and resolution

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Pegasi Knowledge

<https://ghost.pegasi.fi/wiki/>

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Super quick: xrandr and resolution

You may use IceVM or other skinnier window manager or you just need to set your resolution with your own ways. Xrandr can do just that.

Check out your available modes and outputs

```
xrandr
```

You get a list of outputs and modes in the likes of this

```
Screen 0: minimum 8 x 8, current 7680 x 1464, maximum 16384 x 16384
GPU-0.DP-0 disconnected (normal left inverted right x axis y axis)
GPU-0.DP-1 disconnected (normal left inverted right x axis y axis)
GPU-0.DP-2 connected primary 2560x1440+2560+24 (normal left inverted right x
axis y axis) 597mm x 336mm
    2560x1440    59.95*+
    1920x1200    59.88
    1920x1080    60.00    59.94    50.00    23.97    60.05    60.00    50.04
    1680x1050    59.95
    1600x1200    60.00
    1280x1024    75.02    60.02
    1280x800     59.81
    1280x720     60.00    59.94    50.00
    1152x864     75.00
    1024x768     75.03    60.00
    800x600      75.00    60.32
    720x576      50.00    50.08
    720x480      59.94    60.05
    640x480      75.00    59.94    59.93
GPU-0.DP-3 connected 2560x1440+0+0 (normal left inverted right x axis y
axis) 597mm x 336mm
    2560x1440    59.95*+
    1920x1200    59.88
    1920x1080    60.00    59.94    50.00    23.97    60.05    60.00    50.04
    1680x1050    59.95
    1600x1200    60.00
    1280x1024    75.02    60.02
    1280x800     59.81
    1280x720     60.00    59.94    50.00
    1152x864     75.00
    1024x768     75.03    60.00
    800x600      75.00    60.32
    720x576      50.00    50.08
```

```

720x480      59.94      60.05
640x480      75.00      59.94      59.93
GPU-1.DP-0 disconnected (normal left inverted right x axis y axis)
GPU-1.DP-1 disconnected (normal left inverted right x axis y axis)
GPU-1.DP-2 connected 2560x1440+5120+0 (normal left inverted right x axis y
axis) 597mm x 336mm
2560x1440    59.95*+
1920x1200    59.88
1920x1080    60.00      59.94      50.00      23.97      60.05      60.00      50.04
1680x1050    59.95
1600x1200    60.00
1280x1024    75.02      60.02
1280x800     59.81
1280x720     60.00      59.94      50.00
1152x864     75.00
1024x768     75.03      60.00
800x600      75.00      60.32
720x576      50.00      50.08
720x480      59.94      60.05
640x480      75.00      59.94      59.93
GPU-1.DP-3 disconnected (normal left inverted right x axis y axis)

```

or in virtual environment something like this

```

Screen 0: minimum 320 x 200, current 1024 x 768, maximum 8192 x 8192
Virtual-0 connected 1024 x 768+0+0 0mm x 0mm
1024x768     59.92 +
1920x1200    59.88
....

```

Outputs are the names before each resolution list, such as GPU-0.DP-0, GPU-0.DP-1, GPU-0.DP-2 or Virtual-0, Virtual-1 etc.

Available resolutions are under the outputs. We're interested in the first column.

You can change your single output resolution by typing

```
xrandr --output <output> --mode <mode>
```

In the first example this would be like

```
xrandr --output GPU-0.DP-2 --mode 2560x1440
```

Or with the virtual guest something like this

```
xrandr --output Virtual-0 --mode 1920x1200
```

That's it! Put it in your rc.local or just run it when you start your session.