
Subject: Re: determining the display size (IDL)
Posted by [davidf](#) on Thu, 18 Nov 1999 08:00:00 GMT
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Robert S. Mallozzi (mallors@msfc.nasa.gov) writes:

```
> You might want use the GET_SCREEN_SIZE () function
> instead, as it won't crash if the device is
> not set "properly":
>
> IDL> PRINT, !D.NAME
> X
> IDL> DEVICE, GET_SCREEN_SIZE = s & PRINT, s
>    1024    768
> IDL> s = GET_SCREEN_SIZE () & PRINT, s
> % Compiled module: GET_SCREEN_SIZE.
>    1024.00    768.000
> IDL> SET_PLOT, 'PS'
> IDL> DEVICE, GET_SCREEN_SIZE = s & PRINT, s
> % Keyword GET_SCREEN_SIZE not allowed in call to: DEVICE
> % Execution halted at: $MAIN$
> IDL> PRINT, !D.NAME
> PS
> IDL> s = GET_SCREEN_SIZE () & PRINT, s
>    1024.00    768.000
```

Whoa! Did you see the code for GET_SCREEN_SIZE!?

They realize an *unmapped* object draw widget on the device. Then get the screen dimensions from the window object. Nice trick, because devices that don't support windows don't complain until a window actually shows up on the display, which this one never does.

Who said objects weren't powerful! :-)

Cheers,

David

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