Subject: Re: X window display sizes
Posted by your name on Tue, 23 Nov 1999 08:00:00 GMT
View Forum Message <> Reply to Message

Private wrote:
>
> David Fanning wrote:
>>
>> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:
>>
>>> I don't know of any way to do this using IDL commands. The only
>>> information you can return about a widget on a remote display seems to
>>> be the geometry of the widget itself, e.g.
>>
>> I don't know. I think the realize-the-upmapped-
>> draw-widget method used in GET_SCREEN_SIZE should
>> work everywhere. There is even a keyword that will
>> enquire of a remote display, I think.
>>
>> Cheers,
>>
>> David
>> --
>> David Fanning, Ph.D.
>> Fanning Software Consulting
>
> It doesn't work on our systems. It just returns the display size of the
> default display regardless of what you pass to the DISPLAY_NAME argument
> or keyword.
Thanks all for your comments. I have already found the error in the
supplied routine GET_SCREEN_SIZE, and replaced the erroneous code. It
now works OK and I can get the info I need.

Regards,
 Ian
>
> After looking at the code further, it seems there is a bug in
> get_screen_size.pro
> in both IDL 5.1 and 5.2. The function specifies the DISPLAY_NAME keyword
> on
> the WIDGET_DRAW function rather than the WIDGET_BASE function.
>
> If I issue the commands manually and and put the DISPLAY_NAME keyword on
> the WIDGET_BASE function it works as expected. I guess I'll be editing
> the .pro
> files.
>
> Now, I wonder if doing this sets the X visual to the default?

>
> --
> Nigel Wade