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Subject: Re: X window display sizes

Posted by [Nigel Wade](#) on Mon, 22 Nov 1999 08:00:00 GMT

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your name wrote:

>  
> There was an earlier question about finding the size of the display  
> screen. I am familiar with David's answer:-  
>  
>     DEVICE, GET\_SCREEN\_SIZE = My\_screen\_size  
>  
> However, I am running under OpenVMS, CDE, Motif with X-windows. In my  
> application, I create displays on a number of display devices using the  
> DISPLAY\_NAME keyword to WIDGET\_BASE.  
>  
> Does anyone know how I can find the size of these (remote) displays?  
> Some of these displays are PCs with an X-window emulator, so the  
> resolution may be changed by the users without the knowledge of the  
> system.  
>  
> Any help would be appreciated,  
>  
>     Ian  
>  
> email: Ian.Dean@GECM.COM

You can use the get\_screen\_size funtion as Dave mentions in a parallel thread (but check if your version has the same bug I found, posted to that thread).

Alternatavely, I have a DLM which makes direct Xlib calls to the X server to determine lots of information on the display, screen and available visuals. It's rather a heavy-weight approach if all you require is the screen dimensions but I could make it available if you like. It does require a C compiler and an X development environment (basically the X header files).

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Nigel Wade

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