
Subject: Re: Fullscreen Object graphics ?
Posted by [Rick Towler](#) on Wed, 19 Mar 2003 17:11:46 GMT
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"George Millward" wrote in message

> Hi there,
>
> Does anyone know how to get graphics to display in a 'fullscreen' mode
> ?
> I am using 5.6 for OSX and i wish to have just graphics sent to the
> projector - rather than graphics surrounded by an x-window.
>
> I assume this must be possible ?

Full screen, i.e. non-windowed "windows" aren't supported in IDL. The best you can do is create an animation and play that thru the projector. Or live with the window.

:(

-Rick
