
Subject: Re: Fullscreen graphics request ?

Posted by [David Fanning](#) on Mon, 21 Apr 2003 14:05:28 GMT

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George Millward (george@apl.ucl.ac.uk) writes:

- > I was wanting to get IDL to produce object graphics in a 'fullscreen'
- > mode (i.e., a windowless window). This way the image could be sent to
- > a projector without having a pointless window border around it.
- > Anyhow, I discover that this isn't possible in 5.6 - IDL does not
- > support such a feature.

Here is a program that will give you a fullscreen window.

Or, at least it does on my Windows machine.

```
.*****  
,  
PRO FullScreenWindow, WID=wid, TLB=tlb  
  
tlb = Widget_Base(TLB_Frame_Attr=5)  
Device, Get_Screen_Size=s  
draw = Widget_Draw(tlb, XSize=s[0], YSize=s[1])  
Widget_Control, tlb, /Realize  
Widget_Control, draw, Get_Value=wid  
WSet, wid  
  
END  
.*****  
,
```

The window index number is returned in the WID keyword.

Or, it can simply be found in !D.Window.

```
IDL> FullScreenWindow, WID=wid, TBL=tlb  
IDL> Plot, findgen(11) ; Or whatever
```

To close the window, you can either do this:

```
IDL> Widget_Control, tlb, /Destroy
```

Or, this:

```
IDL> Widget_Control, /Reset
```

- > My question. Will such a feature be a part of IDL 6 - and if not how
- > do I go about requesting it (i.e., what are the RSI channels for
- > requesting features).

Despite what you have heard, winching and moaning here on the IDL newsgroup is not best way to get things accomplished.

The best way is to send a polite note to support@rsinc.com. :-)

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

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