I am running IDL 3.6 on an ALPHA, under X windows. When using widgets
IDL arranges the widgets according to the pixel resolution available -
for example: sometimes a widget with a graphics window like xfont, will
not show the graphics window unless the window is maximised, and then
not all the window is seen, but leaving a huge gaping hole in the rest
of the window. Thi sdepends on the pixel resolution - if you have
enough pixels, then there is no problem (I have seen this on many
displays).

I see the same problem when I write widgets, and so my questios are:
1. does anyone have a way of getting the device resolution automatically
so I can scale my widget applications accordingly?
2. does anyone else consider this a bug - or at least as a colleague
here put it: "the default action is pretty weird!" - in IDL ?

Thanks in advance,

Rob O'Connell