
Subject: Re: GUI size on different screens

Posted by [David Fanning](#) on Mon, 27 Nov 2006 22:07:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mike writes:

> One more suggestion that I haven't seen yet: when I really want to save
> a few pixels, I set xpad=0 and ypad=0 in my calls to widget creation
> functions. This packs them tighter, especially when I'm using many
> nested widget_base's.

Yes, I've gotten so used to doing this I forget to even mention it. I first noticed this "base decoration" problem on Windows XP, when it seemed all my widgets suddenly got 5-10% bigger than they used to be. :-)

Incidentally, Andrew Cool's little WindowSize kludge seems to subtract this "decoration" size from the window size it reports, whereas the GetPrimaryScreenSize function Dick Jackson alerted us to does not. The result is that if you make a "normal" window with the "Cool" size, the window is what you expect, whereas if you make one with the "Jackson" size, the window slips down behind the task bar by about 6 pixels. Not a big deal, but another thing to keep in mind.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
