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Subject: [Q]Finding Screen Resolution in IDL

Posted by [Tim Patterson](#) on Wed, 28 Aug 1996 07:00:00 GMT

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I have a large IDL widget application that creates a number of windows of varying sizes. The problem is that some of the machines it runs on have differing screen resolutions i.e. 100 dpi vs 75 dpi. If I use a 14 point font, it looks fine on the 100dpi screen, but too large on the 75dpi screen (the windows are too large and therefore hard to work with when there are a number open). But if I use, say, a 10point font, the windows look greta on the lower resolution screen, but unreadable on the high resolution one.

So, is there a way to test which resolution screen I'm on and set the font point-size accordingly (perhaps something using the size of the screen in pixels which I can get via IDL).

Cheers

Tim

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