
Subject: Re: [Q]Finding Screen Resolution in IDL
Posted by [Tim Patterson](#) on Wed, 04 Sep 1996 07:00:00 GMT
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Thanks for the useful hints. In case anybody is interested, the solution I came up with was the following, which appears to work on the machines I have access to.

The user can define a specified environment variable to be either 10,12 or 14. If this env. var. exists and has a sensible value, then that's the font size I use for the widgets.

If the variable isn't set up properly, then I check the value of `!d.y_ch_size`. If this is less than 10, then I set the font size to 12, otherwise I set it to 10. This appears to work and keep the widgets reasonably to a similar size on 100 dpi and 75 dpi font workstations.

Tim
