
Subject: Re: the "real" screen size

Posted by [David Fanning](#) on Mon, 25 Oct 2010 14:17:23 GMT

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alx writes:

- > On Linux, after the window creation, do you see only a black screen ?
- > If not, as it is the case on my Windows box (I can see window frames,
- > system taskbar, etc...), !D.X_SIZE and !D.Y_SIZE does not give you the
- > drawing size for your image.
- > alx.

I think everyone is getting a bit confused here. Let me see if I can summarize. The problem we are trying to solve is that we want to create a window on the display that is as big as possible, without being obscured by window decorations, borders, etc. The question we are trying to ask is "How can we find the size of that window in a machine-independent way?"

One would think that the Get_Screen_Size keyword to the Device command would work:

```
IDL> Device, Get_Screen_Size=theSize
IDL> Print, thesize
      1280 1024
```

The problem is, if you make a window of this size, it is "too big" for the window. It is obscured.

Carsten's solution for LINUX is to make a window this size anyway (probably as a pixmap, I would assume) and then examine the variables !D.X_Size and !D.Y_Size. These will contain the sizes you are looking for.

UNIX:

```
IDL> Window, XSIZE=theSize[0], YSIZE=theSize[1]
IDL> Print, !D.X_Size, !D.Y_Size
      1278  944
```

Alas, this doesn't work for Windows computers:

WINDOWS:

```
IDL> Window, XSIZE=theSize[0], YSIZE=theSize[1]
IDL> Print, !D.X_Size, !D.Y_Size
      1280 1024
```

So, we are still looking for a machine-independent solution.

At the moment, however, we only have to calculate fudge factors for Windows machines, which is an improvement. These fundge factor only depend on which version of Windows you are using, how you have configured your machine, and other factors too numerous to mention. :-)

Cheers,

David

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

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