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Subject: Re: the "real" screen size

Posted by [Carsten Lechte](#) on Mon, 25 Oct 2010 14:07:39 GMT

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On 25/10/10 15:32, David Fanning wrote:

> Ah, is this what Carsten means:

>

> IDL> device, get\_screen\_size=s

> IDL> print,s

> 1280 1024

> IDL> window, xsize=1280, ysize=1024

> IDL> print, !d.x\_size, !d.y\_size

> 1280 1024

Does that window then have a usable graphics area of 1280x1024, i.e. the window including borders and title bar is a bit larger than your screen? Or do the sizes in !D lie to you and the usable window size is really smaller than that?

In that case, the assumption is that the windowing system will automatically give you a properly maximized window if you request a size that is too large to be displayed AND the actual size is correctly reflected in the !D system variable.

We have already found that this assumption does not seem to hold on windows. And one can probably find a window manager on unix for which it does not hold either.

chl

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