
Subject: Re: the "real" screen size

Posted by [David Fanning](#) on Mon, 25 Oct 2010 13:32:03 GMT

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wlandsman writes:

```
>
> On Oct 25, 4:56 am, Carsten Lechte <c...@toppoint.de> wrote:
>
>>
>> At least on my linux box, if you do that, you can then examine the
>> size fields in the !D system variable to get the true size of your
>> window, which you can assume to be the maximum possible size and use
>> accordingly in your subsequent drawing operations.
>
> That works on both my Linux box and Mac-- thanks!    (I could swear
> that it didn't used to work, but I won't worry about that now.) --
```

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
```

If so, then you only need fudge factors for Windows. ;-)

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.")
