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Subject: Re: the "real" screen size

Posted by [wlandsman](#) on Mon, 25 Oct 2010 13:26:44 GMT

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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.) --  
Wayne

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