Subject: Re: the "real" screen size Posted by lecacheux.alain on Mon, 25 Oct 2010 13:01:24 GMT View Forum Message <> Reply to Message

On 25 oct, 00:02, wlandsman <wlands...@gmail.com> wrote:

- > I often like to view images as big as possible on my monitor. So
- > I get the screen size using device.get screen size=winsize, and open a
- > window of this size using WINDOW, XSIZE=, YSIZE=. I then CONGRID()
- > my (bigger) image down to this size and display it with TV.

>

- > After all these years, I now realize that this method results in
- > significant truncation of the image on my Linux (Redhat) box (and
- Device, get_screen_size reports a > smaller truncation on my Mac).
- > screen size of 1600 x 1200 on my Llnux box, but when I open a 1200 x
- > 1200 window, I am actually only viewing the first 1115 pixels of the
- > image in the Y direction, so I am missing more than 7% of the image,
- > presumably due to pixels taken up by the window and taskbar margins

>

- > There was a thread a while back (http://tinyurl.com/2bssnfe) on
- > using the exclude Taskbar keyword in the IDLsysMonitorInfo object to
- > get the "free" screen size. But this method seem more relevant to
- > determining the available size for a widget GUI, and in any case, the
- exclude_Taskbar keyword is only available for Windows OS.

>

- > I can always introduce a fudge factor (i.e. subtract 85 pixels from
- > the reported screen size) but does anyone know any IDL or X-window
- settings that might help?

> Thanks, --Wayne

In MS-Windows (I do not know in Unix/Linux), IDL window creation looks like to be different in DG and new Graphics.

After Device, GET_SCREEN_SIZE=sz, the statement Window,/ FREE,XSIZE=sz[0],YSIZE=sz[1] creates a somewhat truncated window, overlapped by system taskbar, while !Null=Window(DIMENSIONS=sz) creates a well centered, not overlapped window.

In the second case, I guess that it would be possible to understand what IDL is actually doing, by using Widget WINDOW and Widget INFO(/ GEOMETRY) or, likely better, by using ITOOLS armada, since new graphics windows should derive from ITools...

Alx.