Subject: the "real" screen size
Posted by wlandsman on Sun, 24 Oct 2010 22:02:02 GMT
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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 smaller truncation on my Mac). Device,get_screen_size reports a screen size of 1600 x 1200 on my LInux 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