Subject: Re: the "real" screen size
Posted by Michael Galloy on Tue, 26 Oct 2010 20:39:04 GMT
View Forum Message <> Reply to Message

On 10/26/10 2:03 PM, David Fanning wrote:
> Mike Galloy writes:
>
>> If you want to create a maximally sized graphics window so that the
>> above example code works, then on Mac I think it has to use the UNIX
>> solution.
>
> Well, this is *extremely* confusing, which is why I'm trying
> to write it down. So, what do you think the Mac is reporting,
> then, when you do Get_Screen_Size()? You think this is the
> window *without* a title bar, but not taking into account the
> task bar, is that right?

It's the window without the menubar (the top one that is always there on
Mac OS X, sort of like the Windows taskbar that is always at the
bottom), but not accounting for the menubar on individual X windows.
It's just the "usable space" for the monitor. If you could create a
graphics window without a menubar, you could use all that space.

My screen resolution is 1680 x 1050:

IDL> print, get_screen_size()
      1680   1028

> I'm I correct that:
>
>   Device, Get_Screen_Size=theSize
>
> On a Mac, actually gives the screen or monitor size?

This, as well as using IDLsysMonitorInfo::getRectangles(), returns the
same thing:

IDL> Device, Get_Screen_Size=theSize
IDL> print, thesize
    1680   1028

>> Does this work on Windows? IDLsysMonitor::getRectangles with
>> EXCLUDE_TASKBAR excludes the windows menubar too?
>
> It would appear so, yes.
>
> Thanks for your help with this. Not having a Mac, and
> not knowing all these machine-specific nuances, is what

> makes writing machine independent code so very, very
> difficult!

Mike
--
www.michaelgalloy.com
Research Mathematician
Tech-X Corporation