
Subject: Re: the "real" screen size

Posted by [David Fanning](#) on Tue, 26 Oct 2010 20:03:45 GMT

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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?

I'm I correct that:

Device, `Get_Screen_Size=theSize`

On a Mac, actually gives the screen or monitor size?

> 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!

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.")
