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.")