Subject: Re: the "real" screen size
Posted by Michael Galloy on Tue, 26 Oct 2010 19:41:01 GMT
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On 10/25/10 12:09 PM, wlandsman wrote:
> On Oct 25, 1:32 pm, mgalloy<mgal...@gmail.com> wrote:
>>
>>
>> The EXCLUDE_TASKBAR is ignored on Macs, BUT it always returns the size
>> *without* the menu bar (basically its the equivalent of
>> EXCLUDE_TASKBAR=1 always):
>
> I find this also -- so it looks like for Macs we can avoid the
> flashing to get the maximum useable image area, and that a program
> GetRealScreenSize() should have separate branches for Mac, Windows,
> and Linux.
>
> A couple of other notes:
>
> 1. The value of !D.Y_SIZE on my Linux box is intelligent, in that if
> I hide the toolbar, I will get a larger value of !D.Y_SIZE, i.e. I
> will be able to write a larger IDL image.
> 2. An alternative to device,get_screen_size = win is to use the
> GET_SCREEN_SIZE() function in the ITTVIS library. Although the
> change is not documented, this function was completely rewritten in
> IDL 8.0 to use the IDLsysMonitorInfo object. However, it does not
> accept the EXCLUDE_TASKBAR keyword. --Wayne
>
> IDL> print,get_screen_size()
> 1600 1200
>

I think we are getting slightly different things with the Windows/Mac
vs. UNIX solutions (at least as of David's current MaxWindowSize
routine): Mac is returning the size of the available space to put a
window (the full size of a maximally sized window including the menubar)
and UNIX is returning the size of the graphics part of a maximally sized
window.

So the following isn't true for Macs (I don't know about Windows):

```
;    To create a window of maximum size::
;       maxsize = MaxWindowSize()
;       Window, XSize=maxsize[0], YSize=maxsize[1], /Free
```

This creates a window that you can't see the bottom of because the
menubar of the graphics window is "pushing" the window down a bit extra
(remember there are two menubars when dealing with an X window on Mac OS

X: the normal Mac menubar that is always there *and* a Windows-like menubar on each window).

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. Does this work on Windows? IDLsysMonitor::getRectangles with EXCLUDE_TASKBAR excludes the windows menubar too?

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