
Subject: Re: the "real" screen size

Posted by [Kenneth P. Bowman](#) on Thu, 28 Oct 2010 14:54:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

In article <MPG.2731e0a4a3ee52b998980f@news.giganews.com>,
David Fanning <news@dfanning.com> 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.

>

> After further investigation overnight and this morning, I've
> finally come to the conclusion that everyone using IDL on
> a Mac should be shot. You're screwing up our lives! :-(

I think the solution is to run X-Windows on the Mac in full screen mode.

And, no, I am not serious, although there are times when I have resorted
to doing that.

Ken
