Subject: Re: the "real" screen size
Posted by Kenneth P. Bowman on Thu, 28 Oct 2010 14:54:52 GMT
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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