Subject: Re: the "real" screen size
Posted by David Fanning on Wed, 27 Oct 2010 22:11:15 GMT
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## ronn kling writes:

> I may be missing something, but this slight modification to Dick's program works on my Mac.... > -Ronn > FUNCTION GetPrimaryScreenSize, Exclude Taskbar=exclude Taskbar > > oMonInfo = Obj\_New('IDLsysMonitorInfo') > rects = oMonInfo -> GetRectangles(Exclude\_Taskbar=exclude\_Taskbar) > pmi = oMonInfo -> GetPrimaryMonitorIndex() > Obj Destroy, oMonInfo > if !d.name eq 'WIN' then begin Return, rects[[2, 3], pmi] ; w & h of primary monitor avbl. > space > endif else begin return, rects[[2, 3], pmi] - [0,rects[1]] > endelse > END

I don't have a Macintosh, obviously, or I would have a better idea of what I was talking about, probably. I think this might indeed work, but for the wrong reasons. :-)

That is to say, the monitor size is wrong, by about 22 pixels, and then when you subtract another 22 pixels from that wrong value, you get (surprise!!) exactly the fudge factor I've hardcoded for the "dock". So, in effect, you found the right value by subtracting the a decent guess at the fudge factor from the wrong monitor size value.

Humm. Yes, I guess that algorithm is as good as any! :-)

Cheers,

David

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Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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