
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

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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