
Subject: Re: the "real" screen size

Posted by [David Fanning](#) on Wed, 27 Oct 2010 14:10:00 GMT

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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! :-)

It turns out that our "UNIX" solution to finding the "maximum" size window doesn't work for Macs. In fact, NO solution works for Macs, except the tried and true fudge factor solution.

Unless anyone can offer me hope, I'll change my article appropriately. Maybe I'll program my MaxWindowSize program to turn the fire alarm on if you call it from a Mac. :-)

Cheers,

David

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

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