
Subject: Re: Don't retrieve !D.Y_VSIZE too quickly
Posted by [lecacheux.alain](#) on Sun, 04 Nov 2012 14:06:20 GMT
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Le dimanche 4 novembre 2012 14:55:36 UTC+1, wlandsman a écrit :

> Here's the simplest form of the test program

```
>  
>  
>  
> pro testwin  
>  
> window,xsize=870,ysize=870  
>  
> print,!D.y_size,!D.y_vsize  
>  
> print,!D.y_size,!D.y_vsize  
>  
> return  
>  
> end
```

```
>  
>  
>  
>  
>  
> IDL> testwin
```

```
>  
> % Compiled module: TESTWIN.
```

```
>  
>      870      870  
>  
>      856      856
```

```
>  
>  
>  
> The reason I previously included get_screen_size is that the problem only occurs when opening  
a window on my machine with a Y size between 856 and 878, in other words between the full  
screen size and the effective screen size which accounts the 22 pixels needed for the menubar.
```

```
>  
>  
>  
>  
>  
> On Sunday, November 4, 2012 7:09:46 AM UTC-5, alx wrote:
```

```
>  
>> The observed delay might be related to garbage collection of the object that is created within  
the call of getprimaryscreenize().
```

```
>
```

```
>>  
>  
>> In 'testwin', you might exchange this function with original IDL's get_screen_size to check  
whether a delay is still there.  
>  
>>  
>  
>> Alain.
```

Ok. Definitely different on Windows & IDL 8.2.1 :

```
IDL> testwin  
% Compiled module: TESTWIN.  
      870      870  
      870      870
```
