
Subject: Re: Don't retrieve !D.Y_VSIZE too quickly
Posted by [lecacheux.alain](#) on Sun, 04 Nov 2012 08:38:54 GMT
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Le dimanche 4 novembre 2012 02:59:03 UTC+1, wlandsman a écrit :

> For the second time this week, I found a need to repeat an IDL command for it to take full effect. Below is the sample program on my Mac

```
>  
>  
>  
> pro testwin  
>  
>  
>  
> print,getprimaryscreenize()  
>  
> window,xsize=870,ysize=870,retain=2  
>  
>  
>  
> print,!D.y_size,!D.y_vsize  
>  
> print,!D.y_size,!D.y_vsize  
>  
>  
>  
> return  
>  
> end
```

> The output is

```
>  
>  
> IDL> testwin  
>  
>      1440      878  
>  
>      870      870  
>  
>      856      856
```

> So when I first ask to print !D.y_vsize it returns 870, but when I immediately ask again it returns 856.

```

>
> This problem is avoided if I put any sort of wait statement after opening the window.  It
appears to take a finite time, after I ask IDL to open a window with a Ysize of 870 pixels, to realize
that the toolbar is using up 22 pixels and adjust !Y.V_SIZE accordingly.
>
>
>
> This delay is what may have caused the difficulty in getting the Mac useful screen size
>
> ( http://www.idlcoyote.com/code\_tips/goldilocks.html ).  My solution for getting the useful Mac
screen size would now be the following:
>
>
>
> function getmacsize
>
> xy = get_screen_size()
>
> window,xsize=xy[0],ysize=xy[1],/free
>
> wait,0.01
>
> out = [!D.x_vsize,!D.Y_vsize]
>
> wdelete,!D.window
>
> return,out
>
> end
>
>
>
> Of course, this will give flashing but at least it will give the right answer.
>
>
>
>
> Cheers, -Wayne

```

This cannot be repeated in my configuration:

```
{ x86 Win32 Windows Microsoft Windows 8.2.1 Aug 20 2012    32    64}
```

```
IDL> testwin
```

```

1600    900
870     870
870     870

```

More likely a MacOS problem than an IDL one.

By the way, what "getprimaryscreenize()" function is exactly doing (that is not a standard IDL function)?

Cheers,
alain.
