
Subject: Bug report: Draw window resolution
Posted by [markb77](#) on Thu, 04 Dec 2014 17:18:42 GMT
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hi,

When I create an IDLgrWindow, its RESOLUTION property does not match the resolution of my monitor. Also, the RESOLUTION is not a settable property of the IDLgrWindow object - it is supposed to be set automatically. Is this a bug?

test case:

pro test_resolution

```
mywin = obj_new('IDLgrWindow')

mywin.GetProperty, RESOLUTION = window_resolution

mymon = obj_new('IDLsysMonitorInfo')

primary_index = mymon.GetPrimaryMonitorIndex()

monitor_resolution = (mymon.GetResolutions())[*,primary_index]

print, 'Window Resolution:', window_resolution

print, 'Monitor Resolution:', monitor_resolution

print, !version
```

end

output:

```
Window Resolution:  0.035277778  0.035277778
Monitor Resolution:  0.026458333  0.026458333
{ x86_64 Win32 Windows Microsoft Windows 8.3 Nov 15 2013    64    64}
```

As you can see, the window is reporting a resolution of 72DPI, but the monitor is 96DPI. Fix please?

thanks
Mark
