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Subject: Re: Screen size factor of two error?!

Posted by [David Klassen](#) on Sat, 05 Mar 2016 00:32:03 GMT

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Never mind... It's not an IDL issue. It's XQuartz.

"As of version 2.7.8, XQuartz does not provide support for high-resolution Retina displays to X11 apps, which run in pixel-doubled mode on high-resolution displays."

On Friday, March 4, 2016 at 4:15:59 PM UTC-8, David Klassen wrote:

> So I'm trying to display an array that has a fairly large size in one dimension, over 2000. No sweat, I say, because OSX tells me that my screen size is 2880x1800 (of course, some of that vertical is taken up by the menu bar).

>

> I tell IDL: window, xs=2420, ys=35

>

> And the window spans my entire display. But when I put the image in that window, I only see half of it.

>

> When I do:

>     dimensions = GET\_SCREEN\_SIZE(RESOLUTION=resolution)

>     PRINT, dimensions, resolution

> It tells me:

>     1440       878

>     0.026458333   0.026423690

>

> 1440\*2=2880 and 878\*2=1756 (so, 45 pixels for the menu bar, I presume...)

>

> What's up with IDL only using half my actual screen resolution?

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