
Subject: X window display sizes
Posted by [your name](#) on Fri, 19 Nov 1999 08:00:00 GMT
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There was an earlier question about finding the size of the display screen. I am familiar with David's answer:-

```
DEVICE, GET_SCREEN_SIZE = My_screen_size
```

However, I am running under OpenVMS, CDE, Motif with X-windows. In my application, I create displays on a number of display devices using the DISPLAY_NAME keyword to WIDGET_BASE.

Does anyone know how I can find the size of these (remote) displays? Some of these displays are PCs with an X-window emulator, so the resolution may be changed by the users without the knowledge of the system.

Any help would be appreciated,

Ian

email: Ian.Dean@GECM.COM

Subject: Re: X window display sizes
Posted by [Nigel Wade](#) on Mon, 22 Nov 1999 08:00:00 GMT
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your name wrote:

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> screen. I am familiar with David's answer:-  
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> system.  
>  
> Any help would be appreciated,  
>  
>     Ian
```

>
> email: Ian.Dean@GECM.COM

You can use the `get_screen_size` function as Dave mentions in a parallel thread (but check if your version has the same bug I found, posted to that thread).

Alternately, I have a DLM which makes direct Xlib calls to the X server to determine lots of information on the display, screen and available visuals. It's rather a heavy-weight approach if all you require is the screen dimensions but I could make it available if you like. It does require a C compiler and an X development environment (basically the X header files).

--
Nigel Wade

Subject: Re: X window display sizes
Posted by [Nigel Wade](#) on Mon, 22 Nov 1999 08:00:00 GMT
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David Fanning wrote:

>
> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:
>
>> I don't know of any way to do this using IDL commands. The only
>> information you can return about a widget on a remote display seems to
>> be the geometry of the widget itself, e.g.
>
> I don't know. I think the `realize-the-upmapped-`
> `draw-widget` method used in `GET_SCREEN_SIZE` should
> work everywhere. There is even a keyword that will
> enquire of a remote display, I think.
>
> Cheers,
>
> David
> --
> David Fanning, Ph.D.
> Fanning Software Consulting

It doesn't work on our systems. It just returns the display size of the default display regardless of what you pass to the `DISPLAY_NAME` argument

or keyword.

After looking at the code further, it seems there is a bug in `get_screen_size.pro` in both IDL 5.1 and 5.2. The function specifies the `DISPLAY_NAME` keyword on the `WIDGET_DRAW` function rather than the `WIDGET_BASE` function.

If I issue the commands manually and and put the `DISPLAY_NAME` keyword on the `WIDGET_BASE` function it works as expected. I guess I'll be editing the `.pro` files.

Now, I wonder if doing this sets the X visual to the default?

--
Nigel Wade

Subject: Re: X window display sizes
Posted by [your name](#) on Tue, 23 Nov 1999 08:00:00 GMT
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Private wrote:

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> David Fanning wrote:
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>> Liam Gumley (Liam.Gumley@ssec.wisc.edu) writes:
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>> Fanning Software Consulting
>
> It doesn't work on our systems. It just returns the display size of the

> default display regardless of what you pass to the DISPLAY_NAME argument
> or keyword.

Thanks all for your comments. I have already found the error in the supplied routine GET_SCREEN_SIZE, and replaced the erroneous code. It now works OK and I can get the info I need.

Regards,
Ian

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