Subject: Re: Fullscreen graphics request ?
Posted by David Fanning on Mon, 21 Apr 2003 14:05:28 GMT
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George Millward (george@apl.ucl.ac.uk) writes:

> I was wanting to get IDL to produce object graphics in a 'fullscreen'
> mode (i.e., a windowless window). This way the image could be sent to
> a projector without having a pointless window border around it.
> Anyhow, I discover that this isn't possible in 5.6 - IDL does not
> support such a feature.

Here is a program that will give you a fullscreen window.
Or, at least it does on my Windows machine.

```
;*****************************************************
PRO FullScreenWindow, WID=wid, TLB=tlb

tlb = Widget_Base(TLB_Frame_Attr=5)
Device, Get_Screen_Size=s
draw = Widget_Draw(tlb, XSize=s[0], YSize=s[1])
Widget_Control, tlb, /Realize
Widget_Control, draw, Get_Value=wid
WSet, wid

END
;*****************************************************
```

The window index number is returned in the WID keyword.
Or, it can simply be found in !D.Window.

```
  IDL> FullScreenWindow, WID=wid, TBL=tlb
  IDL> Plot, findgen(11) ; Or whatever
```

To close the window, you can either do this:

```
  IDL> Widget_Control, tlb, /Destroy
```

Or, this:

```
  IDL> Widget_Control, /Reset
```

> My question. Will such a feature be a part of IDL 6 - and if not how
> do I go about requesting it (i.e., what are the RSI channels for
> requesting features).

Despite what you have heard, winching and moaning here on
the IDL newsgroup is not best way to get things accomplished.

The best way is to send a polite note to support@rsinc.com. :-)

Cheers,

David

--
David W. Fanning, Ph.D.
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Fullscreen graphics request ?
Posted by David Fanning on Mon, 21 Apr 2003 14:19:20 GMT

David Fanning (david@dfanning.com) writes:

> tlb = Widget_Base(TLB_Frame_Attr=5)

Whoops, this value was actually set to 4 on the version
of the program I was testing. Sorry.

I have a dual-monitor set up and Get_Screen_Size
reports a monitor size of 2560 by 1024.

With TLB_FRAME_ATTR set to 4 or 6, the window
comes up full-screen on a single monitor. (I
think my graphics card is interceding here,
because I think I have configured it to do this.)

Oddly, when this value is set to 5, the full-screen
window comes up so that it completely fills my
primary monitor and half fills the secondary monitor. (!?)
I don't know what that could be about. :-(

Cheers,

David

--
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Subject: Re: Fullscreen graphics request ?
Posted by george on Mon, 21 Apr 2003 17:03:32 GMT

David,

Thanks for your help. unfortunately I'm not on a windows machine - I
am using the OSX version.
Your fullscreen program produces a window that fills the screen
allright - but still has the frame at the top. It is also moveable.
In fact tlb_frame_attr doesn't seem to do anything on the Mac version.

Cheers,

George.

Subject: Re: Fullscreen graphics request ?
Posted by David Fanning on Mon, 21 Apr 2003 17:16:15 GMT

George Millward (george@apl.ucl.ac.uk) writes:

> Thanks for your help. unfortunately I'm not on a windows machine - I
> am using the OSX version.
> Your fullscreen program produces a window that fills the screen
> allright - but still has the frame at the top. It is also moveable.
> In fact tlb_frame_attr doesn't seem to do anything on the Mac version.

Yeah, sorry to hear that. Whenever is see the word "hint" in
IDL documentation, I've learned to read "trouble". :-(

Cheers,

David

--
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Subject: Re: Fullscreen graphics request ?
Posted by Rick Towler on Mon, 21 Apr 2003 18:21:09 GMT

"David Fanning" wrote ...
> David Fanning (david@dfanning.com) writes:

> Oddly, when this value is set to 5, the full-screen
> window comes up so that it completely fills my
> primary monitor and half fills the secondary monitor. (!?)
> I don't know what that could be about. :-(

Do you get graphics acceleration on your secondary monitor? Are you running
a single graphics adapter with dual out or 2 adapters? I am running two
adapters and OG windows aren't refreshed on the secondary display. :(

-Rick

Subject: Re: Fullscreen graphics request ?
Posted by David Fanning on Mon, 21 Apr 2003 19:33:28 GMT
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Rick Towler (rtowler@u.washington.edu) writes:

> Do you get graphics acceleration on your secondary monitor? Are you running
> a single graphics adapter with dual out or 2 adapters? I am running two
> adapters and OG windows aren't refreshed on the secondary display. :(

This is a NVIDIA GeForce4 Ti 4600 adapter with dual out.
I don't normally run graphics on the secondary monitor
(I save that for email, IDL on-line help, and the
ubiquitous IDL newsgroup reader), but it appears to
run graphics fine. I don't notice speed difference
from one monitor to the other.

There is an occasional "delayed refresh" with this
set up that can be startling once in a while. I
immediately think the dog has chewed the monitor chord
again! But otherwise, it works great.

Cheers,

David

--
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