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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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Phone: 970-221-0438, E-mail: david@dfanning.com  
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Subject: Re: Fullscreen graphics request ?  
Posted by [David Fanning](#) on Mon, 21 Apr 2003 14:19:20 GMT  
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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  
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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.

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Subject: Re: Fullscreen graphics request ?  
Posted by [David Fanning](#) on Mon, 21 Apr 2003 17:16:15 GMT  
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George Millward ([george@apl.ucl.ac.uk](mailto: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 I see the word "hint" in IDL documentation, I've learned to read "trouble". :-(

Cheers,

David

--  
David W. Fanning, Ph.D.  
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Subject: Re: Fullscreen graphics request ?  
Posted by [Rick Towler](#) on Mon, 21 Apr 2003 18:21:09 GMT  
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"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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