Subject: Don't retrieve !D.Y_VSIZE too quickly
Posted by wlandsman on Sun, 04 Nov 2012 01:59:03 GMT
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For the second time this week, I found a need to repeat an IDL command for it to take full effect.
Below is the sample program on my Mac

```
pro testwin

print,getprimaryscreensize()
window,xsize=870,ysize=870,retain=2

print,!D.y_size,!D.y_vsize
print,!D.y_size,!D.y_vsize

return
end
```

The output is

```
IDL> testwin
      1440       878
       870       870
       856       856
```

So when I first ask to print !D.y_vsize it returns 870, but when I immediately ask again it returns
856.
This problem is avoided if I put any sort of wait statement after opening the window.   It appears
to take a finite time, after I ask IDL to open a window with a Ysize of 870 pixels, to realize that the
toolbar is using up 22 pixels and adjust !Y.V_SIZE accordingly.

This delay is what may have caused the difficulty in getting the Mac useful screen size
(http://www.idlcoyote.com/code_tips/goldilocks.html).   My solution for getting the useful Mac
screen size would now be the following:

```
function getmacsize
xy = get_screen_size()
window,xsize=xy[0],ysize=xy[1],/free
wait,0.01
out = [!D.x_vsize,!D.Y_vsize]
wdelete,!D.window
return,out
end
```

Of course, this will give flashing but at least it will give the right answer.

Cheers, -Wayne