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Subject: IDL and Mac Retina Displays

Posted by [wlandsman](#) on Tue, 06 Jan 2015 20:44:31 GMT

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I have a new Macbook with a retina display. I am using the preset "best for display" resolution which is 2560 x 1600. But when I use the IDL GET\_SCREEN\_SIZE() function (or device,get\_screen\_size= procedure) it says the window size is 1280 x 777. I have been told that IDL cannot handle the retina display so it just doubles pixels, which makes my new machine have really \*low\* resolution. Please tell me that this is not true.

thanks, --Wayne

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Subject: Re: IDL and Mac Retina Displays

Posted by [Dick Jackson](#) on Tue, 06 Jan 2015 22:49:40 GMT

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Hi Wayne,

Sorry to say, but from the look of this, it's an issue with XQuartz that is not yet resolved:

XQuartz does not support retina displays well  
<https://xquartz.macosforge.org/trac/ticket/661>

I haven't yet worked with such a configuration myself, I just dug this up.

Cheers,  
-Dick

Dick Jackson Software Consulting Inc.  
Victoria, BC, Canada --- <http://www.d-jackson.com>

On Tuesday, 6 January 2015 12:44:35 UTC-8, wlandsman wrote:

> I have a new Macbook with a retina display. I am using the preset "best for display" resolution which is 2560 x 1600. But when I use the IDL GET\_SCREEN\_SIZE() function (or device,get\_screen\_size= procedure) it says the window size is 1280 x 777. I have been told that IDL cannot handle the retina display so it just doubles pixels, which makes my new machine have really \*low\* resolution. Please tell me that this is not true.

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> thanks, --Wayne

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Subject: Re: IDL and Mac Retina Displays

Posted by [wlandsman](#) on Thu, 08 Jan 2015 13:32:46 GMT

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Dick, Chris,

Thanks for the information on the Mac Retina displays. I do use the IDL workbench, but my problem was mainly with a large widget application in which buttons were (not) appearing off the edge of the screen.

Fortunately, under System Preferences I can choose a "scaled" display with "more space". On my 13 inch Macbook, the `GET_SCREEN_SIZE()` function then returns a size of 1680 x 1027 which is fine for displaying the widget.

I suspect that the full Retina 2560 x 1600 resolution would only possibly be useful for image display, as text and widgets would need to double pixels up anyway, to make them visible on a 13" screen.

On Tuesday, January 6, 2015 9:29:28 PM UTC-5, Chris Torrence wrote:

> I'm afraid Dick is correct - XQuartz is not retina aware, so we are stuck with low resolution. However, I'm not sure if you use the IDL Workbench, but if you do, it is possible to make it use the Retina display for text files, menu items, etc. You just need to hack the Info.plist using the following instructions:

> <https://trac.macports.org/ticket/36410>

>

> Be sure to make a copy of the app after making the change, so that the Mac "recognizes" the change.

>

> Cheers,

> Chris

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