Subject: Screen size factor of two error?!
Posted by David Klassen on Sat, 05 Mar 2016 00:15:52 GMT

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So I'm trying to display an array that has a fairly large size in one dimension, over 2000. No sweat, I say, because OSX tells me that my screen size is 2880x1800 (of course, some of that vertical is taken up by the menu bar).

I tell IDL: window, xs=2420, ys=35

And the window spans my entire display. But when I put the image in that window, I only see half of it.

When I do:
      dimensions = GET_SCREEN_SIZE(RESOLUTION=resolution)
      PRINT, dimensions, resolution
It tells me:
        1440   878
      0.026458333   0.026423690

1440*2=2880 and 878*2=1756 (so, 45 pixels for the menu bar, I presume...)

What's up with IDL only using half my actual screen resolution?

Subject: Re: Screen size factor of two error?!
Posted by David Klassen on Sat, 05 Mar 2016 00:32:03 GMT

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Never mind... It's not an IDL issue. It's XQuartz.

"As of version 2.7.8, XQuartz does not provide support for high-resolution Retina displays to X11 apps, which run in pixel-doubled mode on high-resolution displays."

On Friday, March 4, 2016 at 4:15:59 PM UTC-8, David Klassen wrote:
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Subject: Re: Screen size factor of two error?!
Posted by wlandsman on Sat, 05 Mar 2016 02:02:48 GMT
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You might want to go to Displays under System Preferences and select a scaled display with "more space".   I found this necessary to display large widgets

 https://groups.google.com/forum/#!searchin/comp.lang.idl-pvw ave/retina$20mac/comp.lang.idl-pvwave/KvyOiTd0EAs/U5HULu9Eol IJ

On Friday, March 4, 2016 at 7:32:05 PM UTC-5, David Klassen wrote:
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