Subject: function graphics max window size
Posted by Helder Marchetto on Mon, 12 Dec 2016 12:17:02 GMT
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Hi,
Just so that others don't lose time (30 min?) like I did.
I was trying to make a window slightly bigger than my screen and this didn't work out. Here is a short example to demonstrate what I mean:

```
ww768  = window(dimensions=[512,768],  /no_toolbar)
ww1024 = window(dimensions=[512,1024], /no_toolbar)
ww1280 = window(dimensions=[512,1280], /no_toolbar)
print, 'window y dimension (expected: 768) = ', strtrim(ww768.DIMENSIONS[1],2)
print, 'window y dimension (expected: 1024) = ', strtrim(ww1024.DIMENSIONS[1],2)
print, 'window y dimension (expected: 1280) = ', strtrim(ww1280.DIMENSIONS[1],2)
oMonitorInfo = Obj_New('IDLsysMonitorInfo')
rects = oMonitorInfo->GetRectangles()
pmi = oMonitorInfo->GetPrimaryMonitorIndex()
obj_destroy, oMonitorInfo
print, 'screen size ', rects[[2, 3], pmi]
```

And I get:

```
window y dimension (expected: 768) = 768.000
window y dimension (expected: 1024) = 1024.00
window y dimension (expected: 1280) = 1045.00
screen size         1920        1080
```

So apparently I can't initialize bigger windows. I had to scratch my head for a while going through the function graphics documentation, until I found this mentioned under the IDLgrWindow properties:
 http://www.harrisgeospatial.com/docs/idlgrwindow.html#object s_gr_2157407275_1018355
Cite:
Note on Window Size Limits
The OpenGL libraries IDL uses impose limits on the maximum size of a drawable area. The limits are device-dependent — they depend both on your graphics hardware and the setting of the RENDERER property. Currently, the smallest maximum drawable area on any IDL platform is 1280 x 1024 pixels; the limit on your system may be larger.

Of course using the buffer keyword solves the problem, but I would like to see the window :-)

Cheers,
Helder