
Subject: [Q]Finding Screen Resolution in IDL
Posted by [Tim Patterson](#) on Wed, 28 Aug 1996 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a large IDL widget application that creates a number of windows of varying sizes. The problem is that some of the machines it runs on have differing screen resolutions i.e. 100 dpi vs 75 dpi. If I use a 14 point font, it looks fine on the 100dpi screen, but too large on the 75dpi screen (the windows are too large and therefore hard to work with when there are a number open). But if I use, say, a 10point font, the windows look greta on the lower resolution screen, but unreadable on the high resolution one.

So, is there a way to test which resolution screen I'm on and set the font point-size accordingly (perhaps something using the size of the screen in pixels which I can get via IDL).

Cheers

Tim

Subject: Re: [Q]Finding Screen Resolution in IDL
Posted by [Tim Patterson](#) on Wed, 04 Sep 1996 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the useful hints. In case anybody is interested, the solution I came up with was the following, which appears to work on the machines I have access to.

The user can define a specified environment variable to be either 10,12 or 14. If this env. var. exists and has a sensible value, then that's the font size I use for the widgets.

If the variable isn't set up properly, then I check the value of !d.y_ch_size. If this is less than 10, then I set the font size to 12, otherwise I set it to 10. This appears to work and keep the widgets reasonably to a similar size on 100 dpi and 75 dpi font workstations.

Tim
