

## Re: Do you use rendering astronomy software ?

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*Source:* <http://sci.tech-archive.net/Archive/sci.astro.amateur/2005-08/msg01333.html>

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- *From:* Chris L Peterson <[clp@xxxxxxxxxxxxxxxxxxxxxx](mailto:clp@xxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sat, 13 Aug 2005 20:11:56 GMT
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On Sat, 13 Aug 2005 21:43:32 +0200, "Thierry" <-> wrote:

- >How do you manage a 30" display with your applications ?
- >Under windows for example most applications are designed to run in either
- >800x600 or better 1024x768 pixels
- >If I use a display larger than 17", say 21", to take advantage of the extra
- >space I must set the resolution to 1296 pixels minimum
- >It is fine for photoshop, flight simulator or to display 2 word pages at
- >full size on the same screen, but what about Internet ?
- >
- >My pages are desigend for 1024 pixels. If I change the display to 1296, the
- >right and lower part of my pages will not be conform; the layout will be
- >placed in the upper left corner. It is not really aesthetic and I cannot
- >adjust that setting automatically.
- >Don't you have this problem with the Mac when you switch of applications ?
- >I am interested in changing my display for a 21" flat screen but I was
- >reluctant up to now due to that problem.

Thierry-

I don't understand exactly what problem you are having. Certainly, nothing in Windows is designed for the resolutions you mention, any more than they are on a Mac. Many applications specify certain minimum pixel dimensions, of course, but there should never be any problem with using a higher one. I use a wide format 24" monitor at 1920 x 1200 pixels, meaning my screen resolution is 94 dpi. At that resolution, your 1024 pixel wide image looks about 11" wide on my screen- just fine. Obviously, aspect ratios change between displays- you certainly don't want to do anything to lock your viewers into any particular screen format (that is, you don't want to size anything to fill the entire screen- after all, modern operating systems use windowed GUIs for a reason).

You should have no concerns about the dimensions or aspect ratio of any monitor you are considering. All you should care about is the pixel dimensions (generally, more is better) and the resolution (generally, higher is better).

Re: Do you use rendering astronomy software ?

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• **References:**

◆ **[Re: Do you use rendering astronomy software ?](#)**

◇ *From:* Davoud

• Prev by Date: **[Re: Do you use rendering astronomy software ?](#)**

• Next by Date: **[Re: Has anyone been here?](#)**

• Previous by thread: **[Re: Do you use rendering astronomy software ?](#)**

• Next by thread: **[Re: Do you use rendering astronomy software ?](#)**

• Index(es):

◆ **[Date](#)**

◆ **[Thread](#)**