ScreenRes Obtain screen resolution in pixels-per-inch

#include <ToolUtils.h> **Toolbox Utilities**

```
void      ScreenRes(horizPPI, vertPPI);
short     *horizPPI;    address to receive horizontal resolution
short     *vertPPI;     address to receive vertical resolution
```

ScreenRes lets you obtain the screen resolution in pixels-per-inch. It can be useful in scaling objects to make maximum use of the screen real estate.

horizPPI and . . .
vertPPI are the addresses of a 16-bit integers. Upon return, they will contain the screen resolution, expressed in pixels-per-inch.

Returns: none

Notes: This function just copies the values of the low-memory variables ScrHRes and ScrVRes to your own variables. The addresses of these variables are defined in Quickdraw.h. Thus, **ScreenRes** is functionally equivalent to:

```
horizPPI = ScrHRes;
vertPPI = ScrVRes;
```

A more-often needed value is the total size of the screen, in pixels. Obtain that by reading the bounds field from the screenBits BitMap:

```
horizPixels = screenBits.bounds.right;
vertPixels = screenBits.bounds.bottom;
```

The global variable, GrayRgn (a RgnHandle) describes the size and shape of the desktop. This is especially handy to take advantage of Macs that have more than one screen.