

# How to detect if a computer has more than one monitor and use any of them?

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These days you often find end users to have more than one monitor for one reason or another.

If you need your application to leverage all the monitor space available on many monitors instead of just crunching all the windows on a single default monitor you may use the C\$MONITOR library routine.

One of the main usages of that library routine is to tell you how many monitors your application has available to use.

```
CALL "C$MONITOR" USING CMONITOR-GET-NO-MONITOR
                      monitorCount
                      [mainMonitor]
                      GIVING returnCode
```

Then your display window statements may indicate on which monitor you want to create that window.

```
display standard window background-low
screen line 41
screen column 91
screen-index ws-scr-index
...
title "Screen"
handle window-handle
.
```

Furthermore, you may get detailed information of the monitor you want to use, in order to know the size of it to position your window on a specific place for instance.

```
CALL "C$MONITOR" USING CMONITOR-GET-MONITOR-INFO
                      monitorIndex
                      CMONITOR-DATA
                      GIVING returnCode
```

Furthermore, you may get detailed information of the monitor you want to use, in order to know the size of it to position your window on a specific place for instance.

You may download the following sample program that demonstrates both functions of the C\$MONITOR library routine. Compile it like this:

```
iscc -sp="%iscobol%sampleisdef" monitortest.cbl
```

Run it like this:

```
iscrun MONITORTTEST
```