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Same-Size Images Not Possible with Different Resolutions

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TOPIC -----

I am writing medical-imaging software and want to connect two 19-inch monitors with different resolutions.

I have assumed that if one monitor has twice the resolution as the other, the object will be half the size on the higher-resolution monitor. Is there is a way, within the Macintosh OS or via a third-party utility, to have an object display the same size on both screens despite twice the resolution on one monitor?

DISCUSSION -----

The QuickDraw graphics model does not provide a mechanism that allows for display systems (card and monitor) with different dots per inch (dpi) resolutions to display an image at the same size. QuickDraw assumes a display system has a resolution of 72 dpi. This means that a 2-inch square (144 by 144 dpi) on a Macintosh Plus screen (72 dpi) will be an 2.09-inch square on the AppleColor High-Resolution RGB Monitor (69 dpi).

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