
Subject: Re: IDLgrText

Posted by [Rick Towler](#) on Fri, 11 Jul 2003 00:39:29 GMT

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"Nando" wrote in message...

>

> I'd like to have a message bar on the top/bottom of the screen accepting
> messages to be presented to the user in different colors according to a
> message severity.

>

> The problem is that I can't obtain the text available in whole graphic
> window, having the message clipped.

First I would suggest setting the /ONGLASS keyword for IDLgrText. From your description I think this is what you are looking for. Check the docs for details.

As for sizing the text so it fits on your screen you have a few options. Setting the font explicitly to a smaller size via the FONT keyword, reducing the text LOCATIONS Z value thus moving it away from the viewer (depends on the IDLgrView PROJECTION setting), and adding the text to an instance of IDLgrModel and then scaling/translating the text into position.

All of these options can be used alone or in combination and will move the text around on your screen. I would probably put the text in a model then scale and translate it into place. It might be a little convoluted but it is easy :)

You may want to consider picking up Ronn Kling's "Power Graphics with IDL" which is a great introduction to IDL's object graphics. His website is www.kilvarock.com.

> PS: A few years ago I remember d. fanning as one of the most contributor
to
> this newsgroup. Doesn't he here anymore?

He is still around but I think the years have been hard on him. He talks less and less about IDL and he rambles on about tennis, kids, marriage... It should be a warning to all of us as to what IDL can do to you :o

But he still does have a great website wherein you will find many answers to your object graphics questions. His website is www.dfanning.com.

Good luck!

-Rick
