Subject: Object boundaries

Posted by Michael Wallace on Tue, 27 Jul 2004 17:56:33 GMT

Is it possible to determine the boundaries of an object in an object graphics view? For example, say that I wanted the coordinates of an IDLgrAxis with it's annotations included. I'd like to get the coordinates which describe the bounding box of the axis and everything else associated with it (title, tick labels, tick marks, etc).

I have some other annotations in this view, and I want to make sure that there is sufficient spacing between these annotations and the annotations automatically created for the axis. I am currently positioning the other annotations at exact locations and most of the time they're fine, but if my axis gets some long tick labels which causes the axis title to get pushed out, the title can collide with the other annotations. I'm just searching for a way to position my other stuff relative to boundary of the axis annotation to ensure that there won't be any overlap. Ideas?

-Mike