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Subject: Re: Object boundaries

Posted by [Karl Schultz](#) on Mon, 02 Aug 2004 22:44:04 GMT

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Look into the GetTextDimensions method in the Window object. It will tell you the size of the text string before it is rendered.

Karl

"Michael Wallace" <mwallace.no.spam@no.spam.swri.edu.invalid> wrote in message news:10gt8evodbiac7e@corp.supernews.com...

>>> While this works, is there any way to remove the call to xobjview? When

>>> I remove that call and try the code, I get back 0.0 for all of the tick

>>> text ranges. Is this because IDL doesn't know where it is before it's

>>> drawn?

>>

>>

>> Probably. The text objects really don't know how big they are

>> until their dimensions are computed. I presume this occurs just

>> before they are displayed the first time.

>

> It seems to me that it should be a fairly common problem then... you

> want to do some smart positioning of text objects. You have text object

> 1 which is placed somewhere. It needs to get drawn, and then text

> object 2 can be placed smartly (since text object one now has correct

> dimension numbers). Now, to see text object 2, you have to draw again.

> So, in order to get everything positioned just right, it appears that

> you have to go through multiple draw operations.

>

> Maybe there's something preventing this from being done, but why

> couldn't the text object at least calculate ahead of time where it falls

> on the view plane? Of course, I'd want that calculation to be lazy so

> that it doesn't get called every time you apply a transformation or

> twiddle some parameter, but there could be a method which would

> calculate those numbers given the current setup of the view. In essence

> this would be a Draw command, except nothing would really get drawn and

> it'd only apply to the text object (and any related object such as an

> axis that it's a property of). Then whenever I need to know those

> numbers, I could just call that method on the object and then get the

> [XYZ]RANGE properties which will now be filled in correctly.

>

> That's enough IDL theory for now. Time to get back to making pretty plots.

>

> -Mike

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