
Subject: Re: Object boundaries

Posted by [David Fanning](#) on Mon, 02 Aug 2004 20:32:11 GMT

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Michael Wallace writes:

- > 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.

Well, of course, the alternative is not to let IDL sort it out, but create the text object yourself with all the properties you expect it to have. IDL is trying to be **nice** to you here by creating the tick text object for you if you haven't bothered. It is one of the few things they **will** do for you in object graphics, so I think we have to be grateful. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
