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Subject: Re: Object boundaries

Posted by [David Fanning](#) on Mon, 02 Aug 2004 19:44:10 GMT

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Michael Wallace writes:

- > 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.

- > If so, can I just create a temporary IDLgrBuffer or something,
- > and draw to it and grab the numbers from that? If this is the solution,
- > that seems pretty ugly to have to create a random IDLgrBuffer in the
- > middle of my code, but that's the way RSI works, I suppose. ;-)

Well, you *could* do it this way. I've seen worse. :-)

But I don't think you have to. The IDLexInscribingView object (found somewhere in the IDL distribution) has a GetBounds method. I notice that method only looks at the models in the graphics hierarchy. I don't know if this is because the person who wrote that code always scales models and not graphics primitives, or whether this is a better way to do it. Have to do some experimenting, I guess.

Cheers,

David

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

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