Subject: Re: Get IDLgrText size Posted by Rick Towler on Tue, 12 Apr 2005 16:45:17 GMT View Forum Message <> Reply to Message

- > Is there a way to obtain the size of screen that use an IDLgrText object
- > before it was drawed?

I would think not. An object that isn't drawn doesn't have any context in world space (as defined by IDLqrView).

- > I'm creating an IDLgrText object and drawing on a window. Then I consult
- > its XRANGE property to know the screen size it occupies. All is ok.

>

- > The problem is I need to know its screen size before draw it, and seems,
- > it only be know before the object is drawed.

Why don't you:

- A) draw it to an IDLgrBuffer
- B) draw it to IDLgrWindow, then get the size and do whatever you are doing with it, then draw again.

You could possibly calculate dimensions manually but that would depend on you getting the view transform and the local coordinates of the IDLgrText object. The first is doable but I doubt you can get at the latter.

-Rick