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Subject: Re: Get IDLgrText size

Posted by [Rick Towler](#) on Tue, 12 Apr 2005 16:45:17 GMT

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

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

> 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 drawn.

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

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