
Subject: Re: Get IDLgrText size

Posted by [Antonio Santiago](#) on Thu, 14 Apr 2005 15:26:40 GMT

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- > Unless I am missing something you can still draw twice. Create the
- > text, draw, create the box and add it to the model containing the text
- > and draw again. They will in effect be drawn at the same time since the
- > redraw would be so quick.
- >
- > Another option would be to create a "boxed text" object which is a
- > subclass of IDLgrModel. Override the superclass draw method such that
- > if it is the first time being called (or text parameters have changed)
- > you modify your box dimensions. This would be the way to go if you were
- > going to use this often.
- >

Finally I use the way for the IDLgrBuffer. Well, all seems pretty beautiful. This is a link to my new weblog with a screenshot:

http://asantiago.bitacoras.com/archivos/2005/04/14/an_idl_canvas_screenshot

Bye,
Antonio.
