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Subject: Re: Get IDLgrText size

Posted by [Rick Towler](#) on Wed, 13 Apr 2005 16:14:05 GMT

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Antonio Santiago wrote:

>  
>> Why not draw the text, get the dimensions, then draw the rectangle  
>> based on those dimensions? Am I missing something?  
>>  
>  
> Because I'm creating objects composed by two elements (or two objects  
> more) a rectangle and a text. Then I can't draw one element and then the  
> other because I need to draw both at a time (the complete object).

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.

> I'm working with the previous IDLgrBuffer option.

This works too :)

-Rick

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