
Subject: Re: Get IDLgrText size

Posted by [Antonio Santiago](#) on Wed, 13 Apr 2005 05:56:23 GMT

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> 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).

I'm working with the previous IDLgrBuffer option.

Bye.
