
Subject: Re: Get IDLgrText size
Posted by [Antonio Santiago](#) on Tue, 12 Apr 2005 17:12:02 GMT
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Ok, I probe with:

> A) draw it to an IDLgrBuffer

I suppose the right thing is to assign the same resolution to the IDLgrBuffer as the IDLgrWindow I will draw later.

Thanks.

PS: I want to draw "objects" composed for a text inside a rectangle.
Then before to draw on screen both objects, I need to know the dimensions of the text to create an adapted rectangle.
