Subject: Re: Get IDLgrText size Posted by Antonio Santiago on Tue, 12 Apr 2005 17:12:02 GMT View Forum Message <> Reply to Message

Ok, I probe with:

> A) draw it to an IDLgrBuffer

I suposse 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" compossed 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.