
Subject: Re: Get IDLgrText size

Posted by [Rick Towler](#) on Tue, 12 Apr 2005 16:45:17 GMT

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> Is there a way to obtain the size of screen that use an IDLgrText object
> before it was drawn?

I would think not. An object that isn't drawn doesn't have any context in world space (as defined by IDLgrView).

> I'm creating an IDLgrText object and drawing on a window. Then I consult
> its XRANGE property to know the screen size it occupies. All is ok.
>
> The problem is I need to know its screen size before draw it, and seems,
> it only be know before the object is drawn.

Why don't you:

A) draw it to an IDLgrBuffer

B) draw it to IDLgrWindow, then get the size and do whatever you are doing with it, then draw again.

You could possibly calculate dimensions manually but that would depend on you getting the view transform and the local coordinates of the IDLgrText object. The first is doable but I doubt you can get at the latter.

-Rick

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 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.
