
Subject: Get IDLgrText size

Posted by [Antonio Santiago](#) on Tue, 12 Apr 2005 14:31:13 GMT

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Hi,

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

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.

Thanks,
Antonio.

Subject: Re: Get IDLgrText size

Posted by [Michael Wallace](#) on Tue, 12 Apr 2005 19:47:50 GMT

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Antonio Santiago wrote:

> 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.

Why not draw the text, get the dimensions, then draw the rectangle based on those dimensions? Am I missing something?

-Mike

Subject: Re: Get IDLgrText size

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

> 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.

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

Subject: Re: Get IDLgrText size
Posted by [Karl Schultz](#) on Wed, 13 Apr 2005 16:23:49 GMT
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On Tue, 12 Apr 2005 16:31:13 +0200, Antonio Santiago wrote:

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

You might look into IDLgrWindow::GetTextDimensions

Subject: Re: Get IDLgrText size
Posted by [Antonio Santiago](#) on Thu, 14 Apr 2005 15:26:40 GMT
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> 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
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> 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.
>

Finally I use the way for the IDLgrBuffer. Well, all seems pretty
beautiful. This is a link to my new weblog with a screenshot:

http://asantiago.bitacoras.com/archivos/2005/04/14/an_idl_canvas_screenshot

Bye,
Antonio.
