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Subject: Re: how to get Text Size from controls like EditString?

Posted by [mirek](#) on Mon, 10 Apr 2006 07:22:35 GMT

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fudadmin wrote on Sun, 09 April 2006 21:55luzr wrote on Sun, 09 April 2006 14:55

...

Draw::GetTextSize?

Mirek

1. How to use it? (Same difficulty as Image resize... )

2. I've found more...

```
Size sz1 = ScreenInfo().GetTextSize("text size test",font);
```

```
Size sz2 = StdDisplay().GetStdSize(editvalue);
```

but they require recalculations EditString...

3. Actually, it would be good to have EditField::AutoSize(true) or similar...

1. Not at all - quite minimal interface IMHO (to get the text size, you have to know the text and the font, do not you).

OK, that ScreenInfo() is unnecessary and current refactoring will remove that...

2. Beware, StdDisplay().GetStdSize does not do exactly the same thing!

3. Ok, that would solve that, would not it? I am sorry, not until now I have seen that that F2 feature in IE resizes editfield.... BTW, it is pretty fuzzy bussines....

Mirek

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