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Subject: How to print staticlabel text at an angle?

Posted by [jerson](#) on Sun, 15 May 2011 03:47:48 GMT

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Can someone please show me how to print a rotated "StaticLabel" or point me to a relevant post that does this?

What I am trying to do is print a 'StaticLabel' at 90degrees. I know I can modify stuff down inside LabelBase.DrawSmartText and DrawTextUtil.DrawTLText line 116 to call the appropriate version that uses angle. I know there must be a better and cleaner way to do it. Can someone please show me how?

On the other hand, it is relatively easy to modify the USC file to rotate the label, but, I need to pass it down to the actual object.

Cheers

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