
Subject: Centering text in a rectange

Posted by [Alboni](#) on Fri, 03 Feb 2012 15:57:25 GMT

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I need to display a number or objectname on top of a bitmap. I can't figure out how to get the text centered over the bitmap.

// Relevant portion of the code I wrote

```
void Furniture::Paint(Draw& d)
```

```
{
    switch (orientation)
    {
        case 1 : d.DrawImage(x,y,w,h,RotateClockwise(Img::Get(image))); break;
        case 2 : d.DrawImage(x,y,w,h,Rotate180(Img::Get(image))); break;
        case 3 : d.DrawImage(x,y,w,h,RotateAntiClockwise(Img::Get(image))); break;
        default: d.DrawImage(x,y,w,h,Img::Get(image));
    }
    d.DrawText(x+w/3,y+h/3,name,Arial(30), Magenta);
}
```

File Attachments

1) [table.png](#), downloaded 574 times
