
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 773 times

Subject: Re: Centering text in a rectange

Posted by [jerson](#) on Fri, 03 Feb 2012 16:21:08 GMT

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This is how I would do it. The gurus out here might have simpler ways to achieve the same

1- Get size of text to be displayed. You will use the GetTextSize() function to achieve this

2- Get the size of the rectangle using GetSize()

3- X position centered text will start at

PosX = (Rect_X_extent-Text_x_extent)/2

PosY = (Rect_Y_extent-Text_Y_extent)/2

4- put the text there.

You might need to consider rotation of text differently.

Maybe there are utility functions that achieve the same, but, I do not know as I'm a relative newbie

Subject: Re: Centering text in a rectange
Posted by [Alboni](#) on Fri, 03 Feb 2012 16:48:27 GMT
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Good enough for me
Thanks man

Subject: Re: Centering text in a rectange
Posted by [mirek](#) on Sat, 04 Feb 2012 14:33:58 GMT
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jerson wrote on Fri, 03 February 2012 11:21This is how I would do it. The gurus out here might have simpler ways to achieve the same

```
Point p = rect.CenterPos(GetTextSize(...));
```
