Subject: Centering text in a rectange
Posted by Alboni on Fri, 03 Feb 2012 15:57:25 GMT
View Forum Message <> Reply to Message

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 688 times

Subject: Re: Centering text in a rectange
Posted by jerson on Fri, 03 Feb 2012 16:21:08 GMT
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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
View Forum Message <> Reply to Message

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(...));