

# Text Boundaries

Text can be nicely constrained to a boundary.

This fixed zone can be set using `orxText_SetSize()` or the Object's `Size` property. The zone could be defined either with a fixed width and/or a fixed height. The combination of settings will change the behaviour of how the text flows within the boundary or zone.

We'll work through some examples, but first, make a project.

## Setting up a new project

To help you work through this tutorial, first [create a new blank project using the init script](#).

## Setting up some demo text

Let's change the default logo object into a text object. We will use the same piece of text for each demo to clearly show the effect of each setting.

```
[Object]
Graphic   = @
Text      = @
String    = The Old Gatekeeper is the guardian of Elvinwood. His eyes are
becoming dim, and so the creatures come ever nearer.
Smoothing = false
Pivot     = center
Color     = ForestGreen
```

In its plain form above, this will format like this:

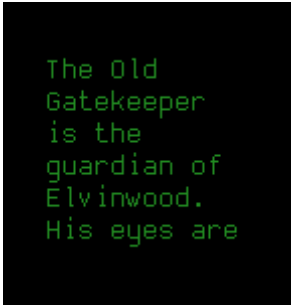


```
The Old Gatekeeper is the guardian of Elvinwood. His eyes are becoming dim, and so the creatures come ever nearer.
```

Let's add a fixed size to the object with:

```
Size      = (100, 100)
```

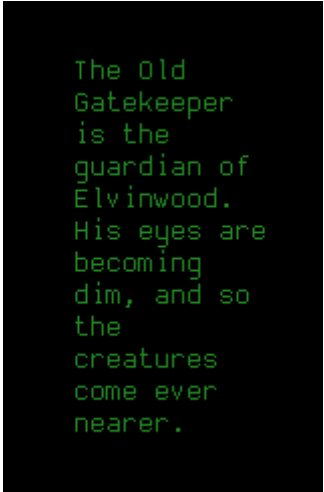
If you re-run the game, the 100×100 rectangle is not large enough to contain the whole text, and any words that don't fit become truncated.



It is possible to not supply a fixed height. This is done by using a 0 value:

```
Size = (100, 0)
```

What this is saying is that we want a fixed width of 100, but the height should be automatically sized to whatever is needed to fit all of the text.



## Setting the size using Commands

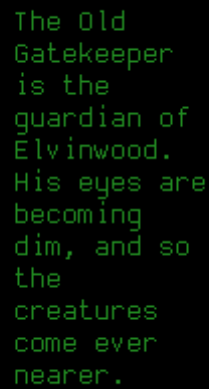
Before running, set the size back to 100,100:

```
Size = (100, 100)
```

Run the game.

Press the ~ key (tilde) to open the Orx Console while the application is running.

```
>Object.FindNext Object  
Object.SetSize < (100,0)
```



```
The Old  
Gatekeeper  
is the  
guardian of  
Elvinwood.  
His eyes are  
becoming  
dim, and so  
the  
creatures  
come ever  
nearer.
```

## Setting the size using Code

We can use the `orxText_SetSize` in code in order to automatically resize the text and re-render.

In order to be able to affect the text object, we'll need to remove the creation of the Scene:

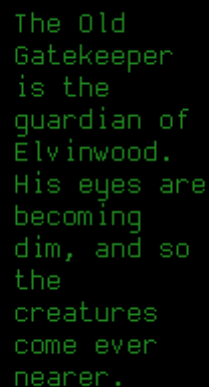
```
orxObject_CreateFromConfig("Scene");
```

And replace it with:

```
orxOBJECT *textObject = orxObject_CreateFromConfig("Object");
```

Then add the following underneath to change the size:

```
orxVECTOR newSize = { 100, 0 };  
orxObject_SetSize(textObject, &newSize);
```



```
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Gatekeeper  
is the  
guardian of  
Elvinwood.  
His eyes are  
becoming  
dim, and so  
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```

You can also see a nicer example of text being resized both horizontally and vertically here:

[Text Boundaries](#)

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