# **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.

Well work though 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 it's 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)
```

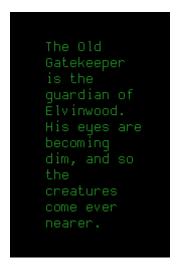
If you re-run the game, the  $100 \times 100$  rectangle is not large enough to contain the whole text, and any words that don't fit become truncated.



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);
```

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

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

**Text Boundaries** 

From:

https://orx-project.org/wiki/ - Orx Learning

Permanent link:

https://orx-project.org/wiki/en/tutorials/text-fonts/text\_boundaries

Last update: 2025/09/30 17:26 (4 weeks ago)

