# Text

An important graphic object is text. Using such a graphic object allows to insert a text descriptions, explanations, comments etc. into a picture. One of the most important task of text strings is displaying of current (live) values of D2000 system objects. The format of such strings is special - for detailed information see the topic Format masks.

### To insert a text into a picture

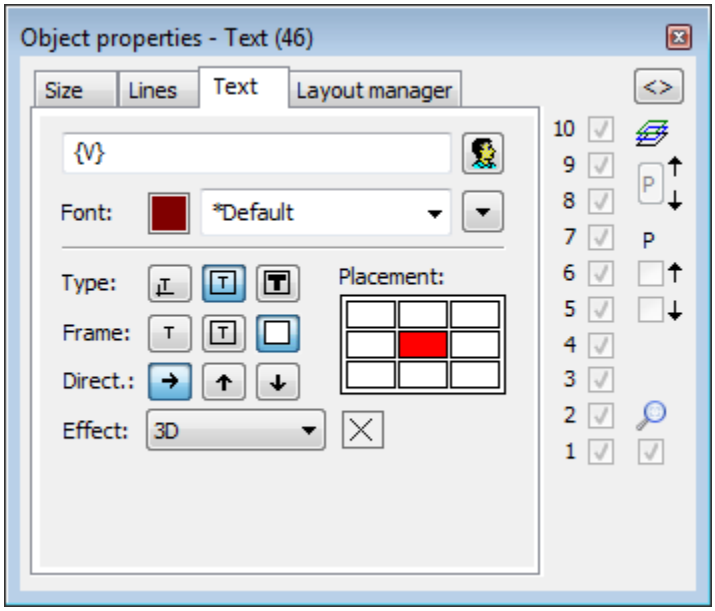
a. In the Drawing toolbar, click the button **Text**.
b. Write required text into the input edit field opened on the screen.

1. In the picture, click on the position you want to insert the text.

**Note:** A text string inserted into a picture can contain up to 250 characters.

## Text parameters

For a graphic object of *Text* type, you can define various parameters such as color, text font, type etc. The parameters are being defined in the palette Object properties.




Text

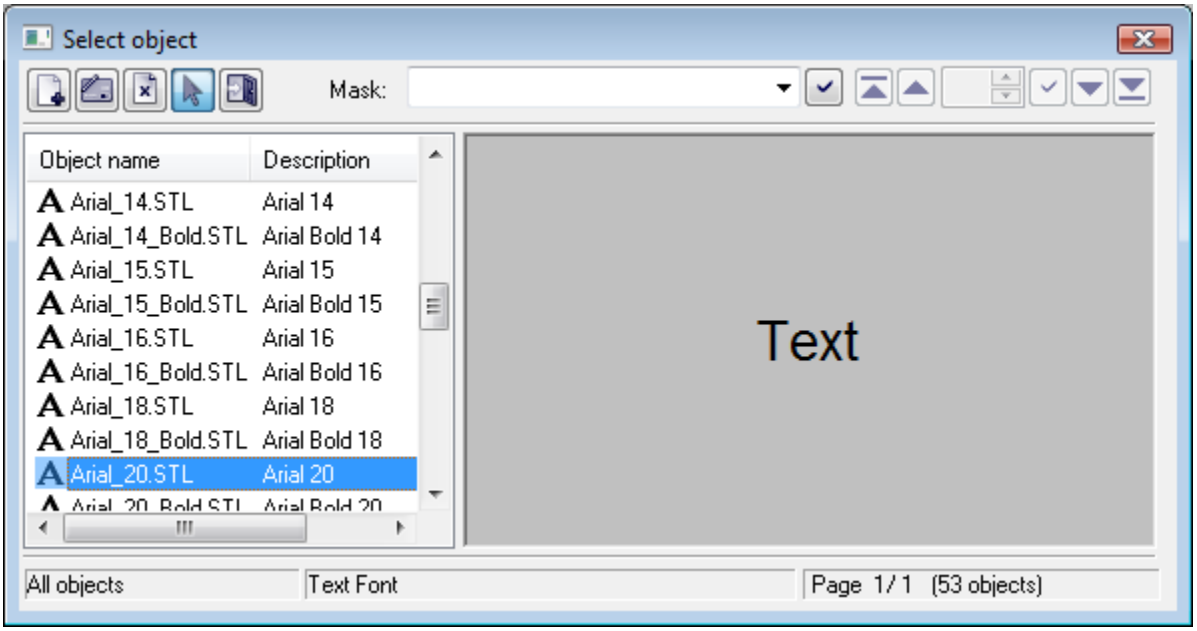
The input edit field contains a text entered during creating the graphic object. It is possible to change it.

Color

Selection of a text color. Clicking the color sample opens the color palette. Clicking a color in the palette sets the color as the color for the text

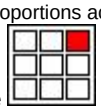
Font

Clicking the button **Font** opens the dialog box containing a list of defined text fonts. A font, selected from the list will be used for the ext object. The right side of the dialog box contains a list of defined text fonts and the left side contains the sample of selected text font. For more information on text fonts see the topic Text fonts.




Type

Definition of a type for placing the text into the picture.

| | |
|---|---|
| | The text is placed into the graphic picture on the mouse cursor position. |
| | The text is placed in a created rectangle and keeps its proportions according to the definition of the text font. A position of the text in the rectangle is defined using the red square in the rectangle  - nine options. |
| | The text is placed in a created rectangle to fill the whole area and doesn't keep its proportions according to the definition of the text font. |

Frame

For the types (in rectangle) and (in all rectangle), it is possible to define a method of drawing the rectangle - frame outlining given text.

| | |
|---|---|
| | The frame, outlining the text, will not be drawn. |
| | There will be drawn a frame line only. Parameters of the frame line (color, style, width, line join) can be defined in the tab Lines. |

| | |
|---|---|
| | There will drawn a frame line and a frame fill. Parameters of the frame line (color, style, width, line join) and frame fill (fill, pattern) can be defined in the tab Lines. |

Direction

Definition of a direction for drawing the text.

| | |
|---|---|
| | Text is drawn left to right. |
| | Text is drawn bottom-up. |
| | Text is drawn top-down |

Effect

The dropdown box is placed in the corner right bottom of the tab. Selection of a text effect. The following figures show usage of the effects.

| | |
|---|---|
| **Normal** | Normal - no effect |
| | Back - text with a background |
| | Shade - shadow effect |
| | Space - space effect |
| | Space 2 - space effect 2 |
| | 3D - 3D effect |

**Note:** The effect **Background** will drawn the rectangle of defined text in a color defined in the parameter **2nd color**. This color will be also used during displaying the object in D2000 HI - used displayed palette takes no effect on the background defined by this effect.

2nd color

Selection of the color, that is used for text effects.

**Related pages:**

Drawing graphic objects
Graphic object manipulation functions