

# idGuiEntity\_Text

An entity that displays text in the world.

## Example

```
entity {
    entityDef sample_text { // name of the entity
        inherit = "gui/text";
        class = "idGuiEntity_Text";
        expandInheritance = false;
        poolCount = 0;
        poolGranularity = 2;
        networkReplicated = false;
        disableAIPooling = false;
        edit = {
            flags = {
                noknockback = false;
            }
            renderModelInfo = {
                model = "editors/models/gui_text.lwo";
                scale = { // size of the entity
                    x = 10;
                    y = 10;
                    z = 10;
                }
            }
            clipModelInfo = {
                type = "CLIPMODEL_NONE";
            }
            swf = "swf/guientity/generic_text.swf";
            spawnPosition = { // location of where the entity will appear
                x = 1;
                y = 1;
                z = 1;
            }
            spawnOrientation = { // direction the entity will face
```

```

mat = {
    mat[0] = {
        x = 1;
        y = 0;
        z = 0;
    }
    mat[1] = {
        x = 0;
        y = 1;
        z = 0;
    }
    mat[2] = {
        x = 0;
        y = 0;
        z = 1;
    }
}

dormancy = {
    allowDistanceDormancy = false;
    allowDormancy = false;
    allowPvsDormancy = false;
}

dynamicMoveActive = true;

swfScale = 0.02; // size of the string

bodyText = {
    text = "Sample Text"; // the string itself
}

headerText = { // Use if using generic_text.swf and without bodyText
    text = "Text\nWith\nLine\nBreaks"; // enter text here
    color = {
        r = 1;
        g = 1;
        b = 1;
    }
    relativeWidth = 1; // the width of the text relative to the swf (eg. generic_text = 1.0,
generic_text_wide = 1.95)
    alignment = "SWF_ET_ALIGN_CENTER"; // Text alignment; SWF_ET_ALIGN_LEFT, SWF_ET_ALIGN_RIGHT,
SWF_ET_ALIGN_CENTER, or SWF_ET_ALIGN_JUSTIFY
}

```

```
billboard = true; // if true, the text entity will always face the player
}
}
```

String customization applies to both **BLANG** files and **idGuiEntity\_Text** entities.

## See Also

---

- [String Customization](#)

---

Revision #4

Created 9 September 2021 11:27:49 by Velser

Updated 24 August 2022 18:43:55 by elizabethany