

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

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