Text Properties

The **node.props.text** property may contain any combination of the properties listed below.

Property	Description
text	The text to be displayed
font	The font used for rendering the text
fillcolor	The fill color of the text
outline	The number of outlines around the text glyphs
outlinecolor	The first outline color
outlinecolor2	The second outline color
outlinethickness	The outline thickness
truncate	When true, the text will be truncated if wider than the text box width
maxlength	Maximum allowed number of characters
stretch	Text stretch mode
halign	Horizontal alignment mode
valign	Vertical alignment mode
spacing	The letter spacing
effect	Text shape effect
shaderEffect	Material effect (glitter, rubber, etc.)

Property	Description
effectstrength	A value used to control some of the text shape effects (arch radius, etc)

Each of the properties listed above represents an object with one or more sub-properties listed below:

Property	Type	Description
label	string	The display label
type	"bool", "int", "list", "color", "text"	Can be used to determine what type of UI widget used to display
range	array	The minimum and maximum allowed value for properties of type "int"
default	mixed	The default value of the property
fixed	bool	When set to false, the list of available values for properties of type "list" must be obtained from the library, otherwise the values must be described in the "items" property
items	object	Contains a list of available values for fixed properties of type "list"
lib	string	The name of the library to use for obtaining the list available values for properties of type "list"
value	mixed	The current value of the property
dynamic	bool	When set to false, the property is considered static (the user cannot change its value and no UI widget should be displayed).