Text Rendering with GDI

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Preparing to Render Text

- Rendering text in GDI is simple, all you need is:
  - A brush to render with
  - A font to use

- Then you just call DrawString().

Preparing to Render Text - Brush

- Any type of brush will work.

```csharp
private void RenderTextExample(Graphics g)
{
    //Brush to use to draw text with
    System.Drawing.Drawing2D.LinearGradientBrush textBrush = new
              System.Drawing.Drawing2D.LinearGradientBrush(ClientRectangle,
              Color.Red, Color.Blue,
              System.Drawing.Drawing2D.LinearGradientMode.Horizontal);
```

Preparing to Render Text - Brush

- Any type of brush will work.

```csharp
private void RenderTextExample(Graphics g)
{
    //Brush to use to draw text with
    System.Drawing.Drawing2D.LinearGradientBrush textBrush = new
                System.Drawing.Drawing2D.LinearGradientBrush(ClientRectangle,
                Color.Red, Color.Blue,
                System.Drawing.Drawing2D.LinearGradientMode.Horizontal);
```

DrawString

- Once the Brush and Font are created, they need to be passed to DrawString()

```
g.DrawString("Text in GDI is easy!", font, textBrush, new
                    Point(10, 10));
```

DrawString Examples - SolidBrush

```csharp
private void RenderTextExample(Graphics g)
{
    //Brush to use to draw text with
    Brush textBrush = new SolidBrush(Color.Red);

    // Font to render with
    Font font = new Font("Times New Roman", 40);

    g.DrawString("Text in GDI is easy!", font, textBrush,
                 new Point(10, 10));

    textBrush.Dispose();
}
```

DrawString Examples - SolidBrush

DrawString Examples - LinearGradientBrush

```csharp
private void RenderTextExample(Graphics g)
{
    //Brush to use to draw text with
    System.Drawing.Drawing2D.LinearGradientBrush textBrush = new
            System.Drawing.Drawing2D.LinearGradientBrush(ClientRectangle,
            Color.Red, Color.Blue, System.Drawing.Drawing2D.
            LinearGradientMode.Horizontal);


            // Font to render with
    Font font = new Font("Times New Roman", 40);

    g.DrawString("Text in GDI is easy!", font, textBrush, new Point(10, 10));

    textBrush.Dispose();
}
```

DrawString Examples - LinearGradientBrush

Summary

- Text is easy

- Create a Brush, create a Font.

- Call DrawString()

References

- Microsoft, 2015, *Drawing Text in GDI+*, MSDN
  - https://msdn.microsoft.com/en-us/library/aa984365(v=vs.71).aspx