SPRITEFONT SCRIPT INTERFACE

The `ISpriteFontInstance` interface derives from IWorldInstance to add APIs specific to the Sprite font plugin.

SpriteFont APIs

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text

The string currently displayed by the Sprite Font object.

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typewriterText(str, duration)

Set the text over time by starting with an empty string and gradually adding characters until the full text of `str` is written out, over a `duration` specified in seconds. Note modifying the `text` property while text is being written out will cancel the effect.

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typewriterFinish()

If text is being written out with the `typewriterText()` method, force it to finish immediately.

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characterScale

The current text scale, defaulting to 1 for normal scale.

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characterSpacing

The extra space in pixels to add horizontally between characters.

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lineHeight

The extra space in pixels to add vertically between lines. 0 is the default size, negative values make lines closer together, and positive values space lines out further apart.

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horizontalAlign

A string specifying the horizontal alignment of the text within the object bounding box, which must be one of `"left"`, `"center"` or `"right"`.

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verticalAlign

A string specifying the vertical alignment of the text within the object bounding box, which must be one of `"top"` , `"center"` or `"bottom"` .

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wordWrapMode

A string specifying the way to wrap text when it reaches the end of a line. This can be either `"word"` to wrap entire space-separated words, `"character"` to wrap at any character, or `"cjk"` to wrap at any character but with special handling for Chinese, Japanese and Korean punctuation.

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textWidth

textHeight

getTextSize()

Read-only values indicating the size of the actual text content within the Sprite Font object's rectangle. The method allows getting both values at the same time.

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hasTagAtPosition(tag, x, y)

Return a boolean indicating if there is text with a specific tag at the given position (case insensitive). For example if the text has the BBcode `Hello [tag=mytag]world[/tag]` , then testing if the tag "mytag" is at a given position return `true` if that position is over just the part of the text that says "world", else `false` .

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getTagAtPosition(x, y)

Look up the tag for a part of the text at a given position and return the tag if any, else return an empty string if no tag is specified. For example if the text has the BBcode `Hello [tag=mytag]world[/tag]` , then the tag at a position over the word "world" is "mytag", and the tag at a position over the word "Hello" is "".

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getTagCount(tag)

getTagPositionAndSize(tag, index)

Get the number of fragments, and the size and position of each fragment by its zero-based index, for a given tag. Note that a single tag may be broken in to multiple fragments - see the section *Tagged range fragmentation* in the Text object manual entry for more details (which applies equally to SpriteFonts). The `getTagPositionAndSize()` method returns the position and size as an object with the properties `{x, y, width, height}` .