

Draw Text

For Cinema4D R13++
Windows Only

DrawTextTag is a plugin that will add text to your screen like a HUD element.
The tag displays the object's number of points and polygons when enabled.

The text displayed is actually a bitmap image that is displayed on a virtual plane. So you should be working with an image plane.
To position and scale the text. You move and scale that virtual plane around the screen's coordinates.

The class that handles this is the GeClipMap class.

Historically. This class had been plagued by OpenGL problems for most video cards. But I discovered a little trick that seems to help force it to work better with video cards that would otherwise fail (See the notes in the source code).

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Installation

-Simply unzip the "DrawText Tag_R13" folder into your plugins folder

Usage

- Create an object (any object)
- Right click the object in the Object manager
- Add the tag to the object
- Enable the checkbox to see the text in the HUD
- Use the attribute options to move them around on the screen as desired

Note:

-If you enable the tag on a primitive object. The values will display zero

