

TextItemSetPosition

This function allows the setting of the position of a text item.

Syntax

```
bool textItemSetPosition ( textitem theTextItem, float x, float y )
```

Required Arguments

- **theTextItem:** The text item that you want to move
- **x:** A floating point number between 0.0 and 1.0 indicating how far across the screen the text should be shown, as a percentage of the width, from the left hand side.
- **y:** A floating point number between 0.0 and 1.0 indicating how far down the screen the text should be shown, as a percentage of the height, from the top.

Returns

Returns *true* if the position was successfully set, *false* otherwise.