DxGetFontHeight

This function retrieves the theoretical height of a certain piece of text, if it were to be drawn using dxDrawText.

> **Note:** The returned height will be in logical units which are 1.75 times the actual pixel height.

Syntax

```
int dxGetFontHeight ( [float scale=1, mixed font="default"] )
```

OOP Syntax Help! I don't understand this!

> **Note**: *This syntax requires you to ignore the font argument above*
> **Method**: *font:getHeight(...)*

Required Arguments

None

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **scale:** The size of the text.
- **font:** Either a custom DX font element or the name of a built-in dx font:
  - **"default":** Tahoma
  - **"default-bold":** Tahoma Bold
  - **"clear":** Verdana
  - **"arial":** Arial
  - **"sans":** Microsoft Sans Serif
  - **"pricedown":** Pricedown (GTA's theme text)
  - **"bankgothic":** Bank Gothic Medium
  - **"diploma":** Diploma Regular
  - **"beckett":** Beckett Regular
  - **"unifont":** Unifont

Returns

Returns an integer of the height of the text.