

DxGetTextWidth

This function retrieves the theoretical width (in pixels) of a certain piece of text, if it were to be drawn using dxDrawText.

NOTE: This function already takes the client's screen resolution into account.

Syntax

```
float dxGetTextWidth ( string text, [float scale=1, mixed font="default", bool bColorCoded=false] )
```

OOP Syntax Help! I don't understand this!

Note: *This syntax requires you to ignore the font argument above*

Method: *font:getTextWidth(...)*

Required Arguments

- **text:** A string representing the text for which you wish to retrieve with width for.

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
- **bColorCoded:** Should we exclude color codes from the width? (false will include the hex in the length)

Returns

Returns the float of the width of the text (in pixels).