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How to change text color? a5

[Posted on 06/01/2010 10:34 PM](#)

Desmond Taylor  
Member #11,943  
May 2010



I know it's using the blender but I can't figure it out and have been searching the web. I want to be able to change the text colour so that I can add a black drop shadow and then draw the coloured text 1 pixel to the left and top therefor giving me a nice shadow effect 😊

Can someone post an example of just changing the text colour in Allegro 5?

I should really learn how to use the blender. I'm ok-ish with everything else.

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[Posted on 06/01/2010 10:40 PM](#)

[Desmond Taylor](#) said:

I should really learn how to use the blender.

Yea, you do it with the blender. It's not that tough, though.

Mark Oates  
Member #1,146  
March 2001



You'll need to:

1. store the information from the previous blender.
2. set a new blender with the color you want.
3. render with `al_draw_text()` or whatever.
4. restore the previous blender back to it's glory.

In the docs, it gives code for the "default blender". Just use that, but change the color. You don't need to change any of the other stuff for what you're doing.

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Desmond Taylor  
Member #11,943  
May 2010


[Posted on 06/01/2010 10:41 PM](#)

Ok, I will give that a go right now since my project is open 😊

Edit: Epic fail. I still don't understand the ALLEGRO\_ADD and what not for the blender. It's all confusing to me

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[Posted on 06/01/2010 11:10 PM](#)

For your purposes, it's really simple!

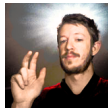
just like a so

```
// change then blender to draw with the color your want
```

```
ALLEGRO_COLOR mycolor;
mycolor = al_color_name("red");
al_set_blender(ALLEGRO_ADD, ALLEGRO_ALPHA, ALLEGRO_INVERSE_ALPHA, mycolor);
```

Mark Oates  
Member  
#1,146

March 2001



```
// draw your text here
```

```
al_draw_text(font, 20, 20, ALLEGRO_ALIGN_LEFT, "hello!");
```

```
// set the blender back (so that whatever else you draw
// afterward isn't still being drawn in red.)
```

```
al_set_blender(ALLEGRO_ADD, ALLEGRO_ALPHA, ALLEGRO_INVERSE_ALPHA, al_color_name("white"));
```

Don't let all that ALLEGRO\_ADD\_ALPHA\_INVERSE\_ALPHA\_ADDING\_SUBTRACTOR confuse you.

Those two calls in the example code just mean everything is drawn normally, but in different colors (since we're changing the colors). 95% of the time you'll be

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Desmond Taylor  
Member #11,943  
May 2010

[Posted on 06/01/2010 11:19 PM](#)

That works, Thank you.



I was doing this

```
#SelectExpand
```

```
1 al_set_blender(ALLEGRO_ADD, ALLEGRO_ALPHA, ALLEGRO_INVERSE_ALPHA, al_map_rgba_f(1, 1, 1, 0.5));
```

and was getting confused with the `al_map_rgba_f()`; I just altered what you typed to

```
#SelectExpand
```

```
1 void text::draw(char *text, int x, int y, int alignment, ALLEGRO_COLOR *color) { 3 al_set_blender(ALLEGRO_ADD, ALLEGRO_ALPHA, ALLEGRO_INVERSE_ALPHA, al_map_rgb(0, 0, 0)); 4 al_draw_text(verdana, x+1, y+1, alignment, text); 5 al_set_blender(ALLEGRO_ADD, ALLEGRO_ALPHA, ALLEGRO_INVERSE_ALPHA, color); 6 al_draw_text(verdana, x, y, alignment, text); 7 al_set_blender(ALLEGRO_ADD, ALLEGRO_ALPHA, ALLEGRO_INVERSE_ALPHA, al_map_rgb(255, 255, 255)); 8 }
```

Works perfectly. It was driving me crazy but I will keep that in mind for sure. I will mess around with the blender some day and see what you can do with it in order for me to understand the concept of it.

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Posted on 06/01/2010 11:33 PM

Mark Oates  
Member #1,146  
March 2001



Blender's can be confusing as hell. There's an example program in the examples folder (if you download the source code) that might help if you ever decide to dive into blenders more. It gives you two images and lets you pick from any of the arguments in the blender and pick the colors, showing you the results.

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Posted on 06/02/2010 12:55 AM

Desmond Taylor  
Member #11,943  
May 2010



Thanks Mark, I will look into that. Now that the text is done the rest should be easy as it's a matter of logic. Once all that's done I will be working on a server since my first game is gonna be an MMORPG. Yea I know never to start with big projects but I learn much quicker when I do. It's released as open source so it won't matter if when I get the server at least running with it that I abandon to start on making a better one 😊. This is my test project so failing it means nothing to me as it's my learning curve 😊

I've made games using DarkBasic Pro before, yea it's a different language but the game logic is the same so should be ok.

Thanks for the help again. 😊

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Posted on 06/02/2010 1:25 AM

[Desmond Taylor](#) said:

my first game is gonna be an MMORPG

😊

Quote:

Yea I know never to start with big projects but I learn much quicker when I do.

That's true, though.

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Mark Oates  
Member #1,146  
March 2001



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