Adding Text to a Scene

Draw text in your scene, such as a health indicator or a "Game Over" banner, by using a label node.

Overview

Most apps need to display text at some point, and implementing it correctly yourself can take a significant amount of work. But the SKLabelNode class does all of the work necessary to load fonts and create text for display.

Create a new label node by calling the labelNodeWithFontNamed: class method. Then configure the other label properties, especially the text property. The size of a label node is determined implicitly by its fontName, fontSize, and text properties.

By default, the text label is centered horizontally on the label node's origin, with the font's baseline passing through the origin. The verticalAlignmentMode and horizontalAlignmentMode properties can be used to adjust the label's position relative to the origin. The following code demonstrates how to create a new text label.

```swift
let winner = SKLabelNode(fontNamed: "Chalkduster")
winner.text = "You Win!"
winner.fontSize = 65
winner.fontColor = SKColor.green
winner.position = CGPoint(x: frame.midX, y: frame.midY)

addChild(winner)
```

Whenever you change the label node's properties, the label node is automatically updated the next time the scene is rendered.