

# dxDrawText

From Mafia2-Online

## Description

This function is used to draw text on the clients screen.

## Parameters

```
(string text, float x, float y, int colour, bool shadow,  
string font[, float scale = 1.0])
```

string text	The text to draw
float x	The X Position to draw from
float y	The Y Position to draw from
int colour	The colour of the text
bool shadow	Should the text have a shadow?
string font	The font the text should be in
float scale	(Optional) The scale of the text

## Example

```
?  
1// Draw "Hello world!" in white at 30, 500 with a shadow  
2dxDrawText( "Hello world!", 30, 500, 0xFFFFFFFF, true, "tahoma-bold" );
```

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- This page was last modified on 10 November 2015, at 23:26.