dxGetTextDimensions

From Mafia2-Online

Description

This function is used to obtain the width and height of the given text.

Parameters

(string text, float scale, string font)

string text	The text, of which the width is to be read
float scale	The scale of the font in your text
string font	The font used for your text

Example

```
?
1  // Draw text in the middle of the screen
2  local screen = getScreenSize( );
3  local dimensions = dxGetTextDimensions( "Hello world!", 1.4, "tahoma-bold" );
4  dxDrawText( "Hello world!", ((screen[0] / 2) - (dimensions[0] / 2)), ((screen[1] / 2) -
   (dimensions[1] / 2)), 0xFFFF0000, true, "tahoma-bold", 1.4 );
```

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