Overview

The Graphic Text control enables you to display text using a variety of colors, sizes, and fonts.

Ancestors:

sashelp.fsp.Object.class
  sashelp.fsp.Widget.class

Class:

sashelp.classes.Graphictext_c.class

Attributes

Public attributes specified for the Graphic Text Control class are described here. See sashelp.fsp.Widget.class for inherited attributes.

Dictionary

aspectRatio

Returns or sets the ratio of the text string’s width to height

Type: Character

Valid Values: Default, Width, Height, Both
**color**

Returns or sets the color of the text string

**Type:** Character  
**Valid Values:** (All SAS-supported color values)  
**Editor:** sashelp.classes.colorEditor.frame

**defaultAttribute**

Returns or sets the attribute name used for the object’s default attribute

**Type:** Character  
**Valid Values:** \sashelp.classes.defaultattributevalues.scl

**description**

Returns the short description for the object

**Type:** Character  
**Valid Values:**

**dragInfo**

Returns or sets the information that is transferred from the control when a drag operation occurs

**Type:** List  
**Valid Values:**  
**Editor:** SASHELP.FSP.DRAGDROPINFOEDITOR.FRAME
dropInfo

Returns or sets the information that defines the data representations that can be dropped on the control

Type: List
Valid Values:
Editor: SASHELP.FSP.DRAGDROPINFOEDITOR.FRAME

font

Returns or sets the font of the text string

Type: Character
Valid Values: Simplex, Swiss, Swissl, Centx, Centxi, Complex, Duplex, Titalic, Zapf, Zapfb, Zapfi, Italic, Brush
Editor: sashelp.classes.fonteditor2.scl

text

Returns or sets the text displayed in the control

Type: Character
Valid Values:

Methods

Methods specified for the Graphic Text Control class are described here. See sashelp.fsp.Widget.class for inherited methods.
__getClickInfo

Internal method

Syntax

return = objectName_getClickInfo();

__getFonts

Internal method

Syntax

return = objectName_getFonts();

__getText

Returns the value of the graphic text

Syntax

objectName_getText( value );

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Use</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>Character</td>
<td>Output</td>
<td>returns the value of the object (for legacy class support)</td>
</tr>
</tbody>
</table>
_isColor

Returns a value indicating whether the color is a valid SAS/GRAPH color: 1 if color is valid, 0 if color is invalid

Syntax

objectName_isColor( color, value );

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Use</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>color</td>
<td>Character</td>
<td>Input</td>
<td>specifies the color</td>
</tr>
<tr>
<td>value</td>
<td>Numeric</td>
<td>Output</td>
<td>returns a value indicating whether the color is a valid SAS/GRAPH color: 1 if color is valid, 0 if color is invalid</td>
</tr>
</tbody>
</table>

_setAspect

Sets the aspect ratio (the ratio of width to height) applied to the text

Syntax

objectName_setAspect( scale );

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Use</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>scale</td>
<td>Numeric</td>
<td>Input</td>
<td>specifies how to scale the text: 0 uses defined aspect for the font, 1 scales to region height, 2 to region width, 3 to both region height and width</td>
</tr>
</tbody>
</table>

_setColor

Sets the color applied to the text
**Syntax**

```cpp
objectName_setColor( color );
```

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Use</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>color</td>
<td>Character</td>
<td>Input</td>
<td>specifies the color of the text</td>
</tr>
</tbody>
</table>

**_setFont**

Sets the font applied to the text

**Syntax**

```cpp
objectName_setFont( font );
```

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Use</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>font</td>
<td>Character</td>
<td>Update</td>
<td>specifies the font of the text</td>
</tr>
</tbody>
</table>

**_setLoc**

Internal method

**Syntax**

```cpp
return = objectName_setLoc( );
```

**_setText**

Sets a character string to the graphic text
Syntax

`objectName_setText( value );`

<table>
<thead>
<tr>
<th>Argument</th>
<th>Type</th>
<th>Use</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>value</td>
<td>Character</td>
<td>Input</td>
<td>specifies the value of the object (for legacy class support)</td>
</tr>
</tbody>
</table>

Events

Events specified for the Graphic Text Control class are described here. See sashelp.fsp.Widget.class for inherited events.

- aspectRatio changed
  Occurs when the aspectRatio attribute is changed

- color changed
  Occurs when the color attribute is changed

- font changed
  Occurs when the font attribute is changed

- objectNameUsage changed
  Occurs when the objectNameUsage attribute is changed

- text changed
  Occurs when the text attribute is changed