

Forum:[Hack Forums](#)

Thread: [Code Snippets for Monogame](#)

DatFroschlaich - April 8, 2017, 11:27 pm

I will post some interesting code snippets here from time to time which you can use in your Monogame or XNA game projects. These pieces of code helped myself a lot in the past. Eventually I will start making a tutorial here about coding a game with C# and XNA.

Let's start with centering text:

Code //At first you have to load a sprite font, in my project it's called "Font"

SpriteFont SF = Content.Load<SpriteFont>("Font");

//you can create fonts via the MG Pipeline

//The string that will be drawn

string Text = "some nice text";

//The position of the drawn string

//This will be centered exactly at the middle of the game window

float x = GraphicsDevice.Viewport.Width / 2 - SF.MeasureString(Text).X / 2;

float y = GraphicsDevice.Viewport.Height / 2 - SF.MeasureString(Text).Y / 2;

Vector2 Position = new Vector2(x, y);

//put the whole code above in the LoadContent method or, if you have one in your class, the constructor.

//Then we can finally draw our string

//I will use the standard SpriteBatch parameter of the Draw method

spriteBatch.Draw(SF, Position, Text, Color.White);

//this code has to be put into the Draw method

Zilog80 - April 9, 2017, 3:37 am

What's that code supposed to do?

If some copy this 'snippet' simply will get a big fail.

Where is spriteBatch begin/end?

Where is Draw/Update/Loadcontent... methods?

Where do yo put this snippet, on Draw or on Update?

How you Load a "font"?

DatFroschlaich - April 9, 2017, 3:45 am

It's a SNIPPET. It's not meant for someone who doesn't know how to use Monogame.

When I would explain every little thing, then it would be a tutorial, but this isn't one.

Anyway, I edited the post and added some information, that even those with little experience should

be able to understand it.

I will write a tutorial how to do all things that are needed soon.

By the way, it stands there what this code is supposed to do, and how to load a font.

gigajew - *April 14, 2017, 1:29 am*

If this is a snippet to draw in the center of a surface then you could have just said `pos x=width /2 - object.width/2` and `pos y = height /2 - object.height /2`