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/*-----*
 * File Name: AddEditTextLabelInGraph.c *
 * Creation: ER, 03/17/05 *
 * Purpose: Programming Example *
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 * *
 * Modification Log: *
 *-----*/

#include <Origin.h>

////////////////////////////////////
// This example shows how to add and change properties of a text label in a graph.
// NOTE: It is assumed that a graph layer is active.
//
void add edit text label in graph()
{
    // Declare graph layer using active layer
    GraphLayer gly = Project.ActiveLayer();
    if( !gly )
    {
        out_str("Active layer is not a graph!");
        return;
    }
    // Note: Labels can exist in pages such as worksheet as well
    // This example just works with graph layer

    // Declare graph object in OC using name of the label
    GraphObject grobj;

    // Create a new label object
    string strLabelName = "MyTextLabel";
    grobj = gly.CreateGraphObject(GROT TEXT, strLabelName);

    // Can now assign text value to label such as:
    grobj.Text = "This is my text";

    // Can use formatting in text string such as to make multiline label:
    string strLabelText;
    double dVal1 = 10.3, dVal2 = 0.035;
    strLabelText.Format("Value 1 = \t%e\nValue 2 = \t%e", dVal1, dVal2);
    grobj.Text = strLabelText;

    // Can change other properties of label as well.
    // To see properties, can get into tree and dump to script window
    Tree tr;
    tr = grobj.Label;
    out_str("Label Properties:");
    out_tree(tr);

    // Once you know what properties are available, can set them:
    grobj.Label.Font.Size.nVal = 30;
    grobj.Label.Color.nVal = 1;
    grobj.Label.Angle.nVal = 45;
    grobj.Label.Dimension.Left.dVal = 0;
    grobj.Label.Dimension.Top.dVal = 5;

    gly.GetPage().Refresh();
}
////////////////////////////////////

```