

Introduction to Processing

Class #9: 11/14/2007

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Course website: >> web.mit.edu/mish/www/processing

Processing website: >> www.processing.org

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*This is the LAST CLASS to work on your final project.
Think about what you want to present on
11/28 (Wednesday after Thanksgiving) to
your teachers and parents!*

Here's how you can use text in your project:

In the Tools menu, use the "Create Font..." option and give your font a name like **myFontName**.

```
PFont myFont = createFont("myFontName", 14);

void setup(){
  size(400,400);
  textFont(myFont,32);
}

void draw(){
  background(0);

  fill(255);
  text("A string", 50, 50);
}
```

Here's how you get your text to follow your mouse:

(you can also do this with shapes.)

```
PFont myFont = createFont("myFontName", 14);

void setup(){
  size(400,400);
  textFont(myFont,32);
}

void draw(){
  background(0);

  fill(255);
  text("A string", mouseX, mouseY);
}
```

Here's how you get the text-following-mouse effect to turn on and off:

```
PFont myFont = createFont("myFontName", 14);
boolean followMouse = true;

void setup(){
  size(400,400);
  textFont(myFont,32);
}

void draw(){
  background(0);

  fill(255);
  if (followMouse){
    text("A string", mouseX, mouseY);
  } else {
    text("A string", 50, 50);
  }
}

void mousePressed(){
  if (followMouse == true){
    followMouse = false;
  } else {
    followMouse = true;
  }
}
```

Here's how you can make your text seem to "disappear" over time

(...and you don't have to have text to use this effect. You can change background to a semi-transparent rectangle at the beginning of `draw()` to make anything "disappear".)

```
PFont myFont = createFont("myFontName", 14);

void setup(){
  size(400,400);
  textFont(myFont,32);
}

void draw(){
  fill(0, 10); // you can make the opacity level 10 bigger to make text disappear faster
  rect(0, 0, width, height);

  fill(255);
  text("A string", mouseX, mouseY);
}
```