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Subject: Re: Keeping text Readable in Object Graphics

Posted by [steinhh](#) on Sat, 14 Aug 1999 07:00:00 GMT

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You could try the GetCTM model to figure out the current distortion of the text, and modify the UPDIR property to counter the effect, or maybe wrap the text inside a model object (allowing for rotations etc)... Just a thought..

Regards,

Stein Vidar

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