Text

Text[expr, coords] is a graphics primitive that represents text corresponding to the printed form of expr, centered at the point specified by coords.

The text is printed by default in OutputForm. Text can be used in both Graphics and Graphics3D. The coordinates can be specified either as {x, y, ...} or as Scaled[{x, y, ...}]. Text[expr, coords, offset] specifies an offset for the block of text relative to the coordinates given. Giving an offset {sdx, sdy} specifies that the point {x, y} should lie at relative coordinates {sdx, sdy} within the bounding rectangle that encloses the text. Each relative coordinate runs from -1 to 1 across the bounding rectangle. Here are sample offsets to use in two-dimensional graphics:

- {0, 0} text centered at {x, y}
- {-1, 0} left-hand end at {x, y}
- {1, 0} right-hand end at {x, y}
- {0, 1} centered above {x, y}
- {0, -1} centered below {x, y}

See page 142. See also: PlotLabel, AxesLabel.