

Q: How do the Text object margins work?

A: The margins do work, but it's difficult to correctly set them. You need to offset the values by the frame rectangle of the text. The following code snippet illustrates the necessary steps:

```
/* This routine assumes that you have defined currentDocText somewhere else */

#define DESIREDleftMARGIN    some int value
#define DESIREDrightMARGIN  some int value
#define DESIREDtopMARGIN    some int value
#define DESIREDbottomMARGIN some int value

- setMargins:sender
{
    NXRect  aRect;

    /* Get the current frame values */
    [currentDocText setFrame:&aRect];
    [currentDocText setMarginLeft: NX_X(&aRect) + DESIREDleftMARGIN
                        right: - NX_X(&aRect) + DESIREDrightMARGIN
                        top: NX_Y(&aRect) + DESIREDtopMARGIN
                        bottom: - NX_Y(&aRect) + DESIREDbottomMARGIN]; ];

    return self;
}
```

If you call `getMarginLeft:right:top:bottom:`, the returned values are the same as the ones you provide to `setMarginLeft:right:top:bottom:`. So, to determine the "true" margins, you need to subtract the frame's dimensions.

QA647

Valid for 1.0, 2.0, 3.0