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 getFrame:&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.

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Valid for 1.0, 2.0, 3.0