

QuickDraw Text

Contents

About QuickDraw Text	3-4
Graphics Ports and Text Drawing	3-4
Font, Font Style, and Font Size	3-5
Transfer Modes	3-8
QuickDraw Text, Script Systems, and Other Managers	3-10
Text Formatting and Justification	3-13
Scaling	3-15
Caret and Highlighting	3-16
Using QuickDraw Text	3-17
Preparing to Use QuickDraw	3-17
Determining the Version and Initializing QuickDraw	3-18
Setting Up the Text-Drawing Environment	3-19
Specifying Text Characteristics	3-19
Setting the Font	3-20
Modifying the Text Style	3-21
Changing the Font Size	3-22
Changing the Width of Characters	3-22
Using Fractional Glyph Widths	3-23
Specifying the Transfer Mode	3-24
Basic Transfer Mode Operations	3-24
Arithmetic Transfer Mode Operations	3-25
The grayishTextOr Transfer Mode	3-26
Text Mask Mode	3-26
Transparent Transfer Mode	3-27
Transfer Modes and Multibit Fonts	3-27
Measuring and Drawing Single Segments of Text	3-27
Individual Glyphs	3-28
Pascal Strings	3-28

Text Segments	3-29
Measuring and Drawing Lines of Text	3-29
Determining Where to Break the Line	3-30
Determining the Display Order for Style Runs	3-33
Eliminating Trailing Spaces (for Justified Text)	3-36
Calculating the Slop Value (for Justified Text)	3-39
Allocating the Slop to Each Style Run (for Justified Text)	3-39
Drawing the Line of Text	3-42
Using Scaled Text	3-44
Drawing Carets and Highlighting	3-47
Converting an Onscreen Pixel Location to a Byte Offset	3-49
Finding a Caret Position and Drawing a Caret	3-49
Synchronizing the Caret With the Keyboard Script	3-59
Highlighting a Text Selection	3-60
Customizing QuickDraw's Text Handling	3-62
Text in QuickDraw Pictures	3-63
Fonts	3-63
Text With Multiple Style Runs	3-65
QuickDraw Text Reference	3-65
Data Structures	3-66
The Font Information Record	3-66
The Style Data Type	3-66
Routines	3-67
Setting Text Characteristics	3-68
Drawing Text	3-76
Measuring Text	3-81
Laying Out a Line of Text	3-87
Determining the Caret Position, and Selecting and Highlighting Text	3-91
Low-Level QuickDraw Text Routines	3-98
Application-Supplied Routine	3-100
Summary of QuickDraw Text	3-102
Pascal Summary	3-102
Constants	3-102
Data Types	3-102
Routines	3-103
C Summary	3-105
Constants	3-105
Types	3-105
Routines	3-106
Assembly-Language Summary	3-107
Trap Macros	3-107
Global Variables	3-108