

Font

COLLABORATORS

	<i>TITLE :</i> Font		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Font

1.1 Font V1.00

PureBasic Font library V1.00

Fonts are widely used on computers as it is the only way to render text in different sizes and forms.

Commands summary:

```
CloseFont
FontID
InitFont
LoadFont
UseFont
```

Example:

```
Load a font
```

1.2 closefont

```
SYNTAX
CloseFont (#Font)
```

```
STATEMENT
Close the given Font.
```

1.3 initfont

```
SYNTAX
result.l = InitFont (#NumFontMax)
```

```
FUNCTION
Init all the Font environments for later use. You must put this function at the top of your source code if you want to use the Font
```

commands. This function tries to open the `diskfont.library V36+`. If the result is `NULL`, then this library can't be opened. You should test its result at the top of your program and quit if the `diskfont.library` isn't found.

`#NumFontMax` : Maximum number of Fonts to handle.

1.4 fontid

SYNTAX

```
FontID.l = FontID()
```

FUNCTION

Returns the Intuition Font pointer. Very useful.

1.5 loadfont

SYNTAX

```
FontID.l = LoadFont(#Font, Name$.font, YSize)
```

FUNCTION

Tries to open a font from memory, and if it failed it will try to open it from disk (via `diskfont.library`). This function is very useful. If the returned `FontID` is `NULL`, the font can't be found.

1.6 usefont

SYNTAX

```
UseFont(#Font)
```

STATEMENT

Changes the currently used font to given `#Font`.
