

Font

COLLABORATORS

	<i>TITLE :</i> Font		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 23, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Font	1
1.1	Font V1.00	1
1.2	closefont	1
1.3	initfont	1
1.4	fontid	2
1.5	loadfont	2
1.6	usefont	2

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.