Font

COLLABORATORS			
	TITLE : Font		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Font

1.1 Font V1.00

```
Pure Basic Font library V1.00

   Font are widely used on computers as its the only to
   render text in differents size 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 NFont
```

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
Return the Intuition Font pointer. Very useful.
```

1.5 loadfont

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

   FUNCTION
Try 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
Change the used Font to given Font.
```