

Font

COLLABORATORS

	<i>TITLE :</i> Font		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 9, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Font

1.1 Font V1.30

Font V1.30 General Information:

- * Blitz Basic II library number : #170
- * Library size when linked to executable: 636 bytes
- * Number of commands : 5
- * Ressources automatically freed at end : Yes

NInitFont() must be put before any other Font functions. Don't forget to turn the debugger ON when developping.

Commands summary:

NCloseFont
Statement

NFontID
Function (FontID.1)

NInitFont
Function (Boolean)

NLoadFont
Function (FontID.1)

NUseFont
Statement

1.2 nclosetfont

SYNTAX
NCloseFont (#Font)

STATEMENT

Close the given Font.

1.3 ninitfont

SYNTAX

```
result.l = NInitFont (#NumFontMax)
```

FUNCTION

Init all the Font environnement for later use. You must put this functions on top of your source code if you want to use the NFont commands. This function try to open the diskfont.library V36+. If the result is NULL, this library can't be opened. You should test its result at top of your program and quit if the diskfont.library isn't found.

#NumFontMax : Maximum number of Font to handle.

1.4 nfontid

SYNTAX

```
FontID.l = NFontID
```

FUNCTION

Return the Intuition Font pointer. Very useful.

1.5 nloadfont

SYNTAX

```
FontID.l = NLoadFont (#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 nusefont

SYNTAX

```
NUseFont (#Font)
```

STATEMENT

Change the used Font to given Font.
