Technical drivel

This section is for the more technical among you.   You may feel free to ignore it!

If one opens up a converted font file, the definition for each character is actually just three pieces of data that are returned to the calling routine. These are: a width,   an offset number and the character bitmap itself.   While the rest of the coordinates in the font use the standard PostScript 1000 by 1000 coordinate system, the with and offset here use coordinates identical to the original Mac system (1unit==1pixel).   A conversion to the PS system is done in the calling routine.

Only one routine actually draws any characters.   It gathers the above three pieces of data from the character definitions, scales them properly, and draws them.