

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`.