diskfont

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

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Chapter 1

diskfont

1.1 diskfont.doc

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```

1.2 diskfont.library/AvailFonts

```
NAME
    AvailFonts - build an array of all fonts in memory / on disk

SYNOPSIS
    error = AvailFonts(buffer, bufBytes, types);
                       A0      D0        D1

FUNCTION
    AvailFonts fills a user supplied buffer with the structure,
    described below, that contains information about all the
    fonts available in memory and/or on disk.  Those fonts
    available on disk need to be loaded into memory and opened
    via OpenDiskFont, those already in memory are accessed via
    OpenFont.  The TextAttr structure required by the open calls
    is part of the information AvailFonts supplies.

    When AvailFonts fails, it returns the number of extra bytes
    it needed to complete the command.  Add this number to your
    current buffer size, allocate a new buffer, and try again.
    If the second AvailFonts call fails, abort the operation.

INPUTS
    buffer - memory to be filled with struct AvailFontsHeader
             followed by an array of AvailFonts elements, which
             contains entries for the available fonts and their
             names.
    bufBytes - the number of bytes in the buffer
    types - AFF_MEMORY is set to search memory for fonts to fill
             the structure, AFF_DISK is set to search the disk for
             fonts to fill the structure.  Both can be specified.
```

```
RESULTS
    buffer - filled with struct AvailFontsHeader followed by the
             AvailFonts elements, There will be duplicate entries
             for fonts found both in memory and on disk, differing
             only by type.  The existance of a disk font in the
             buffer indicates that it exists as an entry in a font
             contents file -- the underlying font file has not been
             checked for validity, thus an OpenDiskFont of it may
             fail.
    error - if non-zero, this indicates the number of bytes needed
             for AvailFonts in addition to those supplied.  Thus
             structure elements were not returned because of
             insufficient bufBytes.
```

1.3 diskfont.library/DisposeFontContents

```
NAME
    DisposeFontContents - free the result from NewFontContents

SYNOPSIS
    DisposeFontContents(fontContentsHeader)
                        A1

FUNCTION
    This function frees the array of FontContents entries
    returned by NewFontContents.

INPUTS
    fontContentsHeader - a struct FontContentsHeader pointer
        returned by NewFontContents.

EXCEPTIONS
    This command was first made available as of version 34.

    A fontContentsHeader other than one acquired by a call
    NewFontContents will crash.

SEE ALSO
    NewFontContents to get structure freed here.
```

1.4 diskfont.library/NewFontContents

```
NAME
    NewFontContents - create a FontContents structs for a font

SYNOPSIS
    fontContentsHeader = NewFontContents(fontsLock,fontName)
    D0                                   A0        A1

FUNCTION
    This function creates a new array of FontContents entries
```

```
    that describe all the fonts associated with the fontName,
    specifically, all those in the font directory whose name
    is that of the font sans the ".font" suffix.

INPUTS
    fontsLock - a DOS lock on the FONTS: directory (or other
        directory where the font contents file and associated
        font directory resides).
    fontName - the font name, with the ".font" suffix, which
        is also the name of the font contents file.

RESULT
    fontContentsHeader - a struct FontContentsHeader pointer.

EXCEPTIONS
    This command was first made available as of version 34.

    D0 is zero if the fontName is does not have a ".font" suffix,
    or a DOS error occurred, or memory could not be allocated for
    the fontContentsHeader.

SEE ALSO
    DisposeFontContents to free the structure acquired here.
```

1.5 diskfont.library/OpenDiskFont

```
NAME
    OpenDiskFont - load and get a pointer to a disk font.

SYNOPSIS
    font = OpenDiskFont(textAttr)
    D0                  A0

FUNCTION
    This function finds the font with the specified textAttr on
    disk, loads it into memory, and returns a pointer to the font
    that can be used in subsequent SetFont and CloseFont calls.
    It is important to match this call with a corresponding
    CloseFont call for effective management of font memory.

    If the font is already in memory, the copy in memory is used.
    The disk copy is not reloaded.

INPUTS
    textAttr - a TextAttr structure that describes the text font
           attributes desired.

RESULTS
    D0 is zero if the desired font cannot be found.

BUGS
    This routine will not work well with font names whose file
    name components are longer than the maximum allowed
    (30 characters).
```