A Font Atlas is a texture containing all the character needed for a font. A Character Info is stocked in character\_info structure

struct character\_info

{

float ax; //x advance

float ay;

float bw; //bitmap width

float bh;

float w; //font width

float h; //font height

float bx; //X bearing

float by; //Y bearing

float tx; //x offset of glyph in texture coordinates

float ty; //y offset of glyph in texture coordinates

};

We got one character\_info structure by character (so **m\_numOfCharacter)** in a character\_info’s array

When we are going to render a character we need the **position** (tx,ty)of the character in the texture and the **size** (w,h) of the character.

A

B

C

D