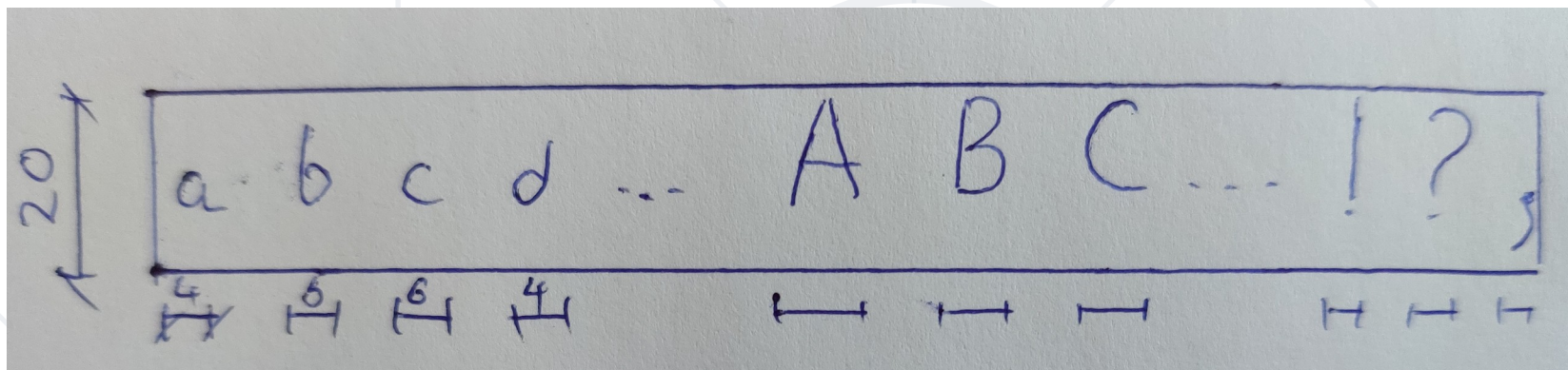
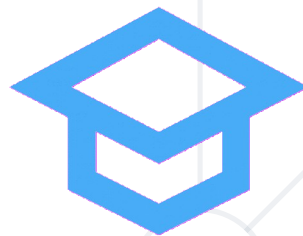


# True Type Fonts (TTF)



**Zhivko Petrov**

**A guy that knows C++**



**SoftUni**



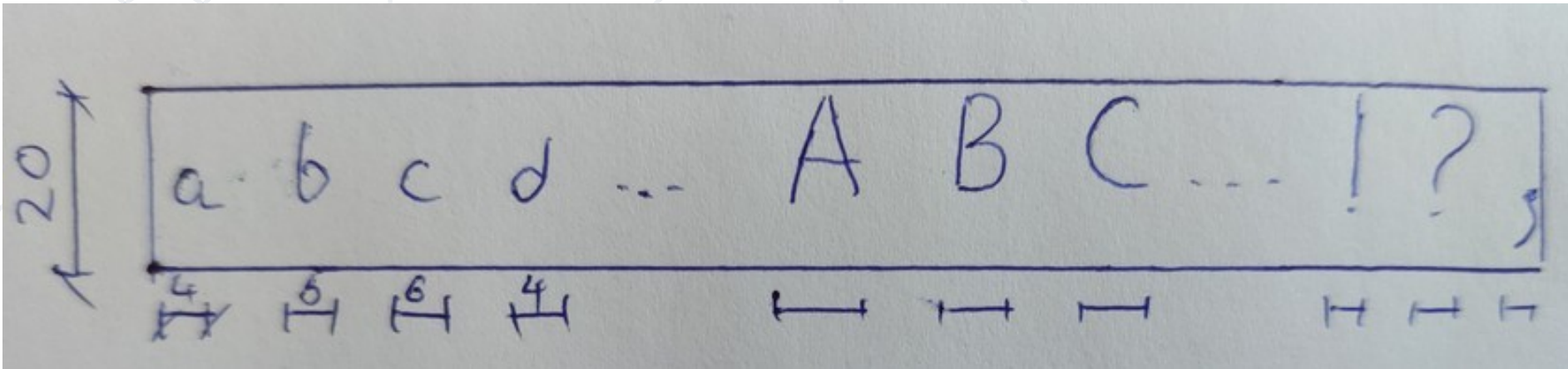
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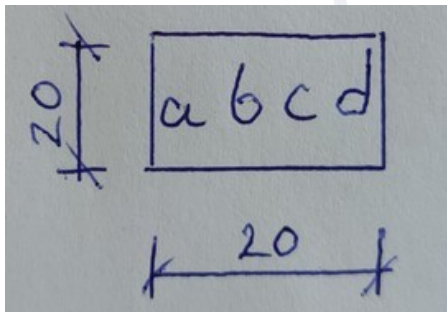
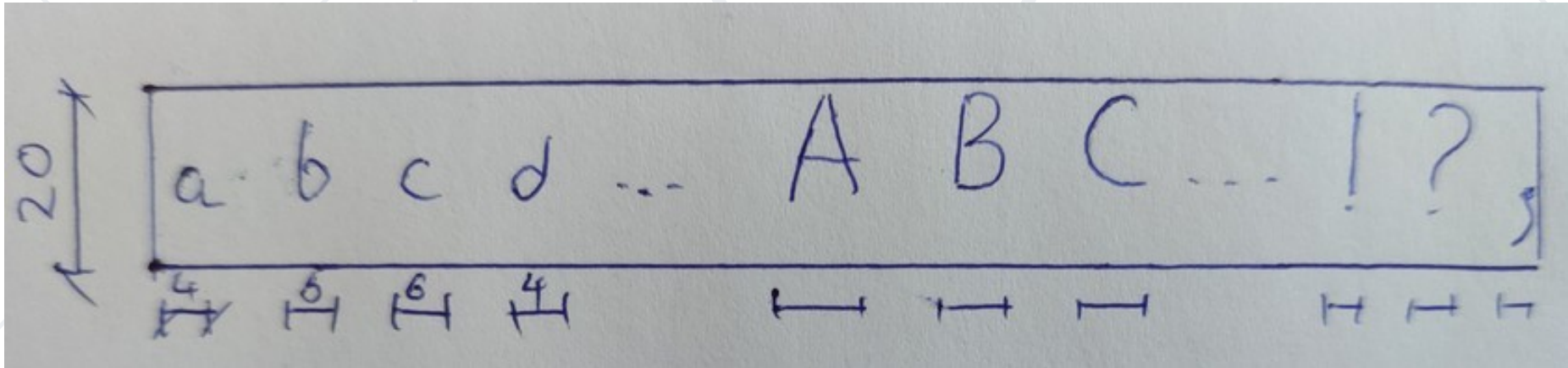
- True type font is a **font standard** (\*.ttf)
- It offers high **degree of control** over precisely how the font is displayed right down to pixel level, at **various font sizes**
- In order to achieve this the font has an **embedded glyphs** (size of different part of the letters, offsets from characters, etc...)



- \*Simplified view

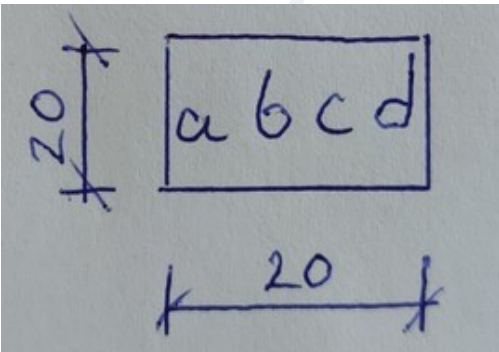
# True Type Fonts Usage

- Load the TTF font with the **desired font size**
- Generate **run-time texts** → turned into graphical CPU primitives (SDL\_Surface for example)
- **Obtain** the run-time surface **width** and **height**



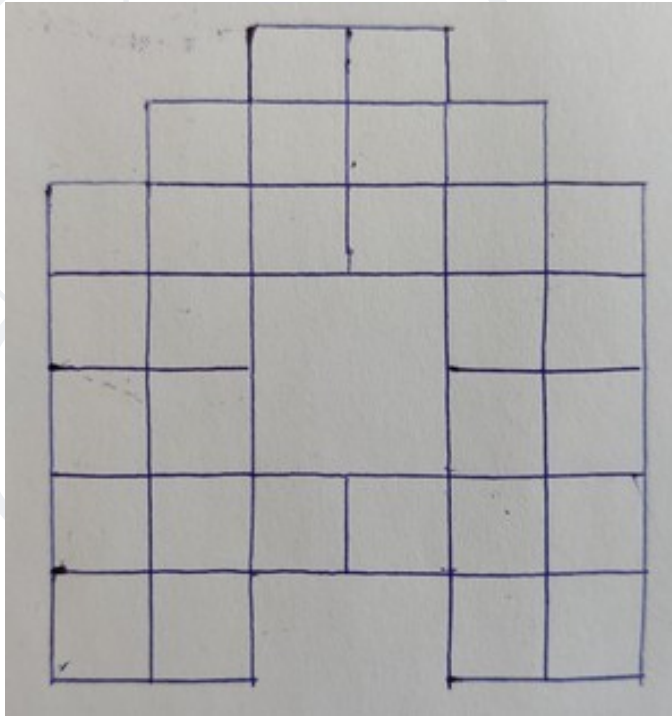
# True Type Fonts Usage (2)

- **Upload** the CPU surface to the GPU → (SDL\_Texture for example)
- **Destroy** the CPU surface
- If CPU surface is not destroyed → **memory leak**
- The “text” could no longer be changed since it is **embedded** into the graphical asset
- Changing of a “text” requires **destruction** of the previous “text” and **dynamic creation** of new one



# True Type Fonts Pitfalls

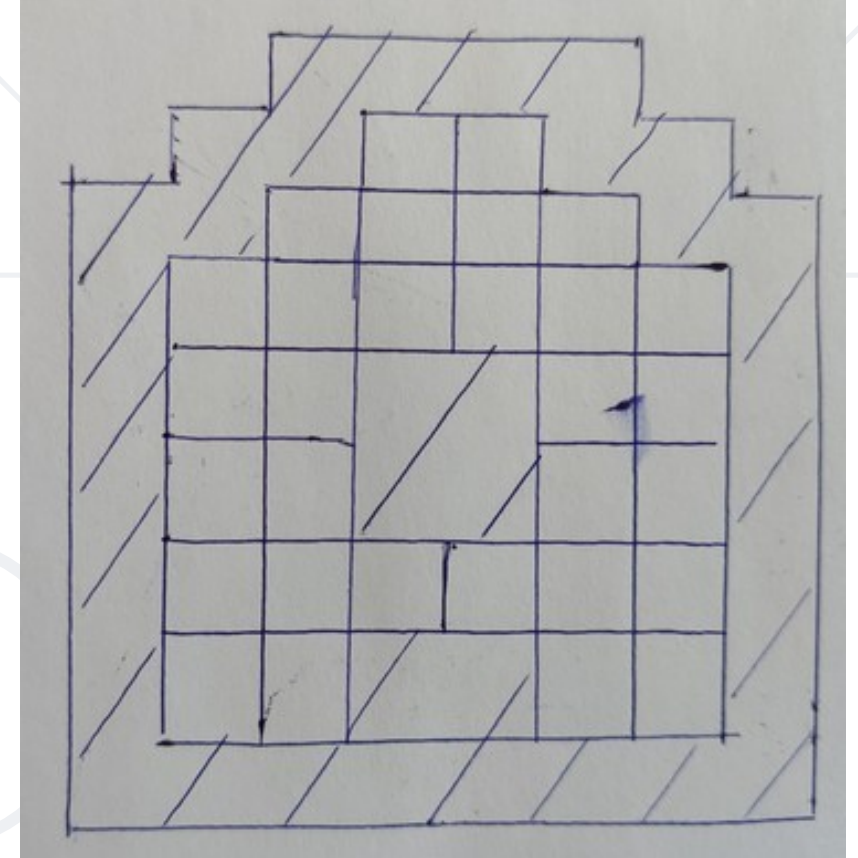
- Using “raw” true type fonts will probably lead to the graphical assets containing **sharp edges**
- If you look closely – you can see the sharp edges (pixels)
- This is due to the **sudden change** between **background** and **text** pixels



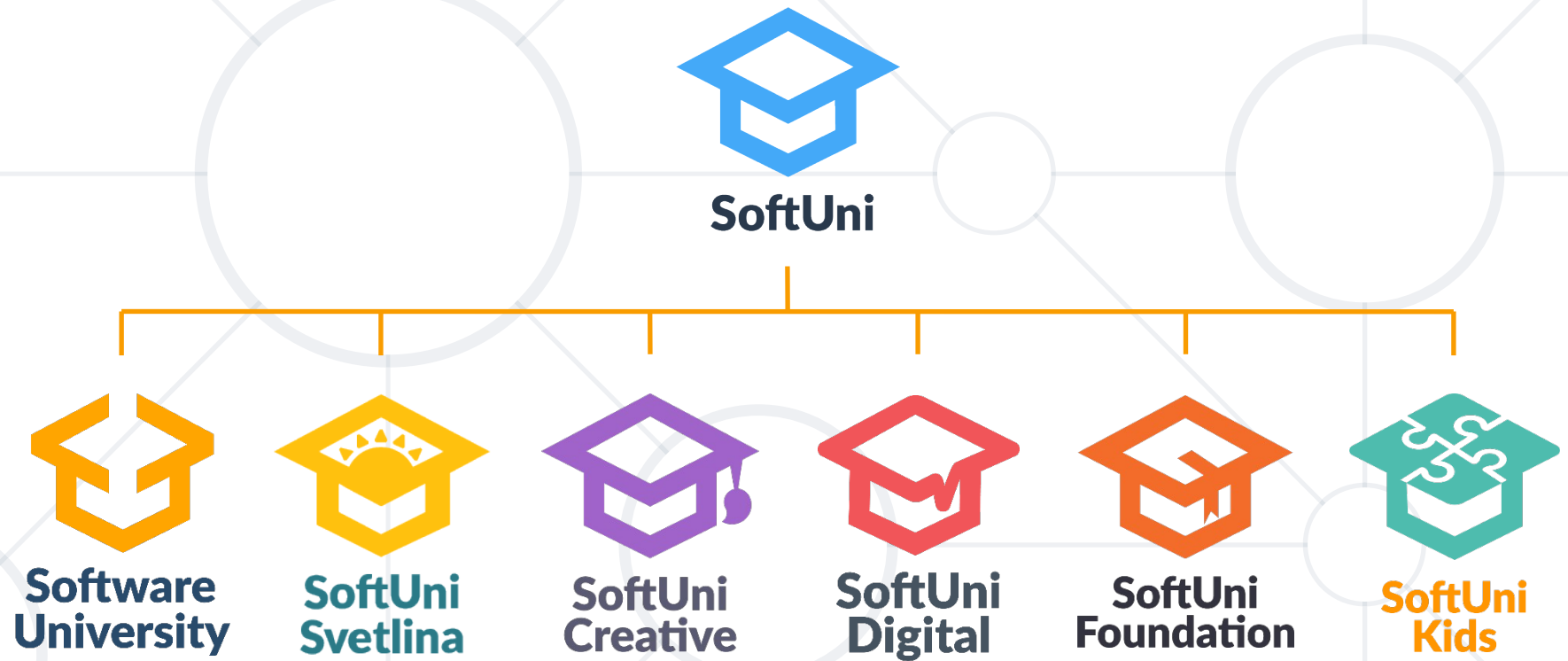


# True Type Fonts Enhancements

- A technique called **anti-aliasing** could be applied to **smooth** the text edges
- There is a small **run-time penalty**, but nothing crucial
- An **additional layer/layers** of pixels is applied on the corner of the text so a smooth pixel value **transition** could be achieved
- This is automatically applied by developers to every modern GUI that deals with texts



# Questions?





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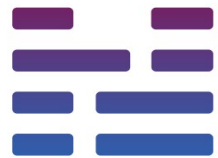


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