

Text Styles

defined constants

#include <Quickdraw.h>

Constant	Value	Description/Sample
normal	0	normal, nothing special
bold	1	increased width on vertical strokes
italic	2	<i>slanted toward the right</i>
underline	4	<u>underscored, breaking on descenders</u>
outline	8	outlined; wider and taller
shadow	16	Shadowed (outlined, but heavier on right & bottom)
condense	32	less space between characters
extend	64	more space between characters

The Style type is unsigned char. In Quickdraw documentation, a “text face” is what we commonly call a “style”; i.e., a stylistic variation of a base font (note, the word “style” is now used as a TextEdit term to mean a combination of font, size, face, and color). Use **TextFace** to select the desired variation of the current font to be used in subsequent text drawing. Or set the txFace field of the current grafPort to one (or any additive combination) of the above constants.

In most cases, the variation is derived “on-the-fly” by manipulating the bits of an existing font. Later versions of the Font Manager support specially-defined variations. For instance, it's not hard to imagine an italics font style which looks better than the one created by the Font Manager.