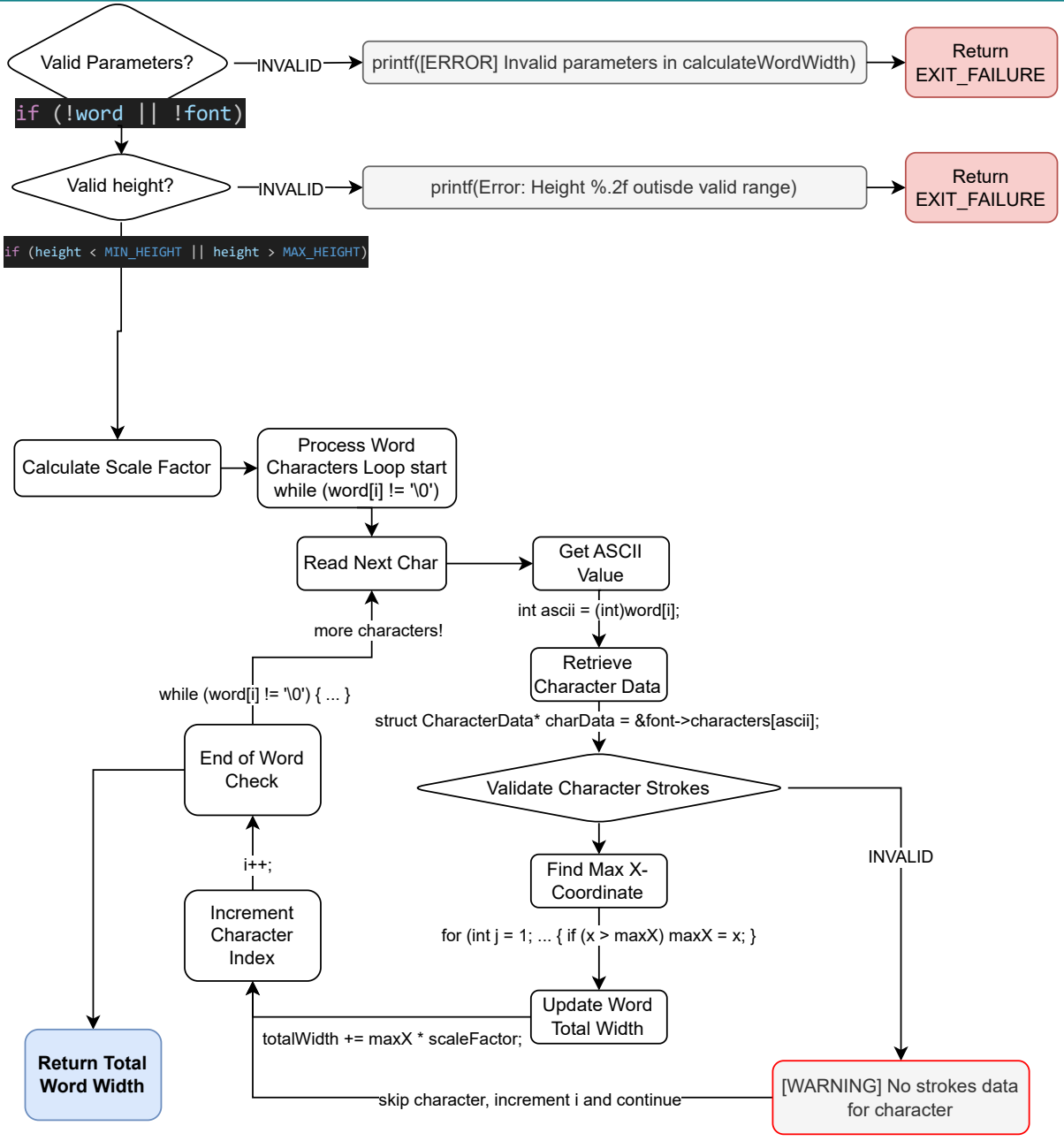
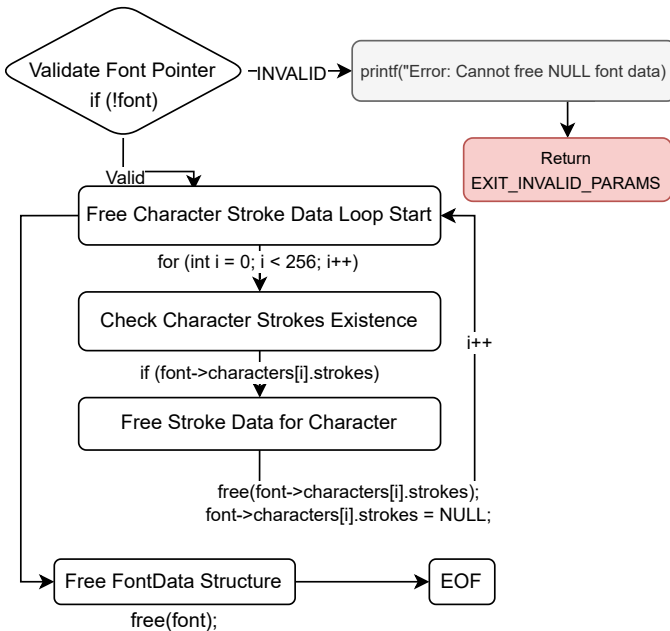


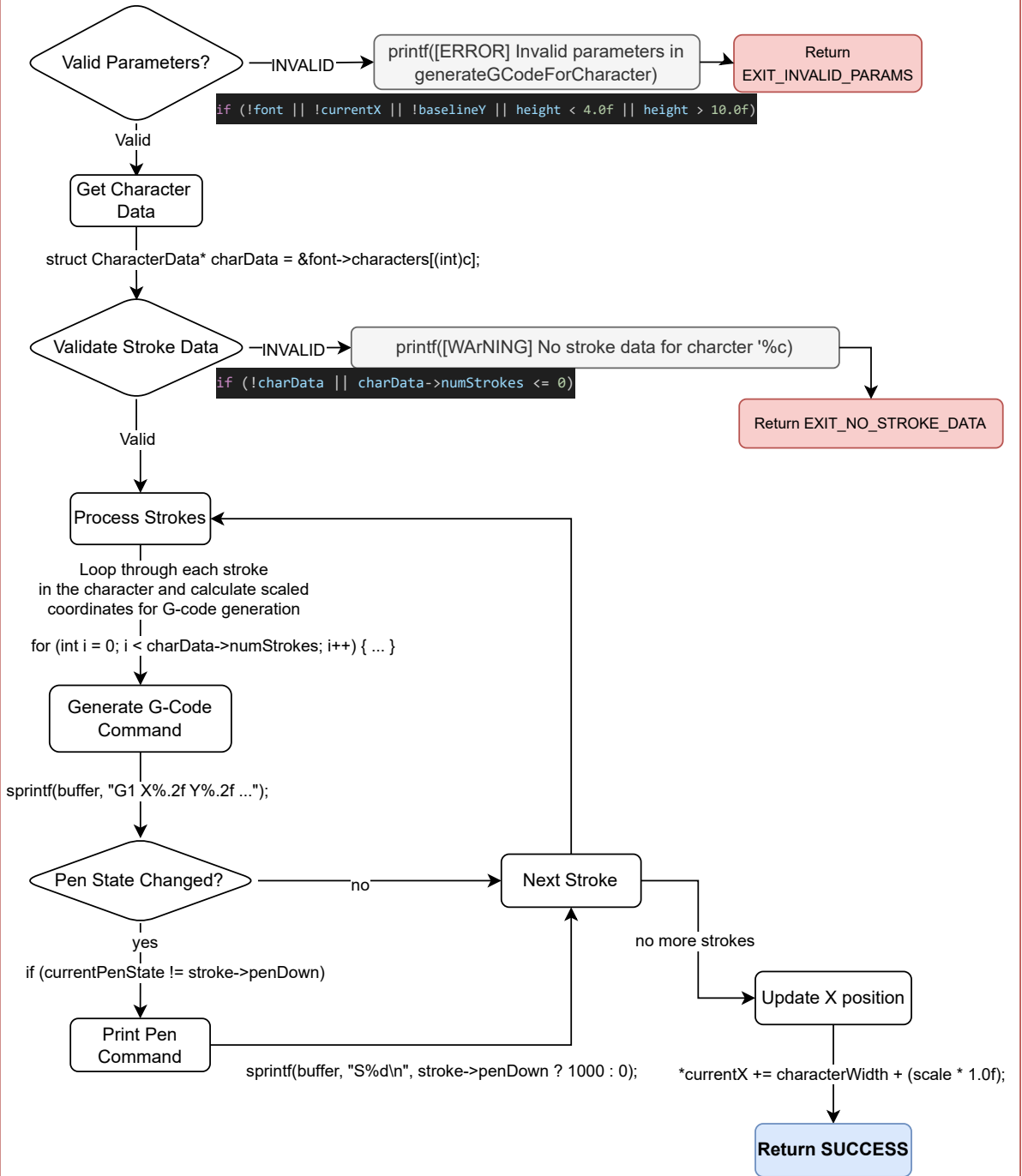
# float calculateWordWidth(const char\* word, struct FontData\* font, float height)



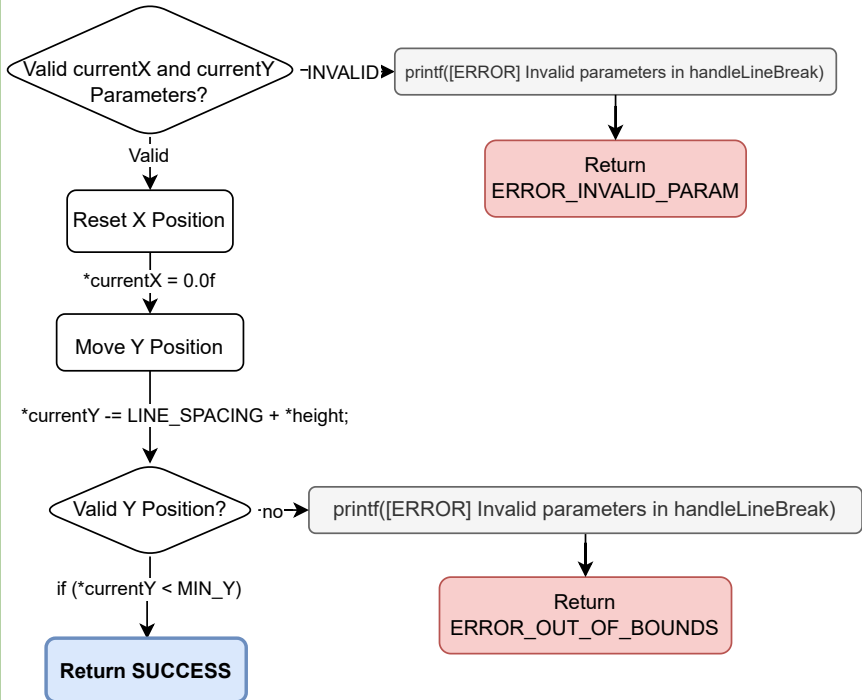
**call: freeFontData()**



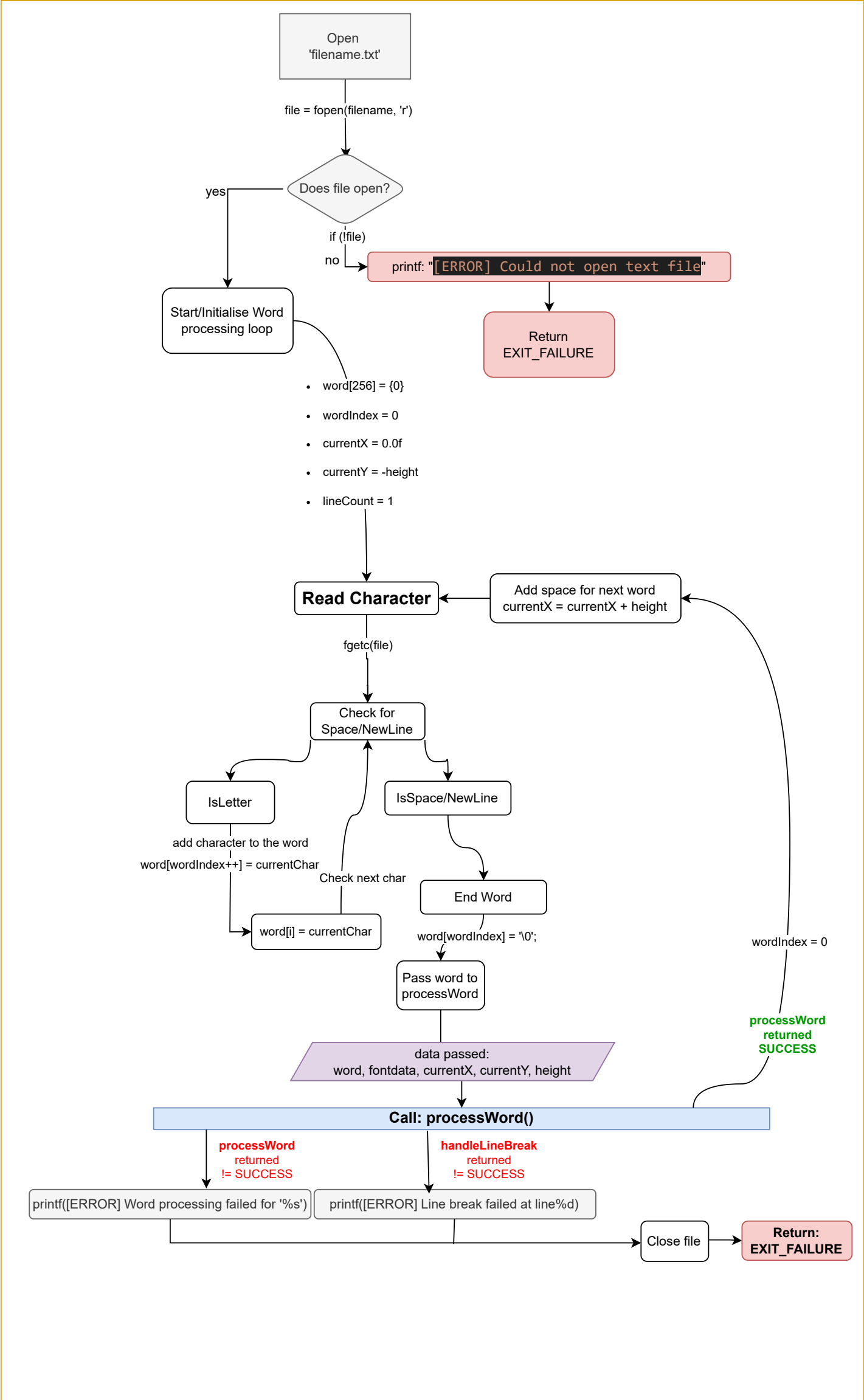
**int generateGCodeForCharacter(char c, struct FontData\* font, float\* currentX, float\* baselineY, float height)**



## int handleLineBreak(float\* currentX, float\* currentY, float\* height)



int processTextFile(const char\* filename, struct FontData\* font, float height)



**int processWord(const char\* word, struct FontData\* font, float\* currentX, float\*currentY, float height)**

