## CLX-TRUETYPE

CLX TrueType Font Renderer

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Introduction 1

## Introduction

CLX-TRUETYPE renders TrueType fonts over X11 drawable (window or pixmap) using CLX, XRender, ZPB-TTF, CL-VECTORS.

 ${\tt CLX-TRUETYPE}$  was originally written for mcclim font rendering by Gilbert Baumann and Andy Hefner.

CLX-TRUETYPE is maintained in Git:

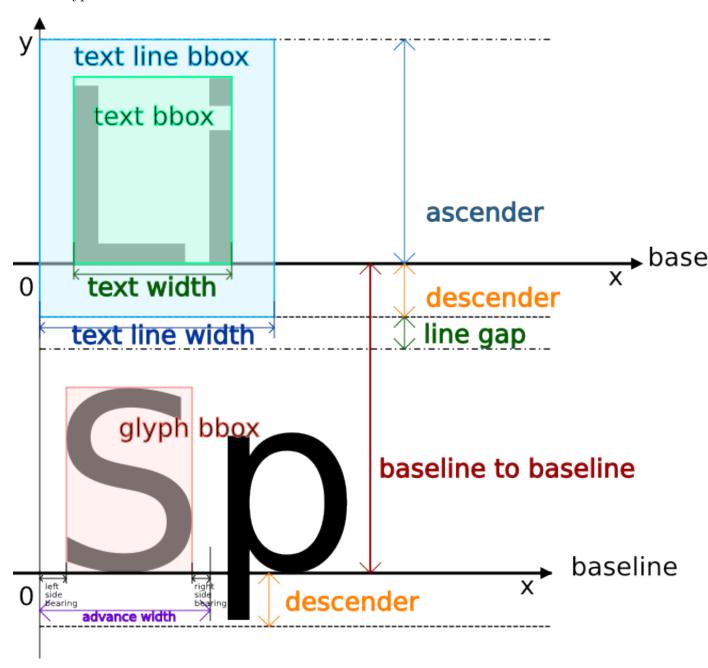
git clone git://github.com/filonenko-mikhail/clx-truetype will get you a local copy.

http://github.com/filonenko-mikhail/clx-truetype/ is the GitHub project page, where the issue tracker is located.

### 1 Overview

CLX-TRUETYPE is library for text rendering over X11 drawable using CLX, XRender, ZPB-TTF, CL-VECTORS.

TrueType font metrics



- TrueType hints are not supported.
- RGB antialiasing is not supported.
- Text rendering do not use XRender glyph sets.

## 2 Examples

Drawing text is quite simple.

```
First and only one time step is loading font cache using [Function cache-fonts], page 6. If you add font to your system, you should call it again.
```

```
(cache-fonts)
Make instance of font:
  (font (make-instance 'font :family "Times New Roman" :subfamily "Bold Italic"
                                  :size 12 :antialiased t))
Draw it using [Function draw-text], page 8 or [Function draw-text-line], page 8 functions:
  (draw-text window grackon font "The quick brown fox jumps over the lazy dog." 100 100)
Move <<cursor>> using [Function baseline-to-baseline], page 7 distance.
Here it is complete example. Just insert it into repl, and evaluate (show-window).
  (defpackage #:clx-truetype-test
    (:nicknames :xft-test)
    (:use #:cl #:xft)
    (:export show-window))
  (in-package :clx-truetype-test)
  (defvar *display* (xlib:open-default-display))
  (defvar *screen* (xlib:display-default-screen *display*))
  (defvar *root* (xlib:screen-root *screen*))
  (defun show-window ()
    (let* ((black (xlib:screen-black-pixel *screen*))
            (white (xlib:screen-white-pixel *screen*))
              (xlib:create-window:parent *root*:x0:y0:width 640:height 480
                              :class :input-output
                              :background white
                              :event-mask '(:key-press :key-release :exposure :button-
  press
                                             :structure-notify)))
            (grackon (xlib:create-gcontext
                      :drawable window
     :foreground black
     :background white))
            (font (make-instance 'font :family "Times New Roman" :subfamily "Bold Italic"
                                  :size 12 :antialiased t)))
       (unwind-protect
            (progn
              (xlib:map-window window)
              (setf (xlib:gcontext-foreground grackon) black)
```

```
(xlib:event-case (*display* :force-output-p t
                                  :discard-p t)
             (:exposure ()
                        (draw-text window grackon font "The quick brown fox jumps over
                        (when (= 0 \text{ (random 2)})
                          (rotatef (xlib:gcontext-foreground grackon) (xlib:gcontext-
background grackon)))
                        (draw-text window grackon font " , ." 100 (+ 100 (basel
to-baseline window font)))
                        (setf (font-antialiased font) (= 0 (random 2)))
                        (if (= 0 (random 2))
                            (setf (font-subfamily font) "Regular")
                            (setf (font-subfamily font) "Italic"))
                        (draw-text window grackon font "
                                                           , '." 100 (+ 100 (*
to-baseline window font))))
                        (draw-text window grackon font "Press space to exit. ." 100
to-baseline window font)))))
             (:button-press () t)
             (:key-press (code state) (char= #\Space (xlib:keycode->character *dis-
play* code state)))))
      (progn
        (xlib:free-gcontext grackon)
        (xlib:destroy-window window)
        (xlib:display-force-output *display*))))
```

Result is

[**emacs**] <mark>0\*\*slime-repl sbcl\*</mark> 1-lisp@conference.jabber.ru 2+mc

# The quick brown fox ju Съешь же ещё этих м Жебракують філософ Press space to exit. Ha

## 3 Dictionary

xft [Package]

Package contains api for TrueType text rendering using clx, XRender. Glyphs information is obtained by zpb-ttf. Font rasterization is made by cl-vectors.

\*font-dirs\* [Variable]

List of directories, which contain TrueType fonts.

cache-fonts [Function]

Caches fonts from [Variable \*font-dirs\*], page 6 directories.

cache-font-file pathname

[Function]

Caches font file.

get-font-families

[Function]

Returns cached font families.

get-font-subfamilies font-family

[Function]

Returns font subfamilies for current font-family. For e.g. regular, italic, bold, etc.

[Class]

Class precedence list: font, standard-object, t

Slots:

- family initarg: :family; reader: clx-truetype:font-family; writer: (setf clx-truetype:font-family)
  Font family.
- $\bullet \ \, \text{subfamily} \text{initarg: : subfamily; reader: clx-truetype:font-subfamily; } \\ \text{writer: (setf clx-truetype:font-subfamily)}$

Font subfamily. For e.g. regular, italic, bold, bold italib.

• size — initarg: :size; reader: clx-truetype:font-size; writer (setf clx-truetype:font-size)

Font size in points.

• underline — initarg: :underline; reader: clx-truetype:font-underline; writer: (setf clx-truetype:font-underline)

Draw line under text string.

• strikethrough — initarg: :strikethrough; reader: clx-truetype:font-strikethrough; writer: (setf clx-truetype:font-strikethrough)

Draw strike through text string.

• overline — initarg: :overline; reader: clx-truetype:font-overline; writer: (setf clx-truetype:font-overline)

Draw line over text string.

background — initarg: :background; reader: clx-truetype:font-background; writer: (setf clx-truetype:font-background)
 Background color.

- foreground initarg: :foreground; reader: clx-truetype::font-foreground; writer: (setf clx-truetype::font-foreground)

  Foreground color.
- overwrite-gcontext initarg: clx-truetype::overwrite-gcontext; reader: clx-truetype:font-overwrite-gcontext; writer: (setf clx-truetype:font-overwrite-gcontext). Use font values for background and foreground colors.
- antialias initarg: clx-truetype::antialias; reader: clx-truetype:font-antialias; writer: (setf clx-truetype:font-antialias)

  Antialias text string.
- string-bboxes reader: clx-truetype::font-string-bboxes; writer: (setf clx-truetype::font-string-bboxes)

  Cache for bboxes
- string-line-bboxes reader: clx-truetype::font-string-line-bboxes; writer: (setf clx-truetype::font-string-line-bboxes)

  Cache for bboxes

Class for representing font information.

#### ${\tt font-equal}\ \mathit{font1}\ \mathit{font2}$

[Generic Function]

Returns t if two font objects are equal, else returns nil.

#### screen-default-dpi screen

[Function]

Returns default dpi for screen. pixel width \* 25.4/millimeters width

#### screen-dpi screen

[Function]

Returns current dpi for screen.

## $(\verb"setf screen-dpi") \ \mathit{value screen}$

[Function]

Sets current dpi for screen.

#### font-ascent drawable font

[Function]

Returns ascent of font. drawable must be window, pixmap or screen.

#### font-descent drawable font

[Function]

Returns descent of font. drawable must be window, pixmap or screen.

#### font-line-gap drawable font

[Function]

Returns line gap of font. drawable must be window, pixmap or screen.

#### baseline-to-baseline drawable font

[Function]

Returns distance between baselines of *font*. drawable must be window, pixmap or screen. ascent – descent + line gap

#### text-bounding-box drawable font string &key start end

[Function]

Returns text bounding box. drawable must be window, pixmap or screen. Text bounding box is only for contours. Bounding box for space (#x20) is zero.

#### text-width drawable font string &key start end

[Function]

Returns width of text bounding box. drawable must be window, pixmap or screen.

#### text-height drawable font string & key start end

[Function]

Returns height of text bounding box. drawable must be window, pixmap or screen.

#### text-line-bounding-box drawable font string &key start end

Function

Returns text line bounding box. *drawable* must be window, pixmap or screen. Text line bounding box is bigger than text bounding box. It's height is ascent + descent, width is sum of advance widths minus sum of kernings.

#### text-line-width drawable font string &key start end

[Function]

Returns width of text line bounding box. drawable must be window, pixmap or screen. It is sum of advance widths minus sum of kernings.

#### text-line-height drawable font string &key start end

[Function]

Returns height of text line bounding box. drawable must be window, pixmap or screen.

#### xmin bounding-box

[Function]

Returns left side x of bounding-box

#### ymin bounding-box

[Function]

Returns bottom side y of bounding-box

#### xmax bounding-box

[Function]

Returns right side x of bounding-box

#### ymax bounding-box

[Function]

Returns top side y of bounding-box

# draw-text drawable gcontext font string x y &key start end draw-background-p

[Function]

Draws text string using font on drawable with graphic context gcontext. x, y are the left point of base line. start and end are used for substring rendering. If gcontext has background color, text bounding box will be filled with it. Text line bounding box is

bigger than text bounding box. drawable must be window or pixmap.

draw-text-line drawable gcontext font string x y &key start end

[Function]

Draws text string using font on drawable with graphic context gcontext. x, y are the left point of base line. start and end are used for substring rendering. If gcontext has background color, text line bounding box will be filled with it. Text line bounding box is bigger than text bounding box. drawable must be window or pixmap.

#### font-lines-height drawable font lines-count

draw-background-p

[Function]

Returns text lines height in pixels. For one line height is ascender+descender. For more than one line height is ascender+descender+linegap.

# Appendix A Concept Index

(Index is nonexistent)

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## Colophon

This manual is maintained in Texinfo, and automatically translated into other forms (e.g. HTML or pdf). If you're *reading* this manual in one of these non-Texinfo translated forms, that's fine, but if you want to *modify* this manual, you are strongly advised to seek out a Texinfo version and modify that instead of modifying a translated version.