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textAscent()

Calculates the ascent of the current font at its current size.

The ascent represents the distance, in pixels, of the tallest character above the baseline.

Examples


```
let font;

function preload() {
  font = loadFont('/assets/inconsolata.otf');
}

function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the text.
  textFont(font);

  // Different for each font.
  let fontScale = 0.8;

  let baseY = 75;
  strokeWeight(0.5);

  // Draw small text.
  textSize(24);
  text('dp', 0, baseY);

  // Draw baseline and ascent.
  let a = textAscent() * fontScale;
  line(0, baseY, 23, baseY);
  line(23, baseY - a, 23, baseY);

  // Draw large text.
  textSize(48);
  text('dp', 45, baseY);

  // Draw baseline and ascent.
  a = textAscent() * fontScale;
  line(45, baseY, 91, baseY);
```

Returns

Number: ascent measured in units of pixels.

This page is generated from the comments in src/typography/attributes.js . Please feel free to edit it and submit a pull request!

Related References

ellipseMode
Changes where ellipses, circles, and arcs are drawn.

noSmooth
Draws certain features with jagged (aliased) edges.

rectMode
Changes where rectangles and squares are drawn.

smooth
Draws certain features with smooth (antialiased) edges.

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