

FMetricRec structure

```
#include <Fonts.h>
```

typedef struct FMetricRec {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>Fixed</u>	ascent;	4	0	Max distance above baseline (in pixels)
<u>Fixed</u>	descent;	4	4	Max distance below baseline (in pixels)
<u>Fixed</u>	leading;	4	8	Distance between lines
<u>Fixed</u>	widMax;	4	12	Maximum width of any character
<u>Handle</u>	wTabHandle;	4	16	Handle leading to a <u>WidthTable</u>
} FMetricRec ;		20		

Notes: The FMetricRec structure is used in calls to **FontMetrics**, by applications which need fractional-point accuracy in calculating text-drawing positioning values.