

WidthTable structure

#include <Fonts.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>Fixed</u>	tabData[256];	1024	0	Character widths
<u>Handle</u>	tabFont;	4	1024	<u>FontRec</u> used to build this table
<u>long</u>	sExtra;	4	1028	spaceExtra used in building table
<u>long</u>	style;	4	1032	Extra due to style
<u>short</u>	fID;	2	1036	Font family resource ID (type 'FOND')
<u>short</u>	fSize;	2	1038	Font size requested
<u>short</u>	face;	2	1040	Font style requested (see <u>Styles</u>)
<u>short</u>	device;	2	1042	Device requested
<u>Point</u>	inNumer;	4	1044	Scaling factor numerators
<u>Point</u>	inDenom;	4	1048	Scaling factor denominators
<u>short</u>	aFID;	2	1052	Actual font ID fo this family
<u>Handle</u>	fHand;	4	1054	Family record use to build table
<u>Byte</u>	usedFam;	1	1058	(<u>Boolean</u>) Used family widths?
<u>Byte</u>	aFace;	1	1059	Actual face produced
<u>short</u>	vOutput;	2	1060	Vertical factor for expanding chars
<u>short</u>	hOutput;	2	1062	Horizontal factor for expanding chars
<u>short</u>	vFactor;	2	1064	(not used)
<u>short</u>	hFactor;	2	1066	Horiz factor for increasing char widths
<u>short</u>	aSize;	2	1068	Actual size of real font used
<u>short</u>	tabSize;	2	1070	Total size of table, in bytes
} WidthTable ;		1072		

Notes: The WidthTable structure is used by applications which require additional accuracy in calculating text-drawing positioning values. The address of this structure may be obtained by a call to **FontMetrics**.