

FMOutput structure

#include <Fonts.h>

typedef struct FMOutput {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u>	errNum;	2	0	(not used)
<u>Handle</u>	fontHandle;	4	2	Handle leading to a <u>FontRec</u> structure
<u>unsigned char</u>	boldPixel ;	1	6	Used by Quickdraw...
<u>unsigned char</u>	italicPixels;	1	7	... in generating stylistic variations
<u>unsigned char</u>	ulOffset;	1	8	"
<u>unsigned char</u>	ulShadow;	1	9	"
<u>unsigned char</u>	ulThick;	1	10	"
<u>unsigned char</u>	shadowPixels;	1	11	"
<u>char</u>	extra;	1	12	Pixels widened by stylistic variation
<u>unsigned char</u>	ascent;	1	13	Max distance above baseline (in pixels)
<u>unsigned char</u>	descent;	1	14	Max distance below baseline (in pixels)
<u>unsigned char</u>	widMax;	1	15	Maximum width of any character
<u>char</u>	leading;	1	16	Distance between lines
<u>char</u>	unused;	1	17	(unused)
<u>Point</u>	numer;	4	18	Scaling factor horiz and vertical numerators
<u>Point</u>	denom;	4	22	Scaling factor horiz and vertical denominators
} FMOutput;		26		

typedef FMOutput ***FMOutPtr**;

Notes: This structure is used in communication between Quickdraw and the Font Manager. You won't need this in a standard application program.