

**SetFractEnable**                      Enable/disable use of fractional character widths

#include <Fonts.h>

**Font Manager**

```
void                      SetFractEnable(useFract );  
Boolean                useFract ;        TRUE=use fixed-point sizes; FALSE=use int
```

**SetFractEnable** controls the use of fractional character widths for drawing text. By default, fractional widths are disabled.

*useFract* is a Boolean specifying whether to enable or disable use of fractional character widths. It is one of:

FALSE   Disable. All sizes are rounded to integers.

TRUE   Enable. Use fixed-point calculations in all operations that determine character placement.

**Returns:** none

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Notes:        **SetFractEnable** affects functions that draw text (such as **DrawString** ), and functions that calculate character widths (such as **TextWidth**, **CharWidth**, and **MeasureText** ).

The 64K ROMs do not support fractional character widths; so all characters are sized in typographical points (increments of 1/72nd of an inch).

Use **SetFractEnable**(TRUE) before printing to the laser printer or other high-resolution device or when writing in a "page-preview" window. At other times, leave fractional positioning off for faster calculations.

C and ASM programmers are advised to use this routine rather than bypassing it by setting the byte-length global variable FractEnable (at 0x0BF4) to 0xFF (TRUE) or 0x00 (FALSE). **Note:** Be sure you're running on the 128K ROMs or later (see **Gestalt**).