FontSpec   structure

#include <PictUtil.h>

typedef struct **FontSpec** {		Size	Offset	Description
short	pictFontID;	2	0	ID of the font in the picture
short	sysFontID;	2	2	ID of the same font in the current system file
long	size[4];	16	4	bit array of all the sizes found (1..127) (bit 0 means > 127)
short	style;	2	20	combined style of all occurrances of the font
long	nameOffset;	4	22	offset into the fontNamesHdl handle for the font's name
} FontSpec;		26		

typedef FontSpec ***FontSpecPtr**;
typedef FontSpec ****FontSpecHandle**;

Field descriptions

pictFontID   The pictFontID field contains the ID number of the font as it is stored in the picture.

sysFontID   The sysFontID field contains the ID number of the font as it is stored in the current System file.

size   The size field contains 128 bits, in which a bit is set for each point size encountered, from 1 to 127 points. Bit 0 is set if a size larger than 127 is found.

style   The style field indicates the text styles (such as bold or italic) that were encountered for this font at any of its sizes. The style field is defined by the StyleItem data type, described in the QuickDraw

nameOffset   The nameOffset field contains the offset into the list of font names (pointed to by the fontNamesHandle field of the picture information record) at which this font name is stored.