FamRec   structure

#include <Fonts.h>

typedef struct **FamRec** {		Size	Offset	Description
short	ffFlags;	2	0	Flags describe features, handling methods
short	ffFamID;	2	2	Family resource ID (type 'FOND')
short	ffFirstChar;	2	4	ASCII code of first character in font
short	ffLastChar;	2	6	ASCII code of last character in font
short	ffAscent;	2	8	Max distance above baseline (in pixels)
short	ffDescent;	2	10	Max distance below baseline (in pixels)
short	ffLeading;	2	12	Distance between lines
short	ffWidMax;	2	14	Maximum width of any character
long	ffWTabOff;	4	16	Offset to width table
long	ffKernOff;	4	20	Offset to kerning table
long	ffStylOff;	4	24	Offset to style-mapping table
short	ffProperty[9];	18	28	Style property information
short	**ffIntl[2];**	4	46	(reserved)
short	ffVersion;	2	50	Version number
short	ffNumOff;	2	52	Number of offsets minus 1
long	ffBBTabOff;	4	54	Offset to bounding box table
		58		(size of fixed-length part of the structure)

** Following fields are not formally declared **

FontAssoc	ffAssoc;	m		Font association table (variable length)
BBTable	ffBBTab;	n		Bounding box table
WidTable	ffWidthTab;	p		Font width table (variable length)
StyleTable	ffStyTab;	q		Style-mapping table (variable length)
KernTable	ffKernTab;	r		Kerning table (variable length)
} FamRec;		$58+m+n+p+q+r$		

Notes: The FOND resource and **FamRec** structure have the same layout. **FamRec** is not used directly by any system function used by application programs.

A font family's range of Styles is enumerated in the bounding box table. The table's contents consist of an initial field (2 bytes) listing the total number of table entries minus 1, followed by one 10-byte field describing each bounding box entry.

Each 10-byte bounding box entry, in turn, consists of five 2-byte fields that list: Style word; lower left x coordinate; lower left y coordinate; upper right x coordinate; and upper right y coordinate. The entries position the bounding box with respect to the characters' starting point.