

FMInput structure

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#include <Fonts.h>
```

typedef struct FMInput {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u> family;		2	0	Font number
<u>short</u> size;		2	2	Font size, in points
<u>Style</u> face;		1	4	Character style (see <u>Style</u> for valid values)
<u>Boolean</u> needBits;		1	5	0=not going to actually draw the text
<u>short</u> device;		2	6	bits 0-7=used by device driver bits 8-15=device driver reference number
<u>Point</u> numer;		4	8	Scaling factor horiz and vertical numerators
<u>Point</u> denom;		4	12	Scaling factor horiz and vertical denominators
} FMInput;		16		

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