

TextSize Set the point size for subsequent text drawing

#include <Quickdraw.h>

Quickdraw

```
void      TextSize(newSize );
short     newSize ;      size in typographical "points"; 0=12-point
```

TextSize selects the size, in points, for subsequently-drawn text.

newSize is the desired size, in typographical points. Values from 1 to 127 are allowed. A value of 0 specifies the system font size (12 points).

Returns: none

Notes: **TextSize** sets the txSize field of the current GrafPort structure. The initial value is 0, specifying the system font size (12-point).

If the font used in subsequent text drawing is not available in *size* points, the Font Manager will use a font it does have, scaling it to the desired size. Such "scaled" fonts have a jagged look to them. See **SetFScaleDisable** for more information font scaling.

You may use **SetFScaleDisable** to space text as if it were a different point size, while continuing to use a "real" (unscaled) font.

To see if an unscaled version of a font exists as a system resource, use **GetFNum** to learn its font reference number, then call **RealFont**.

A typographical point is approximately 1/72 of an inch; very nearly the size of a pixel on the Mac screen.