-- FontDefs.mesa; edited by Johnsson on September 15, 1977 2:13 PM

DIRECTORY
SegmentDefs: FROM "SegmentDefs";

FontDefs: DEFINITIONS =
BEGIN

BitmapState: TYPE = RECORD [
  origin: POINTER,
  wordsPerLine, x, y: [0..77777B]];

FontObject: TYPE = RECORD [
  paintChar: PROCEDURE [FontHandle, CHARACTER, POINTER TO BitmapState],
  clearChar: PROCEDURE [FontHandle, CHARACTER, POINTER TO BitmapState],
  charWidth: PROCEDURE [FontHandle, CHARACTER] RETURNS [CARDINAL],
  charHeight: PROCEDURE [FontHandle, CHARACTER] RETURNS [CARDINAL],
  close: PROCEDURE [FontHandle],
  destroy: PROCEDURE [FontHandle],
  lock: PROCEDURE [FontHandle] RETURNS [POINTER],
  unlock: PROCEDURE [FontHandle]];

FontHandle: TYPE = POINTER TO FontObject;

CharWidth: PUBLIC PROCEDURE [font: FontHandle, char: CHARACTER] RETURNS [CARDINAL];
CharHeight: PUBLIC PROCEDURE [font: FontHandle, char: CHARACTER] RETURNS [CARDINAL];
CreateFont: PROCEDURE [SegmentDefs.FileSegmentHandle] RETURNS [FontHandle];

END.