FontDefs.mesa

-- 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..777778]];

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.