

-- 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.