Text and Fonts in Windows

DrawString()

- Graphics class member method to display a string on a graphics object
- Six overloaded forms
- All have Font as an argument
Fonts

- FONT: Typeface, style, size, attributes of characters in a character set
  - Provide control over the visual appearance of text

Categories of Fonts

- Windows System Fonts
  - Always available

- Logical Fonts – Defined in separate resource files
  - Stroke fonts
    - Consist of line/curve segments – scalable, rotatable
    - Slow to draw
    - Legibility not good
  - Raster fonts--Bitmaps
    - Rotating and Scaling by non-integer scaling factor difficult
    - Fast to display
    - Legibility very good
  - TrueType/OpenType (Adobe) fonts--Rasterized stroke fonts
    - Stored as strokes with hints to convert to bitmap
    - Continuously scalable
    - Fast to display
    - Legibility very good
    - Combine best of both stroke and raster fonts

- Device fonts
  - Native to output device (e.g., built-in printer fonts)
Windows System Fonts

Font = ANSI_FIXED_FONT
Font = ANSI_VAR_FONT
Font = DEVICE_DEFAULT_FONT
Font = OEM_FIXED_FONT
Font = SYSTEM_FONT
Font = SYSTEM_FIXED_FONT

Windows Stock Fonts

Some Stroke Fonts

Modern AaBbCcDdEe
Roman AaBbCcDdEe
Script AaBbCcDdEe

Windows Stroke Fonts
Some Bitmapped Fonts

Courier  AaBbCcDdEe
MS Serif  AaBbCcDdEe
MS Sans Serif  AaBbCcDdEe
Συμβολ  ΑαΒβΧχΔδΕε

Windows Raster Fonts

Some TrueType Fonts

Courier New  AaBbCcDdEe
Courier New Bold  AaBbCcDdEe
Courier New Italic  AaBbCcDdEe
Courier New Bold Italic  AaBbCcDdEe
Times New Roman  AaBbCcDdEe
Times New Roman Bold  AaBbCcDdEe
Times New Roman Italic  AaBbCcDdEe
Times New Roman Bold Italic  AaBbCcDdEe
Arial  AaBbCcDdEe
Arial Bold  AaBbCcDdEe
Arial Italic  AaBbCcDdEe
Arial Bold Italic  AaBbCcDdEe
Συμβολ  ΑαΒβΧχΔδΕε

Windows TrueType Fonts
Changing Fonts

• Two important classes in System.Drawing:
  – FontFamily
    • Specified by a string such as “Times New Roman”
  – Font
    • A combination of a FontFamily, attributes (e.g., Bold, Italic, etc.), and a point size

• Font Class
  – Categories of Font constructors
    • Based on an existing Font object
    • Based on a Font family

Simplest Font Constructor

• Creates a new font based on an existing font
• New font is the same except for the font style
  – Font(Font font, FontStyle fs);
    • FontStyle Enumeration
      – Regular 0
      – Bold 1
      – Italic 2
      – Underline 4
      – Strikeout 8
      » Can use bitwise OR operator to combine Font styles
    • Examples:
      Font f = this.Font;    // Get this form’s Font property
      Font fItalic = new Font(f, FontStyle.Italic);
      » Can now draw with this new fItalic font
MeasureString()

- Member of Graphics class
- Returns width and height of imaginary rectangle bounding a string
  - Several overloaded forms
  - Simplest:
    - MeasureString(string str, Font font);
  - Returns a SizeF structure
    - Members are width and height of bounding rectangle in pixels

Font-Bold-Italic Example Program

- Outputs text with one word bolded and another italicized
  - Creates new fonts from form’s existing font
- Uses MeasureString() to position each new word on the window’s client area
Creating Fonts by Font Family Name

• Specify a font by giving its font family name, the point size, and optionally a style

• Font Constructors:
  – Font(string strFamily, float fSizeInPoints)
    • There are about 72 “points” per inch
    • Anything smaller than 8-point is hard to read
  – Font(string strFamily, float fSizeInPoints, FontStyle fs)
    • strFamily must represent a TrueType/OpenType font that is on the system

Font myFont = new Font(“Times New Roman”, 12);

• The Font property of a window form can be set in the form’s constructor, e.g.:
  this.Font = new Font(“Arial”, 24, FontStyle.Bold);
• Font-Name & Font-Sizes example programs
  – Note use of foreach() C# construct
  – And font.GetHeight(g): more general than MeasureString()
    • Could be used for a printer or screen graphics object

Font Class Properties

• All are read-only
  – string Name Font family name
  – FontFamily FontFamily Font family class
  – FontStyle Style From constructor
  – bool Bold True if boldface
  – bool Italic True if italic
  – bool Underline True if underlined
  – bool Strikeout True if strikeout
  – float Size From constructor
  – int Height Line spacing for video display
  – Others

• Example program: Font-Properties
Getting a Font from a GDI Logical Font

- Font.FromLogFont(GDI LOGFONT object)
  - Static member function of the Font class
  - Returns a new Font object
  - Argument LOGFONT
    - From GDI
    - typedef struct tagLOGFONT { LONG lfHeight; LONG lfWidth; LONG lfEscapement; LONG lfOrientation; LONG lfWeight; BYTE lfItalic; BYTE lfUnderline; BYTE lfStrikeOut; BYTE lfCharSet; BYTE lfOutPrecision; BYTE lfClipPrecision; BYTE lfQuality; BYTE lfPitchAndFamily; TCHAR lfFaceName[LF_FACESIZE]; } LOGFONT, *PLOGFONT;
    - Lots of possibilities

- Orientation--how much character is rotated
- Escapement--orientation of line between first & last character in a string