

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 Bitmapmed Fonts

```
Courier AaBbCcDdEe
MS Serif AaBbCcDdEe
MS Sans Serif AaBbCcDdEe
Σψμβολ 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
Σψμβολ ΑαΒβΧχΔδΕε
†‡■γδϵ‡■γδ† ‡ϵζδϵϵηϵϵπ
```

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
- 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

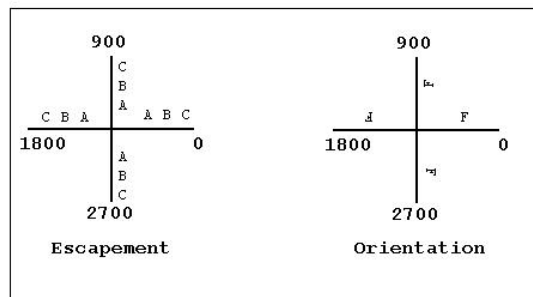
Font Class Properties

- 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



Character Escapement & Orientation