

Glyph Shapes

Contents

About Glyph Shapes	4-3
The Geometry of a Glyph Shape	4-3
The Positions and Advance Bits Arrays	4-5
The Tangents Array	4-6
The Style Runs and Style List	4-8
The Default Glyph Shape	4-10
Using Glyph Shapes	4-10
Creating and Drawing a Glyph Shape	4-10
Getting Information From a Glyph Shape	4-12
Changing Parts of a Glyph Shape	4-13
Changing Text in a Glyph Shape	4-13
Changing the Style List and Style Runs Array	4-15
Positioning a Glyph Shape	4-16
Setting the Tangents Arrays	4-18
Glyph Shapes Reference	4-21
Functions	4-21
Creating and Drawing Glyph Shapes	4-22
GXNewGlyphs	4-22
GXDrawGlyphs	4-24
Getting and Setting the Properties of Glyph Shapes	4-25
GXGetGlyphs	4-26
GXSetGlyphs	4-27
GXGetGlyphParts	4-29
GXSetGlyphParts	4-30
GXGetGlyphPositions	4-32
GXSetGlyphPositions	4-33
GXGetGlyphTangents	4-34
GXSetGlyphTangents	4-35
Summary of Glyph Shapes	4-37

