

Introduction to QuickDraw GX Typography

Contents

Typography and QuickDraw GX	1-3
Characters, Glyphs, and Fonts	1-4
Encodings	1-5
Text Storage	1-7
Text Measurements	1-8
Typestyles	1-10
Font Variations and Instances	1-10
Text Faces	1-11
Laying Out Text	1-11
Text Direction and Baselines	1-12
Leading Edges and Trailing Edges	1-13
Baselines	1-13
Text Runs, Style Runs, and Direction Runs	1-15
Contextual Forms and Ligatures	1-16
Alignment and Justification	1-17
Kerning and Tracking	1-18
Special Font Features	1-19
Line Breaking	1-20
Drawing, Highlighting, and Hit-Testing Text	1-21
Caret	1-21
Highlighting	1-23
Hit-Testing	1-23

