NAME

XGL_CTX_SFONT_0,
XGL_CTX_SFONT_1,
XGL_CTX_SFONT_2,
XGL_CTX_SFONT_3 – specify which Stroke Font objects are used within the current Context

SYNOPSIS

#include <xgl/xgl.h>

Xgl_ctx ctx;

xgl_object_set(ctx, XGL_CTX_SFONT_x, Xgl_sfont, 0);
xgl_object_get(ctx, XGL_CTX_SFONT_x, Xgl_sfont ∗);
where *x* can be any of 0, 1, 2, or 3

DESCRIPTION

These attributes select the Stroke Font objects in use in the Context *ctx* for all subsequent stroke text rendering operations using either **xgl_stroke_text**(3)**, xgl_annotation_text**(3)**,** or **xgl_stroke_text_extent**(3)**.**

Character set 0 applies for both ISO or MBY/multi-byte encodings. Character sets 1, 2, and 3 only apply in the case of Extended UNIX Code/Multi-Byte (MBY) encoding. ISO or MBY encoding can be selected with the context attribute **XGL_CTX_STEXT_CHAR_-ENCODING**(3)**.**

Before a Stroke Font can be selected with one of these attributes, it must first be ''created'' using the **xgl_object_create**(3) operator. xgl_object_create returns a handle to the requested Stroke Font object, which can then be used to set the XGL_CTX_SFONT_x attributes.

Stroke text is drawn as a series of vectors (or strokes), and can be clipped with a maximum of precision when rendering onto the Device attached to the Context. As a bounding box is computed for the text before rendering, the **XGL_CTX_THRESHOLD**(3) attribute applies for stroke text.

XGL supports different Stroke Fonts. For a complete list of the supported fonts, see the **XGL_SFONT_NAME**(3) Stroke Font attribute.

For a description of the ISO or MBY schemes, see the Context attribute **XGL_CTX_STEXT_-CHAR_ENCODING**(3)**.**

Because MBY uses the most significant bit (MSB) of characters to determine the codeset, applications should not use this bit for purposes other than controlling the codeset of the character. Applications can use full 8 bit characters when ISO encoding is selected.

The default value is a Stroke Font of name *Roman_M* for character set 0. The three other character sets are not used by default.

These attributes are pushed by **xgl_context_push**(3)**.**

SEE ALSO

xgl_object_set(3)
xgl_object_get(3)
xgl_context_push(3)
xgl_object_create(3)
xgl_annotation_text(3)
xgl_stroke_text(3)
xgl_stroke_text_extent(3)
XGL_CTX_STEXT_CHAR_ENCODING(3)
XGL_CTX_THRESHOLD(3)
XGL_SFONT_NAME(3)