

SpeedText Library for Blitz3D

Copyright Christian Klaussner, 2008
<http://christiank.net>

1. What is SpeedText?

SpeedText is a function library which allows loading fonts in Blitz3D and rendering them with maximum speed. The functions provided by SpeedText are much faster than the text functions of Blitz3D. Furthermore SpeedText offers many options for text alignment and formatting.

2. Function reference

ST_Initialize(buffer)

Initializes SpeedText and sets [buffer] as rendering target.
Returns True, if initialisation was successful, otherwise False

ST_LoadFont(name\$, size, bold, italic, underline, quality)

Loads the specified font (font- or filename) with height [size] (in pixels). Parameter [quality] can be one of the following values:

ST_DEFAULT - Default font quality will be used
ST_NONANTIALIASED - No antialiasing
ST_ANTIALIASED - Simple antialiasing
ST_CLEARATYPE - ClearType antialiasing

Returns the handle of the font, if loading was successful, otherwise False.

ST_SetFont(font)

Sets [font] as font for all rendering operations.

ST_FreeFont(font)

Removes [font] from memory.

ST_DrawText(x, y, text\$, ax, ay)

Renders the string [text] at position [x], [y] into the active rendering buffer. Parameters [ax] and [ay] control the alignment of the text.

Alignment on x-axis ([ax]):

ST_LEFT - Text will be aligned on the left side
ST_CENTER - Text will be centered horizontally
ST_RIGHT - Text will be aligned on the right side

Alignment on y-axis ([ay]):

ST_TOP - Text will be aligned on the top side
ST_MIDDLE - Text will be centered vertically
ST_BOTTOM - Text will be aligned on the bottom side

ST_DrawTextRect(x, y, w, h, text\$, ax, format)

Renders the string [text] into the rectangle [x], [y], [w], [h]. Parameter [ax] has the same effect as in function ST_DrawText. Parameter [format] can be any combination of the following values:

ST_WORDWRAP – Words will be wrapped if they don't fit in the rectangle
ST_CLIPRECT – Text won't be rendered outside the rectangle

ST_TextColor(red, green, blue)
Sets the color for all text rendering operations.

ST_TextBackground(red, green, blue)
Sets the background color for all text rendering operations. If all values are -1, the background color will be transparent.

ST_StringWidth(text\$)
Returns the width of the widest character in string [text] (in pixels).

ST_StringHeight(text\$)
Returns the height of the highest character in string [text] (in pixels).

ST_FontWidth()
Returns the width of the widest character in the active font (in pixels).

ST_FontHeight()
Returns the height of the highest character in the active font (in pixels).

ST_SetBuffer(buffer)
Sets [buffer] as target for all rendering operations.

ST_GetBuffer(buffer)
Returns the active render buffer.

ST_LockBuffer()
Locks the active render buffer.

ST_UnlockBuffer()
Unlocks the active render buffer.

ST_DrawTextFast(x, y, text\$, ax, ay)
Same as ST_DrawText.
Can only be used when the active buffer has been locked using ST_LockBuffer.

ST_DrawTextRectFast(x, y, w, h, text\$, ax, format)
Same as ST_DrawTextRect.
Can only be used when the active buffer has been locked using ST_LockBuffer.

3. Copyright

SpeedText was developed by Christian Klaussner (ChristianK)
This function library is freeware and may be redistributed freely, as long as its content is not modified.