

NAME

glutBitmapWidth - returns the width of a bitmap character, glutBitmapLength returns the length of a bitmap font string.

SYNTAX

```
int glutBitmapWidth(void *font, int character)
int glutBitmapLength(void *font, const unsigned char *string)
```

ARGUMENTS

<i>font</i>	Bitmap font to use. For valid values, see the glutBitmapCharacter description.
<i>character</i>	Character to return width of (not confined to 8 bits).
<i>string</i>	Text string (8-bit characters), nul terminated.

DESCRIPTION

glutBitmapWidth returns the width in pixels of a bitmap character in a supported bitmap font. While the width of characters in a font may vary (though fixed width fonts do not vary), the maximum height characteristics of a particular font are fixed.

glutBitmapLength returns the length in pixels of a string (8-bit characters). This length is equivalent to summing all the widths returned by glutBitmapWidth for each character in the string.

SEE ALSO

glutBitmapCharacter, glutStrokeWidth

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