

Atelier Processing : typographie

fontViewer.pde

```
/*  
 *****  
  Nécessite l'installation de la librairie "Drop"  
 *****  
*/  
  
import java.awt.Font;  
import drop.*;  
  
SDrop drop;  
  
PFont defaultFont;  
PFont font;  
Font nativeFont;  
int size = 32;  
int margin = 2;  
  
ArrayList<MyGlyph> glyphs = new ArrayList();  
int iFirst, iLast;  
float yOffset = 0;  
float yVel = 0;  
float yMax = 0;  
int selected = -1;  
//ArrayList  
  
void setup() {  
  size(800, 600);  
  //fullScreen();  
  printArray(PFont.list());  
  
  // Drag & drop  
  drop = new SDrop(this);  
  
  text(' ', 0, 0); // dirty hack to get processing's default font  
  defaultFont = g.textFont;  
  
  //loadFontFile("NotoEmoji-VariableFont_wght.ttf");  
}  
  
void loadFontFile(String fontFile) {  
  font = createFont(fontFile, size);  
  nativeFont = (Font) font.getNative();  
  textFont(font);  
  glyphs.clear();  
  selected = -1;  
  
  int x = margin;  
  int y = font.getSize() + margin;  
  int numChars = 0;  
  for (int i = 0; i < 0x10ffff; i++) {  
    if (nativeFont.canDisplay(i)) {  
      numChars++;  
      MyGlyph glyph = new MyGlyph();  
      glyph.codepoint = i;  
      glyph.s = new String(Character.toChars(i));  
      glyph.w = textWidth(glyph.s);  
      glyph.h = font.getSize();  
      if (x + glyph.w + margin > width) {  
        x = margin;  
        y += font.getSize() + margin;  
      }  
      glyph.x = x;  
      glyph.y = y;  
      x += glyph.w + margin;  
      glyphs.add(glyph);  
    }  
  }  
  if (!glyphs.isEmpty())  
    yMax = max(0, glyphs.get(glyphs.size()-1).y + 4 * margin - height);  
  
  println(numChars, "glyphs in font");  
}  
  
void draw() {  
  background(255);
```

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if (font == null)
    return;

yOffset = constrain(yOffset + yVel, 0, yMax);
yVel *= 0.9;

pushMatrix();
translate(0, -yOffset);

textFont(font);
fill(0);
iFirst = glyphs.size();
iLast = 0;
for (int i = 0; i < glyphs.size(); i++) {
    MyGlyph glyph = glyphs.get(i);
    if (glyph.y > yOffset && glyph.y - glyph.h < height + yOffset) {
        if (i == selected)
            fill(255, 0, 0);
        else
            fill(0);
        text(glyph.s, glyph.x, glyph.y);
        if (i < iFirst)
            iFirst = i;
        if (i > iLast)
            iLast = i;
    }
}

if (selected >= 0) {
    MyGlyph glyph = glyphs.get(selected);
    textFont(defaultFont);
    textSize(18);
    String text = String.format("%d | 0x%h", glyph.codepoint, glyph.codepoint);
    float tw = textWidth(text);
    float th = defaultFont.getSize();
    fill(255, 220);
    noStroke();
    rect(glyph.x + 0.5*(glyph.w - tw), glyph.y + 4, tw + 16, th + 8, 8);
    fill(0, 0, 255);
    text(text, glyph.x + 0.5*(glyph.w - tw) + 8, glyph.y + 4 + th + 4);
}
popMatrix();
}

void mousePressed() {
    selected = -1;

    if (keyPressed && keyCode == 16)
        println("maj");

    for (int i = iFirst; i <= iLast; i++) {
        MyGlyph glyph = glyphs.get(i);
        if (mouseX > glyph.x && mouseX < glyph.x + glyph.w &&
            mouseY + yOffset > glyph.y - glyph.h && mouseY + yOffset < glyph.y) {
            selected = i;
            println(glyph.s);
            break;
        }
    }
}

void mouseWheel(MouseEvent event) {
    yVel += 2 * event.getCount();
}

class MyGlyph {
    public String s;
    public int codepoint;
    public int x, y;
    public float w, h;
}

void dropEvent(DropEvent theDropEvent) {
    if (theDropEvent.isFile() && (theDropEvent.toString().endsWith(".ttf") || theDropEvent.toString().endsWith(".otf"))) {
        loadFontFile(theDropEvent.toString());
    }
}
}

```

Article extrait de : <http://www.lesporteslogiques.net/wiki/> - WIKI Les Portes Logiques

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