

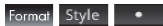
Change Fonts programmatically for the HP Prime

In the User Guide the textout (textout_p) is documented that the c1 parameter will restrict the width of the text to this value regardless of the string you pass to the method.

The ‘Note Editor’ App has options to change the font according to the excerpt below. This proves that the Prime is able to change fonts, however there is nowhere mentioned it could be done programmatically.

It appears that the parameter c1 is not documented fully...If you add multiple times the power of two starting with 2^10=1024 it will can used to manipulate the font in addition to the width itself.

The Test Application and the screenshots will speak for itself. Use the arrow keys up and down to cycle through. Have fun...



The formatting options are listed in the table below.

Category	Options
<div>Format</div> Font Size	<ul style="list-style-type: none">10–22 pt
<div>Format</div> Foreground Color	Select from twenty colors.
<div>Format</div> Background Color	Select from twenty colors.
<div>Format</div> Align (text alignment)	<ul style="list-style-type: none">LeftCenterRight
<div>Style</div> Font Style	<ul style="list-style-type: none">BoldItalicUnderlineStrikethroughSuperscriptSubscript
<div></div> Bullets	<ul style="list-style-type: none">•◦▷× [Cancels bullet]

Page 1

#400h Hello World

#800h Hello World

#C00h Hello World

#1000h Hello World

#1400h Hello World

#1800h Hello World

#1C00h Hello World

#2000h Hello World

#2400h Hello World

#2800h Hello World

#2C00h Hello World

Use arrows

#14400h Hello World

#14800h Hello World

#14C00h Hello World

#15000h Hello World

#15400h Hello World

#15800h Hello World

#15C00h Hello World

#16000h Hello World

#16400h Hello World

#16800h Hello World

#16C00h Hello World

Use arrows

~~#34C00h Hello~~
~~#35000h Hello~~
~~#35400h Hello~~
~~#35800h Hello~~
~~#35C00h Hello~~

#36000h Hello World

#36400h Hello World

#36800h Hello World

#36C00h Hello World

#37000h Hello World

#37400h Hello World

Use arrows

#78400h Hello World

#78800h Hello World

#78C00h Hello World

#79000h Hello World

#79400h Hello World

#79800h Hello World

#79C00h Hello World

#7A000h Hello World

#7A400h Hello World

#7A800h Hello World

#7AC00h Hello World

Use arrows

~~#104400h Hello World~~

~~#104800h Hello World~~

~~#104C00h Hello World~~

~~#105000h Hello World~~

~~#105400h Hello World~~

~~#105800h Hello World~~

~~#105C00h Hello World~~

#106000h Hello World

#106400h Hello World

#106800h Hello World

#106C00h Hello World

Use arrows

~~#87400h Hello World~~

#87800h Hello World

#87C00h Hello World

#88000h Hello World

~~#88400h Hello World~~

#88800h Hello World

#88C00h Hello World

#89000h Hello World

~~#89400h Hello World~~

#89800h Hello World

#89C00h Hello World

Use arrows

~~#106C00h Hello World~~

#107000h Hello World

#107400h Hello World

#107800h Hello World

#107C00h Hello World

#108000h Hello World

~~#108400h Hello World~~

#108800h Hello World

~~#108C00h Hello World~~

#109000h Hello World

#109400h Hello World

Use arrows

~~#EDC00h Hello~~

#EE000h Hello

#EE400h Hello

#EE800h Hello

#EEC00h Hello

#EF000h Hello

#EF400h Hello

#EF800h Hello

#FFC00h Hello

#F0000h Hello

#F0400h Hello

Use arrows

#400h Hello World

#800h Hello World

#C00h Hello World

#1000h Hello World

#1400h Hello World

#1800h Hello World

#1C00h Hello World

#2000h Hello World

#2400h Hello World

#2800h Hello World

#2C00h Hello World

Use arrows

~~#F400h Hello World~~

~~#F800h Hello World~~

#FC00h Hello World

#10000h Hello World

#10400h Hello World

#10800h Hello World

#10C00h Hello World

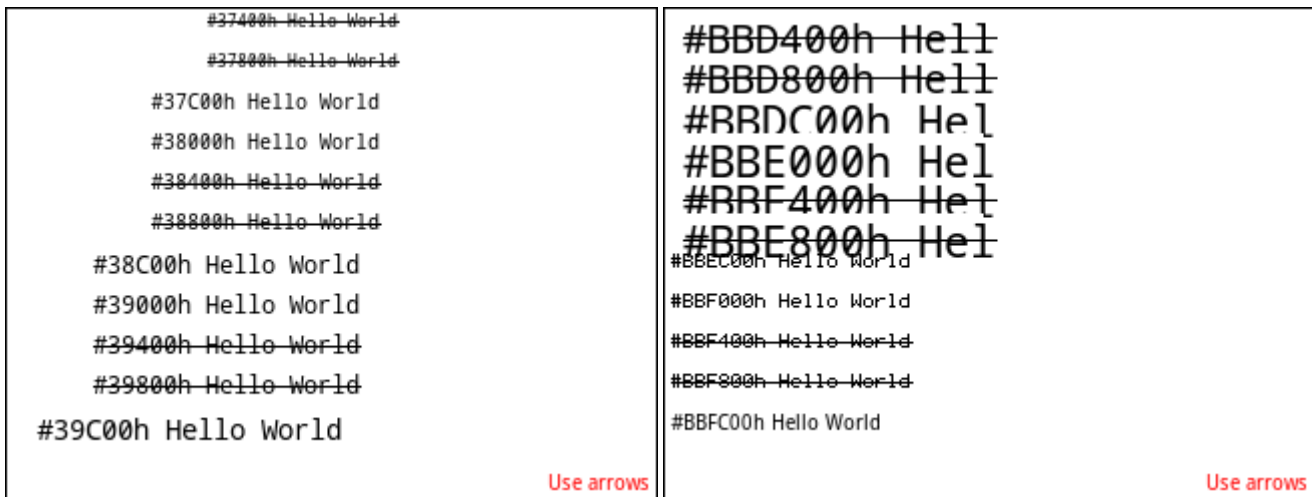
#11000h Hello World

#11400h Hello World

#11800h Hello World

#11C00h Hello World

Use arrows



Test Application Source code

```

WIDTH:=320;
HEIGHT:=240;
BLACK:=#000000;
WHITE:=#FFFFFF;
ESC_KEY:=4;
ARROW_UP:=2;
ARROW_DOWN:=12;
LIN_H:=20;
//txt_all_chars:"The quick brown fox jumps over the lazy dog";
txt_all_chars:"Hello World";
current_page:=0;

page();

export Fonts()
begin
local InputQueue;
// create the view
dimgrob_p(G1,WIDTH,HEIGHT);

// show first page
page(current_page);

// stay here until someone presses Escape
repeat
InputQueue:=B-R(wait(-1));
case
if (InputQueue==ARROW_DOWN) then
current_page:=current_page-10;
page(current_page);
end;
if (InputQueue==ARROW_UP) then
current_page:=current_page+10;
page(current_page);
end;
end;
until InputQueue==ESC_KEY;

end;

page(index)
begin
local i;

rect_p(G1);

// c1 is the width of the text in pixels (usually between 0 and 320 screen width)
// according to the manual
// add (#400) 1024 to the width you will get bold text
// add (#400) 1024=2048 (#800) to the width you will get italic text
// add (#400) 1024=3072 (#C00) to the width you will get bold & italic text
// add (#400) 1024=4096 (#1000) to the width you will get bold & italic text
// add (#400) 1024=5120 (#1400) to the width you will get underline text
// add (#400) 1024=6144 (#1800) to the width you will get underline text
// add (#400) 1024=7168 (#1C00) to the width you will get underline & italic text
// add (#400) 1024=8192 (#2000) to the width you will get strikthrough text
// add (#400) 1024=9216 (#2400) to the width you will get strikthrough & bold text
// add (#400) 1024=10240 (#2800) to the width you will get strikthrough & italic text

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// add (#400) 1024=11264 (#2C00) to the width you will get strikthrough & bold & italic text
// add (#400) 1024=12288 (#3000) to the width you will get strikthrough & underline & bold & italic text

// add (#400) 1024=13312 (#3400) to the width you will get strikthrough & underline & bold & italic text
// add (#400) 1024=14336 (#3800) to the width you will get strikthrough & underline & bold & italic text
// add (#400) 1024=15360 (#3C00) to the width you will get strikthrough & underline & bold & italic text

// NOTE: the size remains always '1', that is small characters
for i from index to (index+10) do
// you may use 8192 or 16384 instead of 1024 to cylce faster
textout_p(R-B(1024*(i+1))+" "+txt_all_chars,G1,1,(i-index)*LIN_H,1,BLACK,160+1024*(i+1),WHITE);
end;

//textout_p("3: "+txt_all_chars,G1,1,3+3*LIN_H,1,BLACK,200+#000400,WHITE); // bold
//textout_p("4: "+txt_all_chars,G1,1,3+4*LIN_H,1,BLACK,200+#000800,WHITE); // italic
//textout_p("5: "+txt_all_chars,G1,1,3+5*LIN_H,1,BLACK,200+#000C00,WHITE); //bold & italic
//textout_p("6: "+txt_all_chars,G1,1,3+6*LIN_H,1,BLACK,200+#001000,WHITE); // underline
//textout_p("7: "+txt_all_chars,G1,1,3+7*LIN_H,1,BLACK,200+#001400,WHITE); // bold & underline
//textout_p("8: "+txt_all_chars,G1,1,3+8*LIN_H,1,BLACK,200+#001800,WHITE); // underline & italic
//textout_p("9: "+txt_all_chars,G1,1,3+9*LIN_H,1,BLACK,200+#001C00,WHITE); // bold & underline & italic
//textout_p("10: "+txt_all_chars,G1,1,3+10*LIN_H,1,BLACK,200+#002000,WHITE); // strikthrough
//textout_p("11: "+txt_all_chars,G1,1,3+11*LIN_H,1,BLACK,200+#002400,WHITE); // strikthrough & bold
//textout_p("12: "+txt_all_chars,G1,1,3+12*LIN_H,1,BLACK,200+#002800,WHITE); // strikthrough & italic
//textout_p("13: "+txt_all_chars,G1,1,3+13*LIN_H,1,BLACK,200+#002C00,WHITE); // strikthrough & bold & italic
//textout_p("14: "+txt_all_chars,G1,1,3+14*LIN_H,1,BLACK,200+#003000,WHITE); // strikthrough & underline
//textout_p("15: "+txt_all_chars,G1,1,3+15*LIN_H,1,BLACK,200+#003400,WHITE); // strikthrough & underline &
bold
//textout_p("16: "+txt_all_chars,G1,1,3+16*LIN_H,1,BLACK,200+#003800,WHITE); // strikthrough & underline &
italic
//textout_p("17: "+txt_all_chars,G1,1,3+17*LIN_H,1,BLACK,200+#003C00,WHITE); // strikthrough & underline &
bold & italic

textout_p("Use arrows",G1,268,230,1,#FF0000);

// draw the screen
blit_p(G0,G1,0,0,WIDTH,HEIGHT);
end;

```