

Package ‘textshaping’

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Title Bindings to the 'HarfBuzz' and 'Fribidi' Libraries for Text Shaping

Version 0.2.1

Description Provides access to the text shaping functionality in the 'HarfBuzz' library and the bidirectional algorithm in the 'Fribidi' library. 'textshaping' is a low-level utility package mainly for graphic devices that expands upon the font tool-set provided by the 'systemfonts' package.

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Encoding UTF-8

LazyData true

RoxygenNote 7.1.1

Depends R (>= 3.2.0)

Imports systemfonts (>= 0.3.0)

LinkingTo cpp11 (>= 0.2.1), systemfonts

SystemRequirements C++11, freetype2, harfbuzz, fribidi

URL <https://github.com/r-lib/textshaping>

BugReports <https://github.com/r-lib/textshaping/issues>

Suggests covr, knitr, rmarkdown

VignetteBuilder knitr

NeedsCompilation yes

Author Thomas Lin Pedersen [cre, aut]
(<<https://orcid.org/0000-0002-5147-4711>>),
RStudio [cph]

Maintainer Thomas Lin Pedersen <thomas.pedersen@rstudio.com>

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get_font_features	<i>Get available OpenType features in a font</i>
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Description

This is a simply functions that returns the available OpenType feature tags for one or more fonts. See [font_feature\(\)](#) for more information on how to use the different feature with a font.

Usage

```
get_font_features(
  family = "",
  italic = FALSE,
  bold = FALSE,
  path = NULL,
  index = 0
)
```

Arguments

family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
path	path an index of a font file to circumvent lookup based on family and style
index	path an index of a font file to circumvent lookup based on family and style

Value

A list with an element for each of the input fonts containing the supported feature tags for that font.

Examples

```
# Select a random font on the system
sys_fonts <- systemfonts::system_fonts()
random_font <- sys_fonts$family[sample(nrow(sys_fonts), 1)]

# Get the features
get_font_features(random_font)
```

`shape_text`*Calculate glyph positions for strings*

Description

Do basic text shaping of strings. This function will use freetype to calculate advances, doing kerning if possible. It will not perform any font substitution or ligature resolving and will thus be much in line with how the standard graphic devices does text shaping. Inputs are recycled to the length of strings.

Usage

```
shape_text(  
  strings,  
  id = NULL,  
  family = "",  
  italic = FALSE,  
  bold = FALSE,  
  size = 12,  
  res = 72,  
  lineheight = 1,  
  align = "left",  
  hjust = 0,  
  vjust = 0,  
  width = NA,  
  tracking = 0,  
  indent = 0,  
  hanging = 0,  
  space_before = 0,  
  space_after = 0,  
  path = NULL,  
  index = 0  
)
```

Arguments

<code>strings</code>	A character vector of strings to shape
<code>id</code>	A vector grouping the strings together. If strings share an id the shaping will continue between strings
<code>family</code>	The name of the font family
<code>italic</code>	logicals indicating the font style
<code>bold</code>	logicals indicating the font style
<code>size</code>	The pointsize of the font to use for size related measures
<code>res</code>	The ppi of the size related measures
<code>lineheight</code>	A multiplier for the lineheight

<code>align</code>	Within text box alignment, either 'left', 'center', or 'right'
<code>hjust</code> , <code>vjust</code>	The justification of the textbox surrounding the text
<code>width</code>	The requested width of the string in inches. Setting this to something other than NA will turn on word wrapping.
<code>tracking</code>	Tracking of the glyphs (space adjustment) measured in 1/1000 em.
<code>indent</code>	The indent of the first line in a paragraph measured in inches.
<code>hanging</code>	The indent of the remaining lines in a paragraph measured in inches.
<code>space_before</code> , <code>space_after</code>	The spacing above and below a paragraph, measured in points
<code>path</code> , <code>index</code>	path an index of a font file to circumvent lookup based on family and style

Value

A list with two element: `shape` contains the position of each glyph, relative to the origin in the enclosing textbox. `metrics` contain metrics about the full strings.

`shape` is a data.frame with the following columns:

glyph The glyph as a character

index The index of the glyph in the font file

metric_id The index of the string the glyph is part of (referencing a row in the `metrics` data.frame)

string_id The index of the string the glyph came from (referencing an element in the `strings` input)

x_offset The x offset in pixels from the origin of the textbox

y_offset The y offset in pixels from the origin of the textbox

x_mid The x offset in pixels to the middle of the glyph, measured from the origin of the glyph

`metrics` is a data.frame with the following columns:

string The text the string consist of

width The width of the string

height The height of the string

left_bearing The distance from the left edge of the textbox and the leftmost glyph

right_bearing The distance from the right edge of the textbox and the rightmost glyph

top_bearing The distance from the top edge of the textbox and the topmost glyph

bottom_bearing The distance from the bottom edge of the textbox and the bottommost glyph

left_border The position of the leftmost edge of the textbox related to the origin

top_border The position of the topmost edge of the textbox related to the origin

pen_x The horizontal position of the next glyph after the string

pen_y The vertical position of the next glyph after the string

Examples

```
string <- "This is a long string\nLook; It spans multiple lines\nand all"

# Shape with default settings
shape_text(string)

# Mix styles within the same string
string <- c(
  "This string will have\na ",
  "very large",
  " text style\nin the middle"
)

shape_text(string, id = c(1, 1, 1), size = c(12, 24, 12))
```

text_width*Calculate the width of a string, ignoring new-lines*

Description

This is a very simple alternative to [shape_string\(\)](#) that simply calculates the width of strings without taking any newline into account. As such it is suitable to calculate the width of words or lines that has already been splitted by `\n`. Input is recycled to the length of strings.

Usage

```
text_width(
  strings,
  family = "",
  italic = FALSE,
  bold = FALSE,
  size = 12,
  res = 72,
  include_bearing = TRUE,
  path = NULL,
  index = 0
)
```

Arguments

strings	A character vector of strings
family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
size	The pointsize of the font to use for size related measures

<code>res</code>	The ppi of the size related mesures
<code>include_bearing</code>	Logical, should left and right bearing be included in the string width?
<code>path</code>	path an index of a font file to circumvent lookup based on family and style
<code>index</code>	path an index of a font file to circumvent lookup based on family and style

Value

A numeric vector giving the width of the strings in pixels. Use the provided `res` value to convert it into absolute values.

Examples

```
strings <- c('A short string', 'A very very looong string')
text_width(strings)
```

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