

## NAME

**mtext\_data** – Get information about the text data in M-text.

## SYNOPSIS

```
void* mtext_data (MText * mt, enum MTextFormat * fnt, int * nunits, int * pos_idx, int * unit_idx)
```

## DESCRIPTION

Get information about the text data in M-text. The **mtext\_data()** function returns a pointer to the text data of M-text **mt**. If **fnt** is not NULL, the format of the text data is stored in it. If **nunits** is not NULL, the number of units of the text data is stored in it.

If **pos\_idx** is not NULL and it points to a non-negative number, what it points to is a character position. In this case, the return value is a pointer to the text data of a character at that position.

Otherwise, if **unit\_idx** is not NULL, it points to a unit position. In this case, the return value is a pointer to the text data of a character containing that unit.

The character position and unit position of the return value are stored in **pos\_idx** and **unit\_idx** respectively if they are not NULL.

- If the format of the text data is MTEXT\_FORMAT\_US\_ASCII or MTEXT\_FORMAT\_UTF\_8, one unit is unsigned char.
- If the format is MTEXT\_FORMAT\_UTF\_16LE or MTEXT\_FORMAT\_UTF\_16BE, one unit is unsigned short.
- If the format is MTEXT\_FORMAT\_UTF\_32LE or MTEXT\_FORMAT\_UTF\_32BE, one unit is unsigned int.

## COPYRIGHT

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