

4 Outline

In a regular text you can have outline characters by setting a (pseudo) font feature but sometimes you want to play a bit more with this. In MetaFun we always had that option. In MkII we call `pstoedit` to turn text into outlines, in MkIV we do that by manipulating the shapes directly. And, as with some other extensions, in LMTX a new interface has been added, but the underlying code is the same as in MkIV.

In figure 4.1 we see two examples:

```
\startMPcode{doublefun}
  draw lmt_outline [
    text      = "hello"
    kind      = "draw",
    drawcolor = "darkblue",
  ] xsize .45TextWidth ;
\stopMPcode
```

and

```
\startMPcode{doublefun}
  draw lmt_outline [
    text      = "hello",
    kind      = "both",
    fillcolor  = "middlegray",
    drawcolor  = "darkgreen",
    rulethickness = 1/5,
  ] xsize .45TextWidth ;
\stopMPcode
```

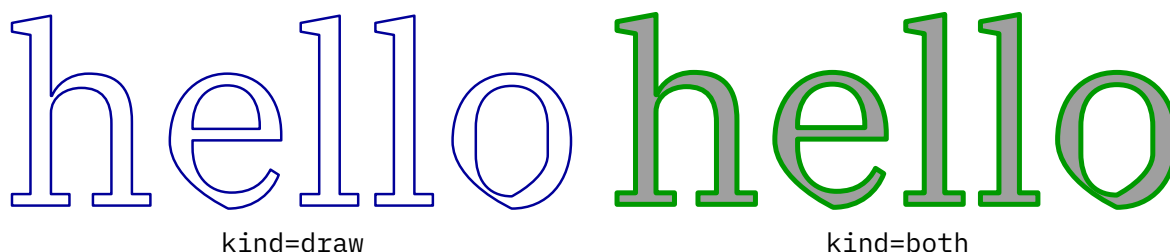


Figure 4.1 Drawing and/or filling an outline.

Normally the fill ends up below the draw but we can reverse the order, as in figure 4.2, where we coded the leftmost example as:

```
\startMPcode{doublefun}
  draw lmt_outline [
    text      = "hello",
    kind      = "reverse",
    fillcolor  = "darkred",
    drawcolor  = "darkblue",
    rulethickness = 1/2,
  ] xsize .45TextWidth ;
\stopMPcode
```