

FONT

Applies to

All controls.

Description

Sets or returns the font and its characteristics that are assigned to the control.

Usage

fontstructure = **Get_Property** (*objectname*, "FONT")

existingprop = **Set_Property** (*objectname*, "FONT", *fontstructure*)

Remarks

Values passed in Set_Property:

Value	Description
<i>fontstructure</i>	A structure containing font attributes. Refer to the FontStructure Attributes table, which follows.

Returns

Values returned by both Get_Property and Set_Property:

Value	Description
<i>fontstructure</i>	Current font attributes.
<i>existingprop</i>	Font attributes when Set_Property was called.

The font structure passed to [Set_Property](#) and returned by both [Get_Property](#) and [Set_Property](#) is sub-value mark (@svm) delimited:

Set_Property Font Positions

Position	Description
<1,1,1>	FaceName
<1,1,2>	Height
<1,1,3>	Weight
<1,1,4>	Italic
<1,1,5>	Underline
<1,1,6>	Width
<1,1,7>	CharSet
<1,1,8>	PitchAndFamily
<1,1,9>	StrikeOut
<1,1,10>	OutPrecision
<1,1,11>	ClipPrecision
<1,1,12>	Quality
<1,1,13>	RGB - R color
<1,1,14>	RGB - G color

<1,1,15>	RGB - B color
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Get_Property Font Positions

Position	Description
<1,1,1>	FaceName
<1,1,2>	Height
<1,1,3>	Weight
<1,1,4>	Italic
<1,1,5>	Underline
<1,1,6>	Width
<1,1,7>	CharSet
<1,1,8>	PitchAndFamily
<1,1,9>	StrikeOut
<1,1,10>	OutPrecision
<1,1,11>	ClipPrecision
<1,1,12>	Quality
<1,1,13>	Ascent
<1,1,14>	Internal Leading
<1,1,15>	External Leading
<1,1,16>	MaxCharWidth