

# Font Attributes



```
/*
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*/

using System;
using System.Drawing;
using System.Drawing.Drawing2D;
using System.Drawing.Text;
using System.Collections;
using System.ComponentModel;
using System.Windows.Forms;
using System.Data;

namespace FontAttr_c
{
    ///
    /// Summary description for FontAttr.
    ///
    public class FontAttr : System.Windows.Forms.Form
    {
        private System.Windows.Forms.Button cmdGo;
        private System.Windows.Forms.Panel P1;
        ///
        /// Required designer variable.
        ///
        private System.ComponentModel.Container components = null;

        public FontAttr()
```

```
{
//
// Required for Windows Form Designer support
//
InitializeComponent();

//
// TODO: Add any constructor code after InitializeComponent
call
//
}

///

/// Clean up any resources being used.
///
protected override void Dispose( bool disposing )
{
if( disposing )
{
if (components != null)
{
components.Dispose();
}
}
base.Dispose( disposing );
}

#region Windows Form Designer generated code
///

/// Required method for Designer support – do not modify
/// the contents of this method with the code editor.
///
private void InitializeComponent()
{
this.cmdGo = new System.Windows.Forms.Button();
this.P1 = new System.Windows.Forms.Panel();
this.SuspendLayout();
}
```

```

//
// cmdGo
//
this.cmdGo.Location = new System.Drawing.Point(264, 288);
this.cmdGo.Name = "cmdGo";
this.cmdGo.Size = new System.Drawing.Size(56, 24);
this.cmdGo.TabIndex = 0;
this.cmdGo.Text = "GO";
this.cmdGo.Click += new System.EventHandler(this.cmdGo_Click);
//
// P1
//
this.P1.AutoScroll = true;
this.P1.BorderStyle =
System.Windows.Forms.BorderStyle.Fixed3D;
this.P1.Location = new System.Drawing.Point(16, 32);
this.P1.Name = "P1";
this.P1.Size = new System.Drawing.Size(304, 240);
this.P1.TabIndex = 1;
//
// FontAttr
//
this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
this.ClientSize = new System.Drawing.Size(342, 323);
this.Controls.AddRange(new System.Windows.Forms.Control[] {
this.P1,
this.cmdGo});
this.MaximizeBox = false;
this.MinimizeBox = false;
this.Name = "FontAttr";
this.StartPosition =
System.Windows.Forms.FormStartPosition.CenterScreen;
this.Text = "FontAttr";
this.Load += new System.EventHandler(this.FontAttr_Load);
this.ResumeLayout(false);

}

```

```
#endregion
```

```
///
```

```
/// The main entry point for the application.
```

```
///
```

```
[STAThread]
```

```
static void Main()
```

```
{
```

```
Application.Run(new FontAttr());
```

```
}
```

```
private void FontAttr_Load(object sender, System.EventArgs e)
```

```
{
```

```
}
```

```
private void EnumInstalledFonts()
```

```
{
```

```
FontStyle Style;
```

```
int y = 0;
```

```
foreach (FontFamily ff in FontFamily.Families)
```

```
{
```

```
if ( ff.IsStyleAvailable(Style = FontStyle.Regular) )
```

```
AddString(ff, ref y, Style);
```

```
if ( ff.IsStyleAvailable(Style = FontStyle.Bold) )
```

```
AddString(ff, ref y, Style);
```

```
if ( ff.IsStyleAvailable(Style = FontStyle.Italic) )
```

```
AddString(ff, ref y, Style);
```

```
if ( ff.IsStyleAvailable(Style = FontStyle.Strikeout) )
```

```
AddString(ff, ref y, Style);
```

```
if ( ff.IsStyleAvailable(Style = FontStyle.Underline) )
```

```
AddString(ff, ref y, Style);
```

```
}
```

```
}
```

```
private void AddString(FontFamily ff, ref int y, FontStyle  
Style)
```

```
{
```

```

using ( Font fnt = new Font(ff, 12, Style, GraphicsUnit.Pixel)
)
{
int LineSpace = (int)(ff.GetLineSpacing(Style) *
fnt.Size / ff.GetEmHeight(Style));
y += LineSpace + 2;

PictureBox P = new PictureBox();
P.Height = LineSpace;
P.Width = P1.Width;
Bitmap B = new Bitmap(P.Width, P.Height);
using (Graphics G = Graphics.FromImage(B))
{
G.DrawString(ff.Name + " : Style = " + Style.ToString(),
fnt, Brushes.Black, 0, 0);
}
P.Image=B;
P1.Controls.Add(P);
P1.Controls[P1.Controls.Count-1].Location = new Point(2, y);
if ( y < P1.Height ) P1.Refresh(); } } private void
cmdGo_Click(object sender, EventArgs e) {
P1.Controls.Clear(); EnumInstalledFonts(); } } } FontAttr-
c.zip( 10 k)[/csharp]

```