

Font Famylies



```
/*  
Professional Windows GUI Programming Using C#  
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```

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*/
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```
using System;  
using System.Drawing;  
using System.Collections;  
using System.ComponentModel;  
using System.Windows.Forms;  
using System.Data;  
using System.Drawing.Text; // InstalledFontCollection
```

```
namespace FontFamylies
```

```
{
```

```
///
```

```
/// Summary description for FontFamylies.
```

```
///
```

```
public class FontFamylies : System.Windows.Forms.Form
```

```
{
```

```
private System.Windows.Forms.ComboBox comboBox1;
```

```
///
```

```
/// Required designer variable.
```

```
///
```

```
private System.ComponentModel.Container components = null;
```

```
FontFamily[] iFCF;
```

```
ArrayList iFCFN;
```

```

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

this.Text = "Installed Font Families";
iFCF = null; // fontfamilies
iFCFN = new ArrayList(); // strings

iFCF = InstalledFontFamilies(iFCFN);
this.comboBox1.Sorted = true;
this.comboBox1.DataSource = iFCFN; //set the combo's data
source

//
// 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.comboBox1 = new System.Windows.Forms.ComboBox();
    this.SuspendLayout();
    //
    // comboBox1
    //
    this.comboBox1.Name = "comboBox1";
    this.comboBox1.Size = new System.Drawing.Size(121, 21);
    this.comboBox1.TabIndex = 0;
    this.comboBox1.Text = "comboBox1";
    //
    // FontFamilies
    //
    this.AutoScaleBaseSize = new System.Drawing.Size(5, 13);
    this.ClientSize = new System.Drawing.Size(292, 266);
    this.Controls.AddRange(new System.Windows.Forms.Control[] {
    this.comboBox1});
    this.Name = "FontFamilies";
    this.Text = "FontFamilies";
    this.ResumeLayout(false);

}
#endregion

///

/// The main entry point for the application.
///
[STAThread]
static void Main()
{
    Application.Run(new FontFamilies());
}

```

```

private FontFamily[] InstalledFontFamilies(ArrayList iFCFN)
{
    InstalledFontCollection iFC = new InstalledFontCollection();
    foreach(FontFamily ff in iFC.Families)
        iFCFN.Add(ff.Name);
    return iFC.Families;
}

protected override void OnPaint(PaintEventArgs pea)
{
    Graphics g = pea.Graphics;
    int wi = 150, hi = 12, rectNb = 4;
    this.Width = (wi + 2)*rectNb + 9;
    int iFCFNb = iFCF.Length;
    DisplayInstalledFontFamilies(g, iFCFNb, wi, hi, rectNb);

    g.Dispose();
}

private void DisplayInstalledFontFamilies(Graphics g, int
iFCFNb, int wi,
int hi, int rectNb)
{
    Rectangle rec;
    Pen p = new Pen(this.ForeColor);
    Brush b = null;

    Font f;
    StringFormat strfmt = new StringFormat();
    strfmt.LineAlignment      =      strfmt.Alignment      =
StringAlignment.Near;

    int x, y;
    for (int i = 0; i < iFCFNb; i++) { x = (int)(i % rectNb); y =
(int)(i / rectNb); rec = new Rectangle(1 + x*(2 + wi), 25 +
y*(2 + hi), wi, hi); g.DrawRectangle(p, rec); try { f = new
Font(iFCF[i], 8, FontStyle.Regular, GraphicsUnit.Point); }
catch { // some fonts do not support Regular style f = new
Font("Arial", 8, FontStyle.Strikeout, GraphicsUnit.Point); } b
= new SolidBrush(Color.Black); g.DrawString((string)iFCFN[i],

```

```
f, b, rec, strfmt); } p.Dispose(); b.Dispose(); } } }  
[/csharp]
```