

GDI + 1.0

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FontCollection Class

General.

Our GDI+ FontCollection class is housed within the "gdiPlus_FontCollectionClass.pbi" source file.

The class contains elements of the following c/c++ classes :

FontCollection
InstalledFontCollection
PrivateFontCollection

This is not a *helper-class* (containing just simple macros etc.) but a full OOP class.

Interface / base-class.

Our font collection class exposes a single **interface** with the name [gdiPlus_FontCollection](#).

This interface extends our [gdiPlus_BaseClass](#) interface which exposes a single method :

[GetGdiPlusHandle.i\(\)](#)

which can be used to retrieve the FontCollection handle used natively by GDI+.

'gdiPlus FontCollection' constructors.

The following all return (if successful) instances of our [gdiPlus_FontCollection](#) class whose methods are listed in the following section. These correspond to constructors from the appropriate c/c++ wrapper classes and so the reader is advised to look on the appropriate MSDN pages for detailed descriptions.

[gdiPlus_CreateInstalledFontCollection\(\)](#)

Returns a [gdiPlus_FontCollection](#) object which can be used to query all system font families installed (OpenType fonts only).

[gdiPlus_CreatePrivateFontCollection\(\)](#)

The object returned can be used to create a private collection of font families which can include fonts which are not actually installed on the system.

'gdiPlus FontCollection' methods.

Unless specified otherwise, the following all return a gdiPlus status code (beginning with *#Ok*).

All of these methods correspond to methods from the appropriate c/c++ wrapper classes and so the reader is advised to look on the appropriate MSDN pages for detailed descriptions.

[Destroy\(\)](#)

[AddFontFile.i\(fileName\\$\)](#)

For private font collections only.

AddMemoryFont.i(*memory, length)

For private font collections only.

DestroyFamilies(*buffer.INTEGER)

Use after a successful invocation of the `\GetFamilies()` method. This will not free the *buffer memory itself, but will free the internal memory allocated for the accompanying `gdiPlus_FontFamily` objects. The host application remains responsible for the *buffer memory.

*buffer must hold the same value as the corresponding parameter to the `\GetFamilies()` method.

GetFamilies.i(numSought, *buffer.INTEGER)

Returns the number of font families found.

numSought gives the required number of font families to return. This would usually be the value returned by the `\GetFamilyCount()` method.

*buffer must point to an array of integers to which will be added the resulting `gdiPlus_FontFamily` object pointers.

You must use the `\DestroyFamilies()` method when you no longer require access to the font family objects returned.

GetFamilyCount.i()

Returns the number of font families contained in this font collection.