

NAME

FcPatternAddInteger, FcPatternAddDouble, FcPatternAddString, FcPatternAddMatrix, FcPatternAddCharSet, FcPatternAddBool, FcPatternAddFTFace, FcPatternAddLangSet, FcPatternAddRange – Add a typed value to a pattern

SYNOPSIS

```
#include <fontconfig/fontconfig.h>
```

```
FcBool FcPatternAddInteger (FcPattern *p, const char *object, int i);
```

```
FcBool FcPatternAddDouble (FcPattern *p, const char *object, double d);
```

```
FcBool FcPatternAddString (FcPattern *p, const char *object, const FcChar8 *s);
```

```
FcBool FcPatternAddMatrix (FcPattern *p, const char *object, const FcMatrix *m);
```

```
FcBool FcPatternAddCharSet (FcPattern *p, const char *object, const FcCharSet *c);
```

```
FcBool FcPatternAddBool (FcPattern *p, const char *object, FcBool b);
```

```
FcBool FcPatternAddFTFace (FcPattern *p, const char *object, const FT_Face f);
```

```
FcBool FcPatternAddLangSet (FcPattern *p, const char *object, const FcLangSet *l);
```

```
FcBool FcPatternAddRange (FcPattern *p, const char *object, const FcRange *r);
```

DESCRIPTION

These are all convenience functions that insert objects of the specified type into the pattern. Use these in preference to FcPatternAdd as they will provide compile-time typechecking. These all append values to any existing list of values. **FcPatternAddRange** are available since 2.11.91.