

```
    endif
End
```

See Also

The **FontSizeStringWidth**, **FontSizeHeight**, and **WinType** functions, and the **Execute**, **SetDrawEnv**, and **Notebook** Operations.

FontSizeHeight

FontSizeHeight(*fontNameStr*, *fontSize*, *fontstyle* [, *appearanceStr*])

The **FontSizeHeight** function returns the line height in pixels of any string when rendered with the named font and the given font style and size.

Parameters

fontNameStr is the name of the font, such as "Helvetica".

fontSize is the size (height) of the font in pixels.

fontStyle is text style (bold, italic, etc.). Use 0 for plain text.

Details

The returned height is the sum of the font's ascent and descent heights. Variations in *fontStyle* and typeface design cause the actual font height to be different than *fontSize* would indicate. (Typically a font "height" refers to only the ascent height, so the total height will be slightly larger to accommodate letters that descend below the baseline, such as g, p, q, and y).

FontSize is in pixels. To obtain the height of a font specified in points, use the **ScreenResolution** function and the conversion factor of 72 points per inch (see Examples).

If the named font is not installed, **FontSizeHeight** returns NaN.

FontSizeHeight understands "default" to mean the current experiment's default font.

fontStyle is a binary coded integer with each bit controlling one aspect of the text style as follows:

- | | |
|--------|---------------|
| Bit 0: | Bold |
| Bit 1: | Italic |
| Bit 2: | Underline |
| Bit 4: | Strikethrough |

To set bit 0 and bit 2 (bold, underline), use $2^0 + 2^2 = 1+4 = 5$ for *fontStyle*. See **Setting Bit Parameters** on page IV-12 for details about bit settings.

The optional *appearanceStr* parameter has no effect on Windows.

On Macintosh, the *appearanceStr* parameter is used for determining the height of a string drawn by a control. Set *appearanceStr* to "native" if you are measuring the height of a string drawn by a "native GUI" control or to "os9" if not.

Set *appearanceStr* to "default" to use the appearance set by the user in the Miscellaneous Settings dialog. "os9" is the default value.

Usually you will want to set *appearanceStr* to the **S_Value** output of **DefaultGUIControls/W=winName** when determining the height of a string drawn by a control.

Examples

```
Variable pixels= 12 * ScreenResolution/72           // convert 12 points to pixels
Variable pixelHeight= FontSizeHeight("Helvetica",pixels,0)
Print "Height in points= ", pixelHeight * 72/ScreenResolution

Function FontIsInstalled(fontName)
  String fontName
  if( numtype(FontSizeHeight(fontName,10,0)) == 2 )
    return 0           // NaN returned, font not installed
  else
    return 1
  endif
End
```