

Grab the Code

The code for detecting whether a particular font is available is shown below:

```
//  
// Call this function and pass in the name of the font you want to check for availability.  
//  
function doesFontExist(fontName) {  
    // creating our in-memory Canvas element where the magic happens  
    var canvas = document.createElement("canvas");  
    var context = canvas.getContext("2d");  
  
    // the text whose final pixel size I want to measure  
    var text = "abcdefghijklmnopqrstuvwxyz0123456789";  
  
    // specifying the baseline font  
    context.font = "72px monospace";  
  
    // checking the size of the baseline text  
    var baselineSize = context.measureText(text).width;  
  
    // specifying the font whose existence we want to check  
    context.font = "72px '" + fontName + "', monospace";  
  
    // checking the size of the font we want to check  
    var newSize = context.measureText(text).width;  
  
    // removing the Canvas element we created  
    delete canvas;  
  
    //  
    // If the size of the two text instances is the same, the font does not exist because it  
    // using the default sans-serif font  
    //  
    if (newSize == baselineSize) {  
        return false;  
    } else {  
        return true;  
    }  
}
```

Add this code to your page (or to a script file) and simply call the `doesFontExist` function and pass in the name of the font you are looking for. Below is an example:

```
doesFontExist("Comic Sans MS");
```



That's all there is to it. You can see a fully working example at the [Does This Font Exist](#) page - the same one the above example is based on.