

DxCreateFont

Note: The size can't be less than 5 or more than 150. Use this function after onClientResourceStart, otherwise some characters may be displayed incorrectly.

This function creates a DX font element that can be used in dxDrawText. Successful font creation is not guaranteed, and may fail due to hardware or memory limitations.

To see if creation is likely to fail, use dxGetStatus. (When **VideoMemoryFreeForNRP** is zero, failure *is* guaranteed.)

It is highly recommended that dxSetTestMode is used when writing and testing scripts using dxCreateFont.

Syntax

```
element dxCreateFont ( string filepath[, int size=9, bool bold=false, string quality="proof" ] )
```

OOP Syntax Help! I don't understand this!

Method: *DxFont(...)*

Required Arguments

- **filepath:** the name of the file containing the font

Optional Arguments

- **size:** size of the font
- **bold:** flag to indicate if the font should be bold
- **quality:** the font quality
 - "default": not the actual default
 - "draft"
 - "proof": the default
 - "nonantialiased"
 - "antialiased"
 - "cleartype"
 - "cleartype_natural"

Returns

Returns a DX font element if successful, *false* if invalid arguments were passed to the function, or there is insufficient resources available.

You should always check to see if this function has returned false.