GuiCreateFont

This function creates a GUI font element that can be used in guiSetFont. 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 guiCreateFont .

Syntax

```
element guiCreateFont ( string filepath, [ int size = 9 ] )
```

OOP Syntax Help! I don't understand this!

    Method: *GuiFont(...)*

Required Arguments

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

Optional Arguments

- **size:** size of the font.

Returns

Returns a GUI 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.