

UF_UGFONT_add_font [\(view source\)](#)

Defined in: `uf_ugfont.h`

Overview

Adds a font to the Font Table Entity (FTE) if it does not exist. If the font already exists, the index of the existing font is returned. This function returns the font index number for the FTE. Note that adding a font will use the first available slot in the FTE (one that has a NULL font name).

This will only add NX fonts. Use `UF_UGFONT_add_standard_font` to add Standard fonts.

Environment

Internal and External

See Also

`UF_UGFONT_add_standard_font`

History

Originally release in V14.0

Required License(s)

gateway

```
int UF_UGFONT_add_font
(
    tag_t fte,
    int * index,
    char * font
)
```

<code>tag_t</code>	fte	Input	The tag of the Font Table Entity (FTE).
<code>int *</code>	index	Output	Font index number for the specified font
<code>char *</code>	font	Input	The name of the font

UF_UGFONT_add_standard_font [\(view source\)](#)

Defined in: `uf_ugfont.h`

Overview

Adds a standard font to the Font Table Entity (FTE) if it does not exist. If the font already exists, the index of the existing font is returned. This function returns the font index number for the FTE. Note that adding a font will use the first available slot in the FTE (one that has a NULL font name).

Environment

Internal and External

History

Originally release in NX 7.5

Required License(s)

gateway

```
int UF_UGFONT_add_standard_font
(
    tag_t fte,
    int * index,
    char * font
)
```

tag_t	fte	Input	The tag of the Font Table Entity (FTE).
int *	index	Output	Font index number for the specified font
char *	font	Input	The name of the font

UF_UGFONT_ask_font_header (view source)

Defined in: uf_ugfont.h

Overview

Fills in the UF_UGFONT_font_header_s structure with font information for a given font.

This only works for NX fonts.

Environment

Internal and External

History

This function was originally released in V15.0.

Required License(s)

gateway

```
int UF_UGFONT_ask_font_header
(
    tag_t fte,
    int font,
    UF_UGFONT_font_header_t * header
)
```

tag_t	fte	Input	Tag of the font table entity
int	font	Input	font index
UF_UGFONT_font_header_t *	header	Output	filled in UF_UGFONT_font_header_t structure

UF_UGFONT_ask_font_name (view source)

Defined in: `uf_ugfont.h`

Overview

Returns the font name of the specified font index number. The font name may be NULL. This can happen if part cleanup has removed a font as being unused. The font index number still exists, but since there is not a font name, the output `font_name` will be NULL. If a font returns a NULL font name, then it is not a valid font to use.

The user must call `UF_free` to free the resulting font name.

Environment

Internal and External

History

Originally released in V14.0

Required License(s)

gateway

```
int UF_UGFONT_ask_font_name
(
    tag_t fte,
    int index,
    char ** font_name
)
```

<code>tag_t</code>	<code>fte</code>	Input	The tag of the Font Table Entity (FTE).
<code>int</code>	<code>index</code>	Input	The font index number
<code>char **</code>	<code>font_name</code>	Output to <code>UF_free*</code>	The font name. Use <code>UF_free</code> to deallocate memory when done.

UF_UGFONT_ask_font_styles [\(view source\)](#)

Defined in: `uf_ugfont.h`

Overview

`UF_UGFONT_ask_font_styles`
Return the font styles available for a font in the Font Table Entry (FTE)

Environment

Internal and External

History

This function was originally released in NX 8.0

Required License(s)

gateway

```
int UF_UGFONT_ask_font_styles
(
    tag_t fte,
    int index,
```

```
int * num_styles,  
char *** styles  
)
```

tag_t	fte	Input	The tag of the Font Table Entity (FTE)
int	index	Input	Font index number of the font to check on
int *	num_styles	Output	The number of style names in the style_names array. This will be zero if the index input is not that of a font in the Font Table Entity, or if the index is that of an NX Legacy font (not that of a Standard Font).
char * * *	styles	Output to UF_*free*	An array of the names of available styles for the given font. This must be freed by the caller, using UF_free.

UF_UGFONT_ask_font_type (view source)

Defined in: uf_ugfont.h

Overview
UF_UGFONT_ask_font_type
Return the type of a font in the Font Table Entry (FTE)

Environment
Internal and External

History
This function was originally released in NX 7.5

Required License(s)
gateway

```
int UF_UGFONT_ask_font_type  
(  
    tag_t fte,  
    int index,  
    UF_UGFONT_type_t * type  
)
```

tag_t	fte	Input	The tag of the Font Table Entity (FTE)
int	index	Input	Font index number of the font to check on
UF_UGFONT_type_t *	type	Output	The type of the font

UF_UGFONT_ask_number_of_fonts (view source)

Defined in: uf_ugfont.h

Overview

Returns the number of entries in the Font Table Entity (FTE). Each entry may be a valid font or an entry that has been previously deleted. The only way to validate if a font number is usable is to call `UF_UGFONT_ask_font_name`. If that returns a non-NULL name, then the font number is valid and can be used. If `UF_UGFONT_ask_font_name` returns NULL for the name, then the font number is not valid (it has been deleted using part cleanup).

Environment

Internal and External

History

Originally release in V14.0

Required License(s)

gateway

```
int UF_UGFONT_ask_number_of_fonts
(
    tag_t fte,
    int * num
)
```

<code>tag_t</code>	<code>fte</code>	Input	The tag of the Font Table Entity (FTE).
<code>int *</code>	<code>num</code>	Output	The number of font entries in the FTE. Some of the font entries may be currently unused, if part cleanup has been run on the part.

UF_UGFONT_replace_font [\(view source\)](#)

Defined in: `uf_ugfont.h`

Overview

`UF_UGFONT_replace_font`

Change the particular font number to a new name in the Font Table Entry (FTE)

To replace the font type as well as the font name, use `UF_UGFONT_replace_font_1`.

Environment

Internal and External

See Also

`UF_UGFONT_replace_font_1`

History

This function was originally released in NX3.0

Required License(s)

gateway

```
int UF_UGFONT_replace_font
(
    tag_t fte,
    int index,
    const char * const font
)
```

tag_t	fte	Input	The tag of the Font Table Entity (FTE)
int	index	Input	Font index number for the old font to replace
const char * const	font	Input	The name of the new font

UF_UGFONT_replace_font_1 [\(view source\)](#)

Defined in: `uf_ugfont.h`

Overview

UF_UGFONT_replace_font_1
Change the particular font number to a new name and new type in the Font Table Entry (FTE)

Environment

Internal and External

History

This function was originally released in NX 7.5

Required License(s)

gateway

```
int UF_UGFONT_replace_font_1
(
    tag_t fte,
    int index,
    UF_UGFONT_type_t type,
    const char * const font
)
```

tag_t	fte	Input	The tag of the Font Table Entity (FTE)
int	index	Input	Font index number for the old font to replace
UF_UGFONT_type_t	type	Input	The type of the new font
const char * const	font	Input	The name of the new font