

TextFont

Select font for subsequent text drawing

#include <[Quickdraw.h](#)>[Quickdraw](#)

```
void      TextFont(fontNo );
short     fontNo ;      0=system font, 1=appl font, 2...255=others
```

TextFont sets the [txFont](#) field of the current [GrafPort](#). Subsequent text drawing will use the specified font.

fontNo is a font number. The following **Standard Fonts** are available as system-defined constants:

systemFont	0	System default font; "Chicago"
applFont	1	default application font; initially "Geneva"
newYork	2	
geneva	3	
monaco	4	
venice	5	
london	6	
athens	7	
sanFran	8	
toronto	9	
cairo	11	
losAngeles	12	
times	20	These are all designed for use on the LaserWriter
helvetica	21	
courier	22	
symbol	23	
mobile	24	

See [Standard Fonts](#) for a graphic depiction of these fonts. Use **GetFNum** if you know the font's name, but not its number.

Returns: none

Notes: Be sure to call **InitFonts** (once, early in the program, after **InitGraf** and before **InitWindows**). This ensures that the Font Manager is properly initialized for text drawing.

The initial value for [txFont](#) is 0, specifying the system font, Chicago. You can read the current value from the [GrafPort](#) structure:

```
curFont = thePort->txFont;
```

The appearance of the text is also affected by the [txFace](#), [txSize](#), and [txMode](#) fields of the current [GrafPort](#). Refer to **TextFace**, **TextMode**, and **TextSize**.