**GetAppFont**                      Fetch the ID of the current application font

#include <Script.h>                                          **Script Manager**

short          **GetAppFont(  );**

              *returns*          a short; the current application font

    **GetAppFont** gets the ID of the current application font.

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Notes:    This routine is in the Pascal interface, not ROM and can't be used with the
          64K ROM.