SetDAFont   Set font for Dialog/Alert static and edit text

#include <Dialogs.h>   **Dialog Manager**

  void   **SetDAFont(**_fontNum_ **);**
  short   _fontNum_ ;   font ID for statText and editText items

   SetDAFont sets up to use a selected font for the static text and edit text in
   subsequently executed dialogs and alerts.

        fontNum identifies the desired font. You may used named constants such as
                  "geneva" or "helvetica", as in the Quickdraw **TextFont** function. A
                  value of 0 selects the system font (which is used if you never call
                  this function).

        Returns: none

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 Notes: **SetDAFont** is a round-about way to set a global variable. You can get the
          same effect by changing a global variable, DlgFont (at 0x0AFA); e.g.:

              extern short   DlgFont: 0xAFA;
              DlgFont = _fontNum_ ;

          This global is initially 0 (indicating the system font). There is no direct
          way to change the size, style, or transfer mode used by the Dialog Manager.
          If font _fontNum_ does not have a 12-pt version, one is scaled.

          This function affects only static and edit text items. Button titles and the
          window title (if any) are drawn in 12-pt chicago.