**setfontstyle**

Function of setting the font style for an object on the diagram.

**Syntax:**

**setfontstyle**(*font, val*);

**Arguments:**

*font* – property of object “font” type,

*val –* font style mask. Type – *integer*.

**Description:**

*setfontstyle(font, val) –* function of setting the font style mask *val* for an object on the diagram.

Values *val* of bit masks for font styles:

1 – bold;

2 – italic;

4 – underlined;

8 – strikethrough.

Combination of values is implemented by means of bit-by-bit OR.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | **var c:integer = 1 or 2;**  **setfontstyle(**TextLabel1.Font, c**)**; |

“Bold italic” font style is set for object *TextLabel1*.