# dxCreateFont

From Mafia2-Online

**Description**

This function is used to create a font for dx* functions

**Parameters**

```
(string font, int size, bool bold)
```

| | |
|---|---|
| `string font` | The name of the font |
| `int size` | The size of the font (pixels) |
| `bool bold` | Should the font be bold? |

# Example

```
?
1  function init()
2  {
3      dxCreateFont( "impact.tff", 11,  true );
4  }
5  addEventHandler( "onClientScriptInit", init );
```

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