

A program for my nieces: The ABCs, part 2, choosing a font

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I added a feature to my [ABC program](#) that it turns out I never actually used: Change the font. I added this in case my nieces were somehow unhappy with the font I chose, and this was a little escape hatch to let me select a different one.

The real work happens in the `ChooseFont` function. All I have to do is call it.

```
#include <commdlg.h>
void ChangeFont(HWND hwnd)
{
    LOGFONT lf;
    GetObject(g_hfEdit, sizeof(lf), &lf);
    CHOOSEFONT cf = { sizeof(cf) };
    cf.hwndOwner = hwnd;
    cf.lpLogFont = &lf;
    cf.Flags = CF_INITTOLOGFONTSTRUCT | CF_SCREENFONTS;
    if (ChooseFont(&cf)) {
        HFONT hfNew = CreateFontIndirect(&lf);
        if (hfNew) {
            DeleteObject(g_hfEdit);
            g_hfEdit = hfNew;
            SetWindowFont(g_hwndChild, g_hfEdit, TRUE);
        }
    }
}
```

I tell the common font dialog to initialize itself from the `LOGFONT` I passed in, which I initialize from the font itself. If the user picks a font, the `ChooseFont` function puts the result in the same `LOGFONT`, and I use that to create the new font and swap it into the edit control.

The rest is just hooking up this function.

```

void OnCommand(HWND hwnd, int id, HWND hwndCtl, UINT codeNotify)
{
    switch (id) {
    case 1:
        ChangeFont(hwnd);
        break;
    }
}
HANDLE_MSG(hwnd, WM_COMMAND, OnCommand);

```

We hook up a `WM_COMMAND` handler which responds to command number 1 by changing the font.

Now to hook up the command to a secret hotkey: **Ctrl + F**.

```

// scratch.rc
1 ACCELERATORS
BEGIN
    "F", 1, VIRTKEY, NOINVERT, CONTROL
END
// scratch.cpp
...
    ShowWindow(hwnd, nShowCmd);
    HACCEL hacc = LoadAccelerators(hinst, MAKEINTRESOURCE(1));
    while (GetMessage(&msg, NULL, 0, 0)) {
        if (!TranslateAccelerator(hwnd, hacc, &msg)) {
            TranslateMessage(&msg);
            DispatchMessage(&msg);
        }
    }
    DestroyAcceleratorTable(hacc);
...

```

There we go, now we can change the font on the fly. Like I said, this was a feature I added pre-emptively, and it turns out I never needed it.

Next time, we'll look at changes inspired by actual usability issues.

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