User Interface - Bug #4611

Implement a font enumeration Java API directly callable from legacy code

04/10/2020 09:16 AM - Hynek Cihlar

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**case_num:**	
vendor_id:	GCD		

Description

Related issues:	
Related to User Interface - Feature #3876: add support for "direct font contr...	**Closed**

History

#1 - 04/10/2020 09:21 AM - Hynek Cihlar

The motivation here is to provide a way to allow to enumerate available font faces in legacy code. That is FWD/4GL code getting all available font faces (and their metadata).

Create a Java class as part of FWD that would provide methods for font family enumeration. The created class will be callable taking advantage of Direct_Java_Access. Font enumeration support will have to be added to the GUI drivers, which the created class will use.

Also see #3876-22 where this idea originated.

#2 - 04/10/2020 09:22 AM - Hynek Cihlar

- Related to Feature #3876: add support for "direct font control" at the widget level added

#3 - 04/17/2020 06:38 PM - Hynek Cihlar

For Swing GUI, the fonts can be enumerated with:

```
using java.awt.* from java.
using java.lang.* from java.def var gEnv as GraphicsEnvironment.
def var availableFonts as String extent.
gEnv = GraphicsEnvironment:getLocalGraphicsEnvironment().
availableFonts = gEnv:getAvailableFontFamilyNames().
```

For Web GUI, this will be a different story. There doesn't seem to be a straightforward way to enumerate the supported fonts, browsers don't provide JavaScript API for this. The only solutions I found was either Adobe Flash, an ActiveX approach or a third party JavaScript library which works by probing a predefined list of fonts. Flash and ActiveX is obviously out of question.