

## User Interface - Bug #4611

### Implement a font enumeration Java API directly callable from legacy code

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

|  |        |                        |               |
|--|--------|------------------------|---------------|
| <b>Status:</b>   | New    | <b>Start date:</b>     |               |
| <b>Priority:</b>   | Normal | <b>Due date:</b>       |               |
| <b>Assignee:</b>   |        | <b>% Done:</b>         | 0%            |
| <b>Category:</b>   |        | <b>Estimated time:</b> | 0.00 hour     |
| <b>Target version:</b>   |        | <b>case_num:</b>       |               |
| <b>billable:</b>   | No     |                        |               |
| <b>vendor_id:</b>  | GCD    |                        |               |
| <b>Description</b>   |        |                        |               |
| <b>Related issues:</b>   |        |                        |               |
| Related to User Interface - Feature #3876: add support for "direct font contr... |        |                        | <b>Closed</b> |

#### 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.