I found that I need a font dialog in lot of different instances and I couldn't find one in U++. So I decide to create one. I tried to make it look and behave like a standard Windows font dialog so that it would seem native and familiar. It doesn't have a Linux look, but Linux users are not se "dependent" on constant user interface. I also removed the encoding option from the dialog, considering that this is more related to the application/control than and actual font.

Here is my result:

But before I release, there are some issues to iron out.

1. GetFontFaceName returns the name of a font, but under windows it seems that fonts also have some magical "caption" property besides name. This is why, as you can see in the screenshot, I have multiple arial fonts. Their name is "arial", but their other textual descriptor is "Arial", "Arial Bold", "Arial Bold Italic" and so on. It would be great if U++ had methods to obtain these descriptors also. I would like to avoid system dependent code.

2. How do you Sort a ColumnList. I know about the Sort method, but I just can't seem to use it correctly. An example would help. I read something about new sorting methods, but they are not in 11 Dev (AFAIK).

3. The "standard font's" name is STDFONT. How can I obtain the real name of that font?

4. I added I18n, this is why you may not recognize the captions in the screenshot. But when I edit the .t file and I switch to my native language's keyboard layout, some of the special keys do not insert the right character. This works in all other windows apps.

5. The last issue is related to chameleon. LineEdit borders don't seem to be chameleonized.

File Attachments
1) FontSel.png, downloaded 710 times