I have found 2 problems when selecting and displaying fonts:

The ***minor*** issue is that, what a particular font is, seems to be not generally acknowledged. So Ultimate++ tells me (GetFaceCount) that there are 117 fonts on my machine. MS Word finds 71 and AMP Font Viewer sees 93.

It would be nice to know exactly what criteria Ultimate++ uses to define a distinct font.

The ***major*** issue is that DrawText sometimes uses the wrong face to display text in a certain font. Namely on my machine a text in "ZapfDingbats" or in "Zymbol" is displayed in "Windings".

Please check the following listing and have a look at the attached screenshot.

```cpp
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class MyWin : public TopWindow
{
 virtual void Paint(Draw& w)
 {
  w.DrawRect(GetSize(), White());

  Font f0(87, 12);         // @Arial Unicode MS

  Font f1(48, 24);         // Windings
  w.DrawText(10, 10, f1.GetFaceName(), f0, LtBlue);
  w.DrawText(10, 30, "Programming is fun!", f1, LtBlue);

  Font f2(82, 24);         // ZapfDingbats
  w.DrawText(10, 70, f2.GetFaceName(), f0);
  w.DrawText(10, 90, "Programming is fun!", f2);

  Font f3(83, 24);         // Zymbol
  w.DrawText(10, 130, f3.GetFaceName(), f0);
  w.DrawText(10, 150, "Programming is fun!", f3);
 }
};

GUI_APP_MAIN
{
 MyWin win;
```

```
 win.SetRect(0, 0, 450, 200);
 win.Run();
}
```

Werner

File Attachments

1) UppVsAMP.jpg, downloaded 1042 times