
Subject: Re: up & down within ColumnList moves focus out

Posted by [bonami](#) on Thu, 26 Nov 2009 04:00:53 GMT

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i added your DDUMP code and put more like below,

```
int Font::FindFaceNameIndex(const String& name) {
    if(name == "STDFONT")
        return 0;
    for(int i = 1; i < GetFaceCount(); i++)
        if(GetFaceName(i) == name)
            return i;
    String n = Filter(name, FontFilter);
    DDUMP(n);
    for(int i = 1; i < GetFaceCount(); i++)
    {
        DDUMP(GetFaceName(i));
        if(Filter(GetFaceName(i), FontFilter) == n)
            return i;
    }
    return 0;
}
```

result is,

name = Segoe UI

height = 15

n = segoeui

GetFaceName(i) = Times New Roman

GetFaceName(i) = Arial

GetFaceName(i) = Courier New

GetFaceName(i) = Symbol

GetFaceName(i) = Wingdings

GetFaceName(i) = Tahoma

GetFaceName(i) = System

GetFaceName(i) = Terminal

GetFaceName(i) = Fixedsys

GetFaceName(i) = Roman

GetFaceName(i) = Script

GetFaceName(i) = Modern

GetFaceName(i) = Small Fonts

GetFaceName(i) = MS Serif

GetFaceName(i) = WST_Czec

GetFaceName(i) = WST_Engl

GetFaceName(i) = WST_Fren

GetFaceName(i) = WST_Germ

GetFaceName(i) = WST_Ital

GetFaceName(i) = WST_Span

GetFaceName(i) = WST_Swed

GetFaceName(i) = Courier

GetFaceName(i) = MS Sans Serif
GetFaceName(i) = Marlett
GetFaceName(i) = Lucida Console
GetFaceName(i) = Lucida Sans Unicode
GetFaceName(i) = Verdana
GetFaceName(i) = Arial Black
GetFaceName(i) = Comic Sans MS
GetFaceName(i) = Impact
GetFaceName(i) = Georgia
GetFaceName(i) = Franklin Gothic Medium
GetFaceName(i) = Palatino Linotype
GetFaceName(i) = Trebuchet MS
GetFaceName(i) = Webdings
GetFaceName(i) = Estrangelo Edessa
GetFaceName(i) = Gautami
GetFaceName(i) = Latha
GetFaceName(i) = Mangal
GetFaceName(i) = MV Boli
GetFaceName(i) = Raavi
GetFaceName(i) = Shruti
GetFaceName(i) = Tunga
GetFaceName(i) = Sylfaen
GetFaceName(i) = Microsoft Sans Serif
