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Subject: Re: Need help with setting RichEdit fonts in droplist

Posted by [mirek](#) on Wed, 12 Feb 2014 17:40:36 GMT

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Yes.

```
Vector<int> ff;
ff.Add(Font::ARIAL);
ff.Add(Font::ROMAN);
ff.Add(Font::COURIER);
if(allfonts)
  for(int i = Font::COURIER + 1; i < Font::GetFaceCount(); i++)
    if(Font::GetFaceInfo(i) & Font::SCALEABLE)
      ff.Add(i);
editor.FontFaces(ff);
```

the use ApplyFormatInfo to set initial font.

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