

# Forum:[Hack Forums](#)

Thread: [IOError: cannot find font file](#)

**haro2x** - February 23, 2011, 1:10 pm

Hi i use video capture library and PIL for webcam capture.

Everything works fine if I run it as by. But when I compile to exe it and run it i get this error

Code Traceback (most recent call last):

File "cam.py", line 25, in <module>

File "cam.py", line 13, in \_\_init\_\_

File "VideoCapture.pyc", line 50, in \_\_init\_\_

File "PIL\ImageFont.pyc", line 247, in load\_path

IOError: cannot find font file

I googled then and on the py2exe website i found a solution.

I just should copy the files helvetica-10.pil, helvB08.pil, helvetica-10.png and helvB08.png into the "dist" directory.

And I done it, but I got the same error again.

Please help

**K-On!** - February 23, 2011, 1:34 pm

Sending a source would be desirable. :)

**haro2x** - February 23, 2011, 2:40 pm

Oh here it is

Btw i'm using 2.6 version of python

Code import pygame

from pygame.locals import \*

from VideoCapture import Device

import PIL

class webcam:

def \_\_init\_\_(self):

self.win = pygame.display.set\_mode((500, 500))

pygame.display.set\_caption("Beskrajna igra :D")

self.screen = pygame.display.get\_surface()

self.cam = Device()

self.record()

def record(self):

fps = 20.0

img = self.cam.getImage()

pygame.time.delay(int(1000 \* 1.0/fps))

self.snap = pygame.image.frombuffer(img.tostring(),img.size,img.mode)

self.screen.blit(self.snap, (0, 0))

pygame.display.flip()

self.record()

app = webcam()  
Can someone help me please ????

**chym** - February 24, 2011, 5:04 pm

you installed module pil ,VideoCapture ?

**K-On!** - February 24, 2011, 6:08 pm

(Feb 24, 2011 06:04 PM)chym Wrote: [\[CITE\]](#) you installed module pil ,VideoCapture ?  
He(/She!?) haves, else it would say ModuleError. Or something like that.

**haro2x** - February 25, 2011, 4:15 am

I'm male :D. And yes i have it instaled it works fine until i compile it to exe :S

**K-On!** - February 25, 2011, 5:08 am

Are you moving the exe from it's default directory after compiling?

**haro2x** - February 25, 2011, 10:41 am

Nope it stays in the dist directory.

**zodiac876** - November 20, 2011, 9:02 am

i know this is a old thread but i am having the same problem, i was wondering if you found a solution to the problem.

please reply

**Doldol** - November 20, 2011, 12:39 pm

(Nov 20, 2011 10:02 AM)zodiac876 Wrote: [\[CITE\]](#) i know this is a old thread but i am having the same problem, i was wondering if you found a solution to the problem.

please reply

Try <http://www.pyinstaller.org/> it has better support for compiling non-standard libs.

And I find it way better then py2exe.

**barukoru** - February 17, 2017, 5:52 pm

If you've been getting errors like this:

File "PIL\ImageFont.pyc", line ---, in load\_path IOError: cannot find font file

The fix is to simply copy the files Code helvetica-10.pil, helvB08.pil, helvetica-10.png and helvB08.png into the "dist" directory.

It may also be needed to add current path in the load\_path() function in ImageFont.py (otherwise it searches in sys.path directories only).

Code for dir in sys.path+['.'] instead of for dir in sys.path