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Thread: [Import Custom Font's via Ressources](#)

Ap?? - September 29, 2013, 9:15 pm

[Import Custom Font's via Ressources]

This can come in handy when you want to use a custom font,

but your app needs to run without admin rights (because of ClickOnce or other least privileged requirements).

Without admin rights you cannot install fonts on a system.

With this tutorial allows you too import a font file straight from your applications ressources without any worries of user's needing the fonts installed!

1. Create Module

The Module Can be Named Whatever You Want it to be Named!

Module Created by :: MATTHEW KLEINWAKS

[img]http://www.winsocketdotnetworkprogramming.com/xmlwebservicessaspnetworkprogramming11c_hap_files/xmlwebservicessaspnetworkprogramming215.png[/img]

2. Open and Replace the Module With the Following Code

Replace "DIGITALDREAMNARROW" With the Name of The Font Will be Using. ex: Open_Sans

Make Sure it's The Same Name (Case Sensitive) as The File You Will Be Creating in Step #3

Code Imports System.Drawing.Text
Imports System.Runtime.InteropServices

Module CustomFont

'PRIVATE FONT COLLECTION TO HOLD THE DYNAMIC FONT
Private _pfc As PrivateFontCollection = Nothing

Public ReadOnly Property GetInstance(ByVal Size As Single, _
ByVal style As FontStyle) As Font

Get

'IF THIS IS THE FIRST TIME GETTING AN INSTANCE
'LOAD THE FONT FROM RESOURCES
If _pfc Is Nothing Then LoadFont()

```
'RETURN A NEW FONT OBJECT BASED ON THE SIZE AND STYLE PASSED IN
Return New Font(_pfc.Families(0), Size, style)
```

```
End Get
End Property
```

```
Private Sub LoadFont()
    Try
        'INIT THE FONT COLLECTION
        _pfc = New PrivateFontCollection

        'LOAD MEMORY POINTER FOR FONT RESOURCE
        Dim fontMemPointer As IntPtr = _
            Marshal.AllocCoTaskMem( _
                My.Resources.DIGITALDREAMNARROW.Length)

        'COPY THE DATA TO THE MEMORY LOCATION
        Marshal.Copy(My.Resources.DIGITALDREAMNARROW, _
            0, fontMemPointer, _
                My.Resources.DIGITALDREAMNARROW.Length)

        'LOAD THE MEMORY FONT INTO THE PRIVATE FONT COLLECTION
        _pfc.AddMemoryFont(fontMemPointer, _
            My.Resources.DIGITALDREAMNARROW.Length)

        'FREE UNSAFE MEMORY
        Marshal.FreeCoTaskMem(fontMemPointer)
    Catch ex As Exception
        'ERROR LOADING FONT. HANDLE EXCEPTION HERE
    End Try
End Sub
```

```
End Module
```

3. Adding the Font File to Your Ressources, ex: Open_Sans

Make sure once again that it is the same name as in Step #2 (Case Sensitive)

I know there are multiple ways of adding resources, I prefer this method!

[img]<http://static.daniweb.com/images/attachments/3/img1.jpg>[img]

[img]<http://pad1.whstatic.com/images/thumb/8/83/Save-File-from-Your-Resources-in-Vb.Net-Step-6.jpg/550px-Save-File-from-Your-Resources-in-Vb.Net-Step-6.jpg>[img]

4. Change Font's on Your Labels!

NameOfClass.GetInstance(FONT_SIZE, FONT_TYPE)

Code Label1.Font = CustomFont.GetInstance(12, FontStyle.Bold)

Only3 - September 29, 2013, 9:21 pm

from file

```
Dim pfc As New Drawing.Text.PrivateFontCollection()  
pfc.AddFontFile("C:\Font.ttf")  
Font = New Font(pfc.Families(0), 10, FontStyle.Regular)
```

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(Sep 29, 2013 09:21 PM)Only3 Wrote: [\[CITE\]](#) from file

```
Dim pfc As New Drawing.Text.PrivateFontCollection()  
pfc.AddFontFile("C:\Font.ttf")  
Font = New Font(pfc.Families(0), 10, FontStyle.Regular)
```

Yes but this way you need your separate file while this way it all-in-one. No need for third party directory!

Only3 - September 29, 2013, 9:33 pm

try this

```
Dim res = My.Resources.font  
Dim pfc As New Drawing.Text.PrivateFontCollection
```

```
pfc.AddMemoryFont(System.Runtime.InteropServices.Marshal.UnsafeAddrOfPinnedArrayElement(r  
es, 0), res.Length)  
Font = New Font(pfc.Families(0), 10, FontStyle.Regular)
```