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# NSFontPanel Class Reference

[Cocoa](#) > [User Experience](#)



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# NSFontPanel Class Reference

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<b>Inherits from</b>	NSPanel : NSWindow : NSResponder : NSObject
<b>Conforms to</b>	NSUserInterfaceValidations (NSWindow) NSAnimatablePropertyContainer (NSWindow) NSCoding (NSResponder) NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/AppKit.framework
<b>Availability</b>	Available in Mac OS X v10.0 and later.
<b>Companion guide</b>	Font Panel
<b>Declared in</b>	NSFontPanel.h
<b>Related sample code</b>	Aperture Edit Plugin - Borders & Titles PDF Annotation Editor QTKitTimeCode

## Overview

The `NSFontPanel` class implements the Font panel—a user interface object that displays a list of available fonts, letting the user preview them and change the font used to display text. The actual changes are made through conversion messages sent to the shared `NSFontManager` instance. There's only one Font panel for each application.

## Tasks

### Getting the Font Panel

- + [sharedFontPanel](#) (page 6)  
Returns the single `NSFontPanel` instance for the application, creating it if necessary.
- + [sharedFontPanelExists](#) (page 7)  
Returns YES if the shared Font panel has been created, NO if it hasn't.

## Enabling Font Changes

- [setEnabled:](#) (page 9)  
Specifies whether the receiver's Set button is enabled.
- [isEnabled](#) (page 7)  
Indicates whether the receiver's Set button is enabled.
- [reloadDefaultFontFamilies](#) (page 8)  
Triggers a reload to the default state, so that the delegate is called.

## Updating the Font Panel

- [setPanelFont:isMultiple:](#) (page 9)  
Sets the selected font in the receiver to the specified font.

## Converting Fonts

- [panelConvertFont:](#) (page 8)  
Converts the specified font using the settings in the receiver, with the aid of the shared `NSFontManager` if necessary.

## Working in Modal Loops

- [worksWhenModal](#) (page 10)  
Indicates whether the receiver allows fonts to be changed in modal windows and panels.

## Setting an Accessory View

- [setAccessoryView:](#) (page 9)  
Establishes the specified view as the receiver's accessory view, allowing you to add custom controls to your application's Font panel without having to create a subclass.
- [accessoryView](#) (page 7)  
Returns the receiver's accessory view.

## Class Methods

### sharedFontPanel

Returns the single `NSFontPanel` instance for the application, creating it if necessary.

```
+ (NSFontPanel *)sharedFontPanel
```

#### Return Value

The `NSFontPanel` instance for the application.

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- + [sharedFontPanelExists](#) (page 7)
- + [setFontPanelFactory:](#) (NSFontManager)

#### Related Sample Code

Aperture Edit Plugin - Borders & Titles  
PDF Annotation Editor

#### Declared In

NSFontPanel.h

### sharedFontPanelExists

Returns YES if the shared Font panel has been created, NO if it hasn't.

+ (BOOL)sharedFontPanelExists

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- + [sharedFontPanel](#) (page 6)

#### Declared In

NSFontPanel.h

## Instance Methods

### accessoryView

Returns the receiver's accessory view.

- (NSView \*)accessoryView

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- [setAccessoryView:](#) (page 9)

#### Declared In

NSFontPanel.h

### isEnabled

Indicates whether the receiver's Set button is enabled.

- (BOOL)isEnabled

#### Return Value

YES if the receiver's Set button is enabled; NO if it isn't.

#### Discussion

The receiver continues to reflect the font of the selection for cooperating text objects regardless of this setting.

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- [setEnabled:](#) (page 9)

#### Declared In

NSFontPanel.h

## panelConvertFont:

Converts the specified font using the settings in the receiver, with the aid of the shared NSFontManager if necessary.

- (NSFont \*)panelConvertFont:(NSFont \*)aFont

#### Parameters

*aFont*

The font to be converted.

#### Return Value

The converted font, or *aFont* itself if it can't be converted.

#### Discussion

For example, if *aFont* is Helvetica Oblique 12.0 point and the user has selected the Times font family (and nothing else) in the Font panel, the font returned is Times Italic 12.0 point.

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- [convertFont:](#) (NSFontManager)

#### Declared In

NSFontPanel.h

## reloadDefaultFontFamilies

Triggers a reload to the default state, so that the delegate is called.

- (void)reloadDefaultFontFamilies

#### Discussion

This reloading provides the delegate opportunity to scrutinize the default list of fonts to be displayed in the panel.



**Availability**

Available in Mac OS X v10.0 and later.

**Declared In**

NSFontPanel.h

**setAccessoryView:**

Establishes the specified view as the receiver's accessory view, allowing you to add custom controls to your application's Font panel without having to create a subclass.

```
- (void)setAccessoryView:(NSView *)aView
```

**Parameters**

*aView*

The view to set.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [accessoryView](#) (page 7)

**Declared In**

NSFontPanel.h

**setEnabled:**

Specifies whether the receiver's Set button is enabled.

```
- (void)setEnabled:(BOOL)flag
```

**Parameters**

*flag*

If YES the Set button is enabled; if NO, it's disabled.

**Discussion**

The receiver continues to reflect the font of the selection for cooperating text objects regardless of this setting.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [isEnabled](#) (page 7)

**Declared In**

NSFontPanel.h

**setPanelFont:isMultiple:**

Sets the selected font in the receiver to the specified font.

- (void)setPanelFont:(NSFont \*)*aFont* isMultiple:(BOOL)*flag*

#### Parameters

*aFont*

The font to be selected.

*flag*

If NO, selects the specified font; otherwise selects no font and displays a message in the preview area indicating that multiple fonts are selected.

#### Discussion

You normally don't use this method directly; instead, you send `setSelectedFont:isMultiple:` to the shared `NSFontManager`, which in turn invokes this method.

#### Availability

Available in Mac OS X v10.0 and later.

#### Related Sample Code

Aperture Edit Plugin - Borders & Titles

PDF Annotation Editor

#### Declared In

NSFontPanel.h

## worksWhenModal

Indicates whether the receiver allows fonts to be changed in modal windows and panels.

- (BOOL)worksWhenModal

#### Return Value

YES, regardless of the setting established using the `NSPanel` method `setWorksWhenModal:`.

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- `worksWhenModal` (NSWindow)

- `worksWhenModal` (NSPanel)

#### Declared In

NSFontPanel.h

# Document Revision History

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This table describes the changes to *NSFontPanel Class Reference*.

Date	Notes
2007-04-06	Moved constants to NSFontPanelValidation Protocol Reference. Made minor editorial revisions.
2006-05-23	First publication of this content as a separate document.

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