**NAME**

XGL_SFONT_NAME – specifies the name of a Stroke Font font family

**SYNOPSIS**

**#include <xgl/xgl.h>**

**Xgl_sfont sfont;**

**xgl_object_get(sfont, XGL_SFONT_NAME, char **);**

**DESCRIPTION**

This is a read-only attribute that can be used to get the name of a Stroke Font associated with the Stroke Font object *sfont*.

Stroke Font objects are created with the operator **xgl_object_create**(3)**.** Here *create* means to get the handle of the Stroke Font information that is stored in the Stroke Font directory. (The directory is specified by the System State attribute **XGL_SYS_ST_SFONT_DIRECTORY**(3)**.** ) In a given process, a Stroke Font object for a particular font name needs to be created only once. The object handle returned by the creation operator, xgl_object_create, can be used and shared simultaneously by different Contexts.

The list below shows the different Stroke Fonts XGL currently implements:

Cartographic
Cartographic_M
English_G
Greek
Greek_C
Greek_M
Headline
Italic_C
Italic_T
Miscellaneous
Miscellaneous_M
Roman
Roman_C
Roman_D
Roman_M
Roman_T
Script
Script_C

These fonts are stored in the XGL_SYS_ST_SFONT_DIRECTORY directory. The current fonts are stored with a *.font* extension. Obsolete font files (those which have the *.phont* extension) have been removed and replaced with symbolic links.

Note that not all of the fonts need to be present in the Stroke Font directory. Some of the fonts are very large, and, if they are not used by XGL applications on a particular system, they can be removed from the directory to save disk space.

The default value is *Roman_M*.

**SEE ALSO**

**xgl_object_get**(3)
**xgl_object_create**(3)
**XGL_SYS_ST_SFONT_DIRECTORY**(3)