Creating and loading custom fonts in Symbian

This article contains instructions for creating and loading custom fonts in Symbian.

This article needs to be updated: If you found this article useful, please fix the problems below then delete the {{ArticleNeedsUpdate}} template from the article to remove this warning.

Reasons: hamishwillee (25 Jan 2012)
The article is slightly confusing and out of date.

- its not clear what the differences are between 2nd and 3rd edition - perhaps the first section is for 2nd edition ... who knows!
- This creates and uses gdr files. Symbian can use open font files from v9 - ie monotype or ttf depending on plugin support and you'd author those in their own native tools
- the second example (3rd edition) looks like it is loading a system font - how is this a custom font?
- the second example should explain what it is trying to do with the custom font

I think this should clarify the above points and also explain the difference between a custom and system fonts on both platforms

Main steps

Here are the steps for creating a custom fonts for your Symbian 2nd edition & 3rd Edition phones.

1. First get/download the .ttf file of the font which you want to use in your mobile.You can also use the .ttf files of your Windows operation system go to **Control Panel > Fonts** or **C:\WINDOWS\Fonts** and select the .ttf file of the font.
2. Get a copy of Easy GDR creator from www.symbian-freak.com, which is a freeware application used for converting a .ttf to a .gdr.
3. After creating the .gdr file, you can place the .gdr file at any location in your mobile (say for example c:\system\myfolder\abc.gdr).
4. Load the font file with the Draw() function.

```
CGraphicsDevice* iDevice = iCoeEnv->ScreenDevice();

TFileName iFileName;
iFileName.Copy(_L("c:\\system\\myfolder\\abc.gdr"));

CWsScreenDevice* iScrDevice =iCoeEnv->ScreenDevice();

TInt aid =10001;//use any value
iScrDevice->AddFile(iFileName,aid);

TFontSpec myFontSpec;
iDevice->GetNearestFontInTwips(myFont,myFontSpec);

gc.UseFont(myFont);
gc.SetPenColor(KRgbBlack);
gc.DrawText(_L("hello"),TPoint(5,20));
```

5. Unload the font file.

```
iScrDevice->ReleaseFont(myFont);
iScrDevice->RemoveFile(aid);
```

Custom fonts for Symbian 3rd editon

```
#include <aknutils.h>
```


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```
LIBRARY gdi.lib
LIBRARY fbscli.lib

CFont* iFont;
TInt iFontUid;

CEikonEnv::Static()->ScreenDevice()->AddFile(_L("c:\\system\\fonts\\GARABD.gdr"),
iFontUid);

const CFont* logical_font =
AknLayoutUtils::FontFromId(EAknLogicalFontSecondaryFont);

//Using those two lines will loose everything but the height from the system font
//So you would end up with no anti-alias on your custom font for instance
//TFontSpec font_spec = logical_font->FontSpecInTwips();
//TFontSpec myFontSpec(_L("Garamond"),font_spec.iHeight);

//Only customize the typeface, keep things like anti-alias settings for instance
TFontSpec myFontSpec = logical_font->FontSpecInTwips();
myFontSpec.iTypeface.iName=_L("Garamond");

CEikonEnv::Static()->ScreenDevice()->GetNearestFontToDesignHeightInTwips(iFont,
myFontSpec);
```

- Unloading the font

```
CEikonEnv::Static()->ScreenDevice()->ReleaseFont(iFont);
CEikonEnv::Static()->ScreenDevice()->RemoveFile(iFontUid);
```

Version Hint

Windows Phone: [[Category:Windows Phone]]
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[[Category:Windows Phone 8]]

Nokia Asha: [[Category:Nokia Asha]]
[[Category:Nokia Asha Platform 1.0]]

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