

EnumFontFamilies

The **EnumFontFamilies** function enumerates the fonts in a specified font family that are available on a specified device. This function supersedes the **EnumFonts** function.

```
int EnumFontFamilies(  
    HDC hdc, // handle of device control  
    LPCTSTR lpzFamily, // address of family-name string  
    FONTENUMPROC lpEnumFontFamProc, // address of callback function  
    LPARAM lParam // address of application-supplied data  
);
```

Parameters

hdc

Identifies the device context.

lpzFamily

Points to a null-terminated string that specifies the family name of the desired fonts. If *lpzFamily* is NULL, **EnumFontFamilies** randomly selects and enumerates one font of each available type family.

lpEnumFontFamProc

Specifies the procedure-instance address of the application-defined callback function. For information about the callback function, see the [EnumFontFamProc](#) function.

lParam

Points to application-supplied data. The data is passed to the callback function along with the font information.

Return Value

If the function succeeds, the return value is the last value returned by the callback function. Its meaning is implementation specific.

Remarks

The **EnumFontFamilies** function differs from the **EnumFonts** function in that it retrieves the style names associated with a TrueType font. With **EnumFontFamilies**, information can be retrieved about unusual font styles (for example, Outline) that could not be enumerated by using the **EnumFonts** function. Win32-based applications should use **EnumFontFamilies** instead of **EnumFonts**.

For each font having the typeface name specified by the *lpzFamily* parameter, the **EnumFontFamilies** function retrieves information about that font and passes it to the function pointed to by the *lpEnumFontFamProc* parameter. The application-defined callback function can process the font information as desired. Enumeration continues until there are no more fonts or the callback function returns zero.