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//*****
//*   MACRO: ALLFONTS.WCM
//*   PURPOSE: Creates a list of all font faces available.
//*****
Application (A1; "WordPerfect"; Default; "EN")
If (Not ?DocBlank)
    If( ?NumberOpenDocuments < 9)
        FileNew()
    Else
        MessageBox( "Error!"; "You must close at least one document before you can
            run this macro")
        Go( End@)
    EndIf
EndIf
If (?SubStructure)
    MessageBox ( ; "Error - Not In Main Edit Screen"; "This macro can only be run from the
        main editing screen."; IconStop!)
    Go (End@)
EndIf
WaitMsgInit ()
WaitMsgDisplay ("Retrieving font information")
BaseFont := ?Font
GetData (FontCnt; Font!; Count!; CurrentDoc!)
Declare (FontInfo[FontCnt])
FontCount := 0
For (Count; 1; Count <= FontCnt; Count + 1)
    GetData (FontName; Font!; Name!; CurrentDoc!; Count)
    If (SubStr (FontName; 1; 2) <>"WP")
        FontCount := FontCount + 1
        FontInfo[FontCount] := FontName
    EndIf
EndFor
For (Count; 1; Count <= FontCount; Count + 1)
    WaitMsgDisplay ("Inserting " + FontInfo[Count] + "...")
    BlockProtect (On!)
    AttributeAppearanceOn (Underline!)
    Type (FontInfo[Count])
    AttributeAppearanceOff (Underline!)

    HardReturn ()
    Font (FontInfo[Count])
    Type
    ("aAbBcCdDeEfFgGhHiIjJkKlLmMnNoOpPqQrRsStTuUvVwWxXyYzZ1234567890`"
    "~!@#$$%^&*()_+ -=:;,.?^|<>[]{} ")
    Font (BaseFont)
    BlockProtect (Off!)

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HardReturn ()
HardReturn ()
EndFor

SortKeys (1; 1; 1; Alphanumeric!; Ascending!)
SortType (ParagraphSort!)
SortAction (Sort!)
SortCaseOrder (LowercaseFirst!)
Sort ()
PosDocVeryTop ()
Type ("You have " + FontCount + " fonts available to the " + ?CurrentPrinter + ":")
HardReturn ()
WaitMsgHide ()
WaitMsgDestroy ()
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Label (End@)
Quit
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*****
//      PROCEDURE: WaitMsgInit ()
//      PURPOSE: Initializes macro wait messages.
*****
PROCEDURE WaitMsgInit ()
DialogDefine ("WaitMsg"; 50; 50; 150; 36; 16; "Please Wait")
DialogAddText ("WaitMsg"; "WaitText"; 8; 14; 144; 16; 1; "")
DialogLoad ("WaitMsg")
Return
ENDPROC

*****
//      PROCEDURE: WaitMsgDisplay (Text)
//      PURPOSE: Displays a previously defined wait message dialog.
*****
PROCEDURE WaitMsgDisplay (Text)
RegionSetWindowText ("WaitMsg" + ".WaitText"; Text)
DialogShow ("WaitMsg";; WaitDlgCallBack)
ENDPROC

PROCEDURE WaitDlgCallBack ()
If (WaitDlgCallBack[5] = 274 And WaitDlgCallBack[6] = 61536)
    Assert (CancelCondition!)
EndIf
ENDPROC

*****
//      PROCEDURE: WaitMsgHide
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//      PURPOSE: Hides a previously defined wait message dialog.  
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PROCEDURE WaitMsgHide ()  
DialogDismiss ("WaitMsg"; "WaitText")  
ENDPROC
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//*****
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```
//      PROCEDURE: WaitMsgDestroy  
//      PURPOSE: Destroys a previously defined wait message dialog.  
//*****
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PROCEDURE WaitMsgDestroy ()  
DialogDestroy ("WaitMsg")  
ENDPROC
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//*****
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