

## AddFontResource

The **AddFontResource** function adds the font resource from the specified file to the Windows font table. The font can subsequently be used for text output by any Windows-based application.

```
int AddFontResource(  
    LPCTSTR lpzFilename      // address of font-resource filename  
);
```

### Parameters

*lpzFilename*

Points to a null-terminated character string that contains a valid font file filename. The filename may specify either a .FON font resource file, a .FNT raw bitmap font file, a .TTF raw TrueType file, or a .FOT TrueType resource file.

### Return Value

If the function succeeds, the return value specifies the number of fonts added.

If the function fails, the return value is zero. To get extended error information, call [GetLastError](#).

### Remarks

Any application that adds or removes fonts from the Windows font table should notify other windows of the change by sending a WM\_FONTCHANGE message to all top-level windows in the operating system. The application should send this message by calling the **SendMessage** function and setting the *hwnd* parameter to HWND\_BROADCAST.

When an application no longer needs a font resource that it loaded by calling the **AddFontResource** function, it must remove the resource by calling the **RemoveFontResource** function.