

[extract\\_font\\_range\(3\)](#)[Allegro manual](#)[extract\\_font\\_range\(3\)](#)

## NAME

`extract_font_range` – Extracts a range of characters from a font. Allegro game programming library.

## SYNOPSIS

```
#include <allegro.h>
```

```
FONT *extract_font_range(FONT *f, int begin, int end)
```

## DESCRIPTION

This function extracts a character range from a font and returns a new font that contains only the range of characters selected by this function. You can pass -1 for either the lower or upper bound if you want to select all characters from the start or to the end of the font. Example:

```
FONT *myfont;
FONT *capitals;
FONT *fontcopy;
...
/* Create a font of only capital letters */
capitals = extract_font_range(myfont, 'A', 'Z');

/* Create a copy of the font */
fontcopy = extract_font_range(myfont, -1, -1);
...
destroy_font(capitals);
destroy_font(fontcopy);
```

## RETURN VALUE

Returns a pointer to the new font or NULL on error. Remember that you are responsible for destroying the font when you are finished with it to avoid memory leaks.

## SEE ALSO

[get\\_font\\_range\\_begin\(3\)](#), [get\\_font\\_range\\_end\(3\)](#), [merge\\_fonts\(3\)](#), [transpose\\_font\(3\)](#), [exfont\(3\)](#)

