Q: How do I append text to a text object, such that the new text makes use of a different font?

A: First of all, make sure that the text object can contain multiple fonts. Send the following message to your text object:

```
id myText;
...
[myText setMonoFont:NO];
...
```

Then, use the following code snippet to append the text, select the text, and change its font:

```
id myText;
int length;

...
length = [myText textLength];
[myText setSel:length:length];    // put an empty selection at the end of the text
[myText replaceSel:"some new text"];        // add some text
[myText setSel:length :[myText textLength]];            // select the newly added text
[myText setSelFont:[Font newFont:"Symbol" size:24.0]];            // change its font
...
```
The above code works in all releases and leaves the text selected.

The following code snippet **will not work** (in Release 1.0 or 2.0) due to the way in which setSelFont:, and replaceSel: interact.   (For 3.0 this code snippet works similar to the code above except that the text is not highlighted when completed.)

```
       id myText;
       int length;

       ...
       length = [myText textLength];
       [myText setSel:length:length];    // put an empty selection at the end of the text
       [myText setSelFont:[Font newFont:"Symbol" size:24.0]];          // change the font
       [myText replaceSel:"some new text"];        // add some text
       ...
```

For 2.0:
To avoid some of the flashing that may occur to the text object while selecting and modifying the font programmatically, you should perform a **disableDisplay** on the window containing the text object before selecting and modifying the text. After the modifications you should then **reenableDisplay** on the window and **display** the text object.

For more information about appending text to a text object see ../Appkit/appending_text.rtf.

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Valid for 1.0, 2.0, 3.0, 3.1