**The Fonts:**





**The code:**

The original code is like this:

|  |
| --- |
| foreach (var family in FontFamily.Families){ \_existingFontFamilies.Add(family.Name, family);} |

I changed to this form to fix this bug and ease the debug:

|  |
| --- |
| foreach (var family in FontFamily.Families){ if (\_existingFontFamilies.ContainsKey(family.Name)) { Console.WriteLine("Font already exist"); // add breakpoint here } else { \_existingFontFamilies.Add(family.Name, family); }} |

**The problem:**

When hit the break point, here are these variables’ status:

|  |
| --- |
|  |

And this is the content of FontFamily.Families:



**The Solution:**

I test and check the code of later version (1.5.0) of HtmlRenderer, which doesn’t have this bug. It changed to indexer access, instead of Add() method:

|  |
| --- |
| /// <summary>/// Adds a font family to be used./// </summary>/// <param name="fontFamily">The font family to add.</param>public void AddFontFamily(RFontFamily fontFamily){ ArgChecker.AssertArgNotNull(fontFamily, "family"); \_existingFontFamilies[fontFamily.Name] = fontFamily;} |

Checkout at following github file:

<https://github.com/ArthurHub/HTML-Renderer/blob/master/Source/HtmlRenderer/Core/Handlers/FontsHandler.cs>

Line 84 to 89.

So we can fix this in the same way, or upgrade to the later version.