FontLoader

The best way to use fonts apart from system fonts in your app is to load it via the FontLoader. It includes the fonts that are in your app's folder or online. It essentially loads the font via the URL, so any URL goes.

Usage

Import statement

```
import QtQuick 2.15
```

Basic Usage

Usage 1

Via a relative local path

```
import QtQuick 2.15

ApplicationWindow {
    visible: true
    width: 800
    height: 500

FontLoader {
        id: myfont
        source: "path/to/font.ttf" // or "./path/to/font.ttf"
    }

Text {
        anchors.centerIn: parent
        text: "Beautiful Text"
        font.family: myfont.name
    }
}
```

Usage 2

Via a full local path

```
import QtQuick 2.15

ApplicationWindow {
    visible: true
    width: 800
    height: 500

FontLoader {
        id: myFont
        source: "file:///C:/Users/username/fonts/myawesomefont.ttf"
    }

Text {
        anchors.centerIn: parent
        text: "Beautiful Text"
        font.family: myFont.name
    }
}
```

Here we included the full path and even the file scheme file:// and a leading forward slash (/). If you do not want to include the file scheme include a leading forward slash (/)

NB:

The following code will also work

```
FontLoader {
    ...
    source: "/C:/Users/username/fonts/myawesomefont.ttf" // good code
}
```

```
FontLoader {
    ...
    source: "/home/myfonts/myawesomefont.ttf" // good code
}
```

But this one won't

```
FontLoader {
...
source: "C:/Users/username/fonts/myawesomefont.ttf" // bad code
}
```

Usage 3

Via an http link

```
import QtQuick 2.15

ApplicationWindow {
    visible: true
    width: 800
    height: 500

FontLoader {id: myFont; source: "https://www.domain.com/myawesomefont.ttf"}

Text {
        anchors.centerIn: parent
        text: "Beautiful Text"
        font.family: myFont.name
    }
}
```