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# BlendDataFonts(bpy\_struct)

base class — [bpy\\_struct](#)

**class** bpy.types.BlendDataFonts(bpy\_struct)

Collection of fonts

**load**(filepath, \*, check\_existing=False)

Load a new font into the main database

**PARAMETERS:**

- **filepath** (*string, (never None)*) – path of the font to load
- **check\_existing** (*boolean, (optional)*) – Using existing data-block if this file is already loaded

**RETURNS:**

New font data-block

**RETURN TYPE:**

[VectorFont](#)

**remove**(vfont, \*, do\_unlink=True, do\_id\_user=True, do\_ui\_user=True)

Remove a font from the current blendfile

**PARAMETERS:**

- **vfont** ([VectorFont](#), (never None)) – Font to remove
- **do\_unlink** (*boolean, (optional)*) – Unlink all usages of this font before deleting it
- **do\_id\_user** (*boolean, (optional)*) – Decrement user counter of all datablocks used by this font
- **do\_ui\_user** (*boolean, (optional)*) – Make sure interface does not reference this font

**tag**(value)

tag

**PARAMETERS:**

**value** (*boolean*) – Value

**classmethod** bl\_ma\_get\_subclass(id, default=None)

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

The RNA type or default when not found.

**RETURN TYPE:**

[bpy.types.Struct](#) subclass

**classmethod** bl\_ma\_get\_subclass\_py(id, default=None)

**PARAMETERS:**

**id** (*str*) – The RNA type identifier.

**RETURNS:**

The class or default when not found.

**RETURN TYPE:**

type

## Inherited Properties

- `bpy_struct.id_data`

## Inherited Functions

- `bpy_struct.as_pointer`
- `bpy_struct.driver_add`
- `bpy_struct.driver_remove`
- `bpy_struct.get`
- `bpy_struct.id_properties_clear`
- `bpy_struct.id_properties_ensure`
- `bpy_struct.id_properties_ui`
- `bpy_struct.is_property_hidden`
- `bpy_struct.is_property_overridable_library`
- `bpy_struct.is_property_readonly`
- `bpy_struct.is_property_set`
- `bpy_struct.items`
- `bpy_struct.keyframe_delete`
- `bpy_struct.keyframe_insert`
- `bpy_struct.keys`
- `bpy_struct.path_from_id`
- `bpy_struct.path_resolve`
- `bpy_struct.pop`
- `bpy_struct.property_overridable_library_set`
- `bpy_struct.property_unset`
- `bpy_struct.type_recast`
- `bpy_struct.values`

## References

- `BlendData.fonts`