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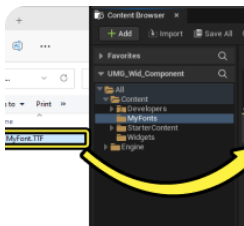
# Fonts

Understand how to import and edit fonts in Unreal Editor.



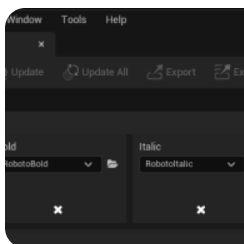
## Font DPI Scaling

Configure the way text size is calculated in your project.



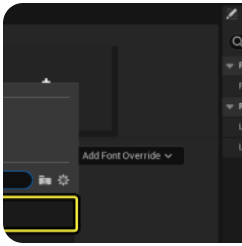
## Importing Fonts

Explains how to import your Font assets for use in your project.



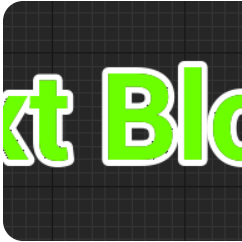
## Font Asset and Editor

Overview of the Font Asset and Editor



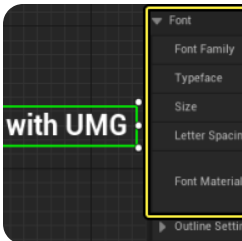
## Creating and Assigning Fonts

Explains how to create Font assets that can be used with the UMG UI designer tools.



## Font Materials and Outlines

Examples of how you can style your UMG fonts using colors, Materials, and outlines.



## Using Fonts with UMG

This guide provides information on using Fonts with the UMG UI designer tools.