

# textFont()

Sets the font used by the `text()` function.

The first parameter, `font`, sets the font. `textFont()` recognizes either a `p5.Font` object or a string with the name of a system font. For example, 'Courier New'.

The second parameter, `size`, is optional. It sets the font size in pixels. This has the same effect as calling `textSize()`.

Note: `WEBGL` mode only supports fonts loaded with `loadFont()`.

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## Examples



```
function setup() {
  background(200);
  textFont('Courier New');
  textSize(24);
  text('hi', 35, 55);

  describe('The text "hi" written in a black, monospace font on a gray background.');
}
```



```
function setup() {
  background('black');
  fill('palegreen');
  textFont('Courier New', 10);
  text('You turn to the left and see a door.', 5, 5, 90, 90);
  text('>', 5, 70);

  describe('A text prompt from a game is written in a green, monospace font on a black background.');
}
```



```
function setup() {
  background(200);
  textFont('Verdana');
  let currentFont = textFont();
  text(currentFont, 25, 50);

  describe('The text "Verdana" written in a black, sans-serif font on a gray background.');
}
```



```
let fontRegular;
let fontItalic;
let fontBold;

function preload() {
  fontRegular =
  loadFont('/assets/Regular.otf');
  fontItalic = loadFont('/assets/Italic.ttf');
  fontBold = loadFont('/assets/Bold.ttf');
}

function setup() {
  background(200);
  textFont(fontRegular);
  text('I am Normal', 10, 30);
  textFont(fontItalic);
  text('I am Italic', 10, 50);
  textFont(fontBold);
  text('I am Bold', 10, 70);

  describe('The statements "I am Normal", "I am Italic", and "I am Bold" written in black on separate lines. The statements have normal, italic, and bold fonts, respectively.');
}
```

## Syntax

```
textFont()
```

```
textFont(font, [size])
```

## Parameters

`font` Object|String: font as a `p5.Font` object or a string.  
`size` Number: font size in pixels.

## Returns

Object: current font or `p5` Object.

This page is generated from the comments in `src/typography/loading_displaying.js`. Please feel free to edit it and submit a pull request!

## Related References

`font` The font's underlying `opentype.js` font object.

`textBounds`

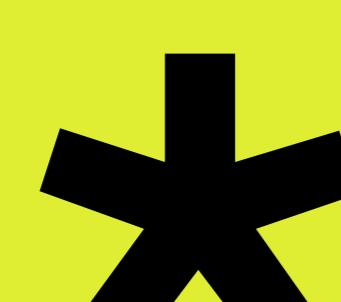
Returns the bounding box for a string of text written using the font.

`textToPoints`

Returns an array of points outlining a string of text written using the font.

`image`

Draws an image to the canvas.



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