

## textFont()

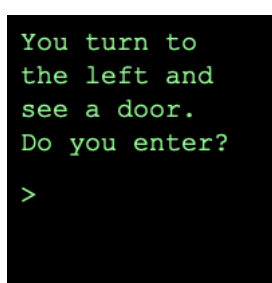
Sets the font used by the `text()` function.

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()**.

## 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.  
Do you enter?', 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 <u>p5.Font</u> 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.

