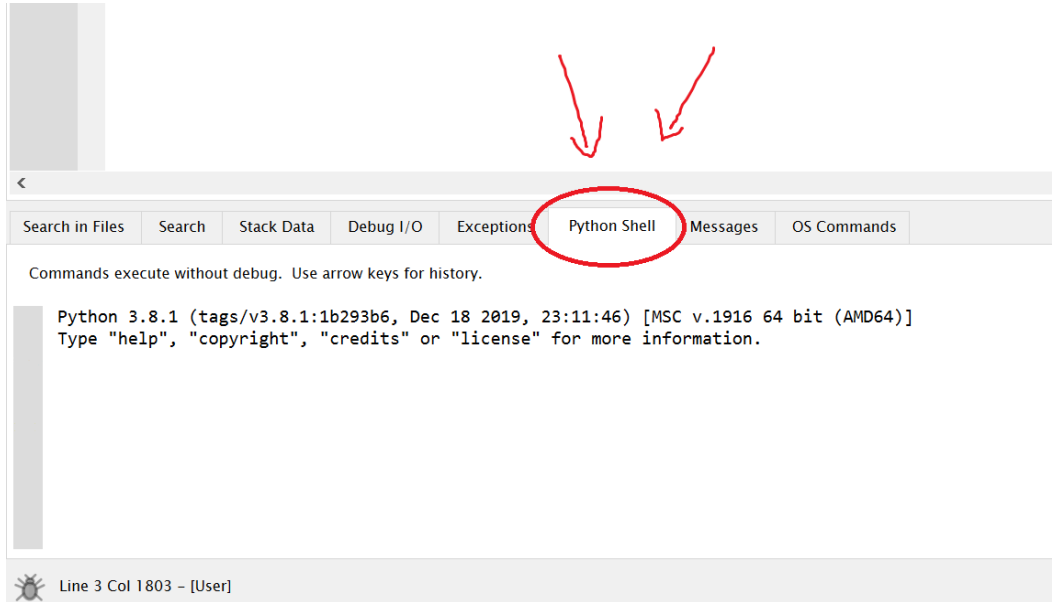


This is a quick guide to use custom fonts in Pygame.

Checking if Pygame supports your font

There are a number of fonts that pygame has in its database. To check the fonts that your version of Pygame supports, go to "Python Shell"



Once in python shell, type:

```
import pygame # enter
pygame.font.get_fonts()
```

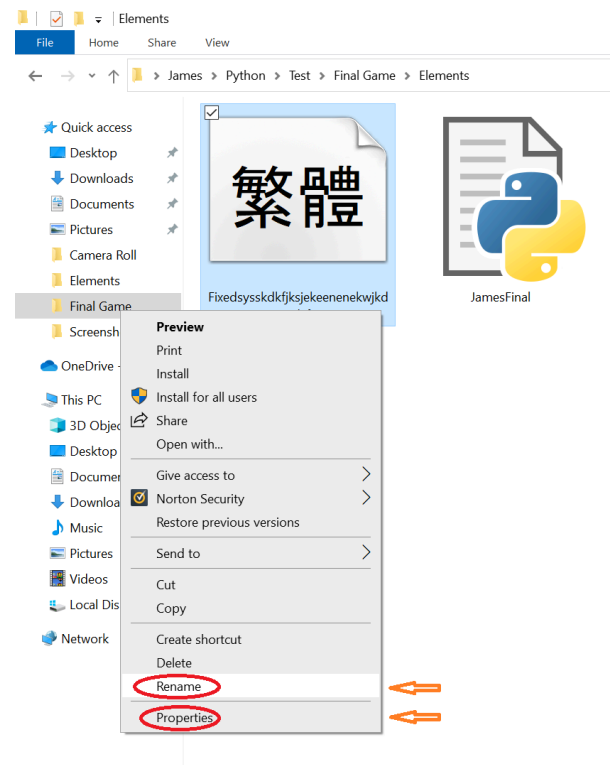
The output should be something like this:

```
['arial', 'arialblack', 'bahnschrift', 'calibri', 'cambriacambriamath', 'cambria', 'candara', 'comicsansms',
'consolas', 'constantia', 'corbel', 'couriernew', 'ebrima', 'franklingothicmedium', 'gabriola', 'gadugi',
'georgia', 'impact', 'inkfree', 'javanesetext', 'leelawadeeui', 'leelawadeeuisemilight', 'lucidaconsole',
'lucidasans', 'malgungothic', 'malgungothicsemilight', 'microsofthimalaya',
'microsoftjhengheimicrosoftjhengheiu', 'microsoftjhengheimicrosoftjhengheiuibold',
'microsoftjhengheimicrosoftjhengheiuilight', 'microsoftnewtailue', 'microsoftphagspa',
'microsoftsansserif', 'microsofttaile', 'microsofyaheimicrosofyaheiu',
'microsofyaheimicrosofyaheiuibold', 'microsofyaheimicrosofyaheiuilight', 'microsofyaibaiti',
'mingliuextbpmingliuextbmingliuhkscsextb', 'mongolianbaiti', 'msgothicmsuigothicmspgothic',
'mvboli', 'myanmartext', 'nirmalau', 'nirmalauisemilight', 'palatinolinotype', 'segoemdl2assets',
'segoeprint', 'segoescript', 'segoeui', 'segoeuiblack', 'segoeuiemoji', 'segoeuihistoric',
'segoeuisemibold', 'segoeuisemilight', 'segoeuisymbol', 'simsunnsimsun', 'simsunextb',
'sitkasmallsitkatextsitkasubheadingsitkaheadingsitkadisplaysitkabanner',
'sitkasmallsitkatextboldsitkasubheadingboldsitkaheadingboldsitkadisplayboldsitkabannerbold',
'sitkasmallsitkatextbolditalicsitkasubheadingbolditalicsitkaheadingbolditalicsitkadisplaybolditalicsitka
bannerbolditalic',
'sitkasmallsitkatextitalicsitkasubheadingitalicsitkaheadingitalicsitkadisplayitalicsitkabanneritalic',
'sylfaen', 'symbol', 'tahoma', 'timesnewroman', 'trebuchetms', 'verdana', 'webdings', 'wingdings',
'yugothicyugothicuisemiboldyugothicuibold', 'yugothicyugothicuilight',
'yugothicmediumyugothicuieregular', 'yugothicregularyugothicuisemilight', 'holomdl2assets',
'dengxian', 'fangsong', 'kaiti', 'simhei']
```

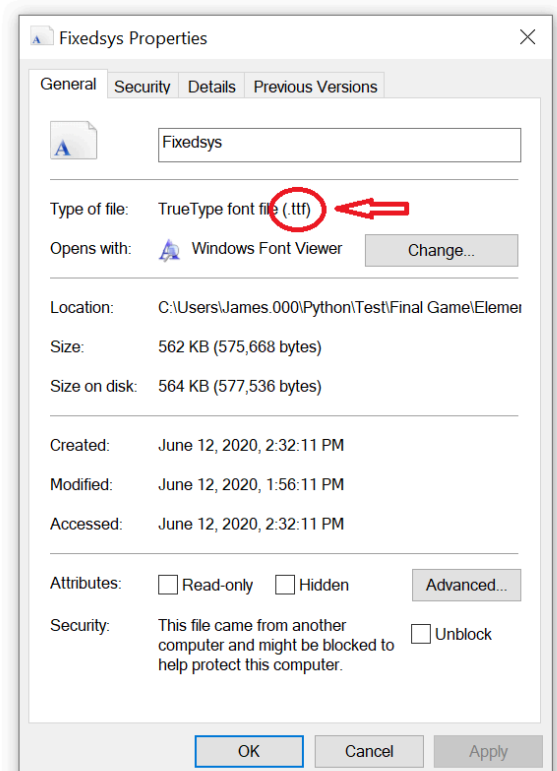
The above list displays the fonts that your version of Pygame already has. So you can access these font through "font.SysFont".

Importing custom fonts

- 1) Find and download the font that you choose
 - a) This can be done through a search online or by looking at preferences in the pygame menu
- 2) Move it into your the same directory as your code
- 3) Rename the font to get your communication marks



- 4) Go to properties and find the file type



- 5) Now to upload the font you would use
`fontExample = font.Font("FontFileName", size)`

Example

If my file is called Fixedsys and my file type is tff:
`fixedsys = font.Font("Fixedsys.ttf", 60)`

For more information on files:

<https://docs.google.com/document/d/1RbTQH34ru-CjTfovBU3YTtXAaSumD5TrxHlfGRhMK-U/edit>