

## Documentation

◀ All Technologies

### SwiftUI

#### Font

Getting standard fonts

static let extraLargeTitle2: Font

static let extraLargeTitle: Font

static let largeTitle: Font

static let title: Font

static let title2: Font

static let title3: Font

static let headline: Font

static let subheadline: Font

static let body: Font

static let callout: Font

static let caption: Font

static let caption2: Font

static let footnote: Font

Getting system fonts

static func system(Font.TextStyle, design: Font.Design?, weight: Font.Weight?) -> Font

static func system(size: CGFloat, weight: Font.Weight?, design: Font.Design?) -> Font

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Structure

## Font

An environment-dependent font.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | tvOS 13.0+

visionOS 1.0+ | watchOS 6.0+

@frozen  
struct Font

## Overview

The system resolves a font's value at the time it uses the font in a given environment because `Font` is a late-binding token.

## Topics

### Getting standard fonts

static let `extraLargeTitle2`: Font

Create a font with the second level extra large title text style.

static let `extraLargeTitle`: Font

Create a font with the extra large title text style.

static let `largeTitle`: Font

A font with the large title text style.

static let `title`: Font

A font with the title text style.

static let `title2`: Font

Create a font for second level hierarchical headings.

static let `title3`: Font

Create a font for third level hierarchical headings.

static let `headline`: Font

A font with the headline text style.

static let `subheadline`: Font

A font with the subheadline text style.

static let `body`: Font

A font with the body text style.

static let `callout`: Font

A font with the callout text style.

static let `caption`: Font

A font with the caption text style.

static let `caption2`: Font

Create a font with the alternate caption text style.

static let `footnote`: Font

A font with the footnote text style.

### Getting system fonts

static func `system`(Font.TextStyle, design: Font.Design?, weight: Font.Weight?) -> Font

Gets a system font that uses the specified style, design, and weight.

static func `system`(size: CGFloat, weight: Font.Weight?, design: Font.Design?) -> Font

Specifies a system font to use, along with the style, weight, and any design parameters you want applied to the text.

enum `Design`

A design to use for fonts.

enum `TextStyle`

A dynamic text style to use for fonts.

struct `Weight`

A weight to use for fonts.

### Creating custom fonts

static func `custom`(String, fixedSize: CGFloat) -> Font

Create a custom font with the given name and a fixed size that does not scale with Dynamic Type.

static func `custom`(String, size: CGFloat, relativeTo: Font.TextStyle) -> Font

Create a custom font with the given name and size that scales relative to the given `textStyle`.

static func `custom`(String, size: CGFloat) -> Font

Create a custom font with the given name and size that scales with the body text style.

### Getting a font from another font

`init`(CTFont)

Creates a custom font from a platform font instance.

### Styling a font

func `bold`() -> Font

Adds bold or emphasized styling to the font.

func `italic`() -> Font

Adds italics to the font.

func `monospaced`() -> Font

Returns a fixed-width font from the same family as the base font.

func `monospacedDigit`() -> Font

Returns a modified font that uses fixed-width digits, while leaving other characters proportionally spaced.

func `smallCaps`() -> Font

Adjusts the font to enable all small capitals.

func `lowercaseSmallCaps`() -> Font

Adjusts the font to enable lowercase small capitals.

func `uppercaseSmallCaps`() -> Font

Adjusts the font to enable uppercase small capitals.

func `weight`(Font.Weight) -> Font

Sets the weight of the font.

func `width`(Font.Width) -> Font

Sets the width of the font.

struct `Width`

A width to use for fonts that have multiple widths.

func `leading`(Font.Leading) -> Font

Adjusts the line spacing of a font.

enum `Leading`

A line spacing adjustment that you can apply to a font.

### Deprecated symbols

static func `system`(Font.TextStyle, design: Font.Design) -> Font

Gets a system font with the given text style and design.

Deprecated

static func `system`(size: CGFloat, weight: Font.Weight, design: Font.Design) -> Font

Specifies a system font to use, along with the style, weight, and any design parameters you want applied to the text.

Deprecated

### Structures

struct `Context`

Information used to resolve a font.

struct `Resolved`

A concrete font value.

### Instance Methods

func `bold`(Bool) -> Font

Adds or removes bold or emphasized styling on the font.

func `italic`(Bool) -> Font

Adds/removes italics on the font.

func `lowercaseSmallCaps`(Bool) -> Font

Adjusts the font to enable/disable lowercase small capitals.

func `monospaced`(Bool) -> Font

Returns a font adding or removing fixed-width design from the same family as the base font.

func `smallCaps`(Bool) -> Font

Adjusts the font to enable/disable all small capitals.

func `uppercaseSmallCaps`(Bool) -> Font

Adjusts the font to enable/disable uppercase small capitals.

func `weight`(Font.Weight) -> Font

Sets the weight of the font.

func `width`(Font.Width) -> Font

Sets the width of the font.

struct `Width`

A width to use for fonts that have multiple widths.

func `leading`(Font.Leading) -> Font

Adjusts the line spacing of a font.

enum `Leading`

A line spacing adjustment that you can apply to a font.

### Type Properties

static var `'default'`: Font

The effective SwiftUI font used in any given environment.

### Type Methods

static `system`(size:CGFloat, weight:Font.Weight, design:Font.Design) -> Font

Specifies a system font to use, along with the style, weight, and any design parameters you want applied to the text.

## Relationships

### Setting a font

func `font`(Font?) -> some View

Sets the default font for text in this view.

func `fontDesign`(Font.Design?) -> some View

Sets the font design of the text in this view.

func `fontWeight`(Font.Weight?) -> some View

Sets the font weight of the text in this view.

func `fontWidth`(Font.Width?) -> some View

Sets the font width of the text in this view.

var `font`: Font?

The default font of this environment.