



## Version V1.0

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## Addon Layout Explained

### 3 Panels

#### Add Text Panel

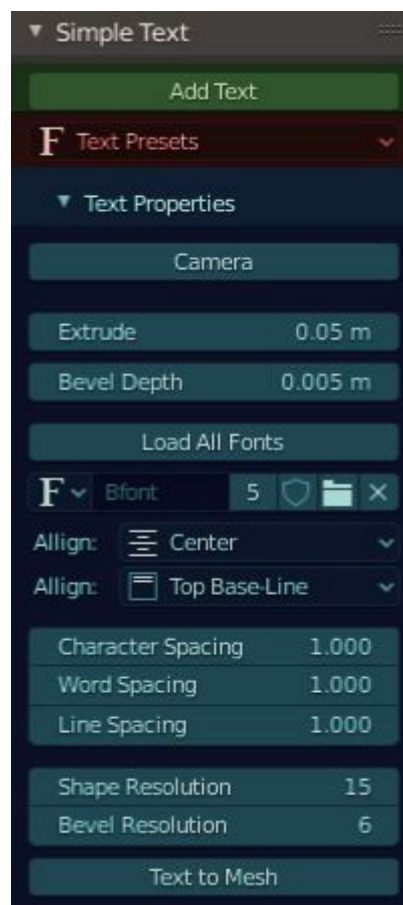
Click “Add Text” or select an existing text object in your scene.

#### Preset Panel

Choose a template from the drop down menu or dive into the Text Properties Panel straight away.

#### Text Properties Panel

Continue adjusting your text properties in the text properties panel.



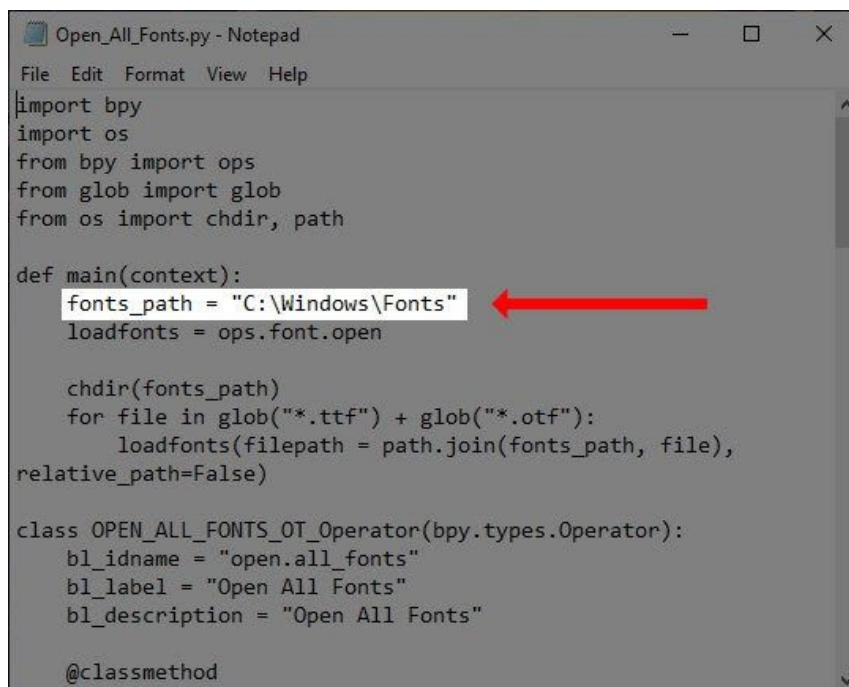
## Fonts (Mac OS and Linux Users)

You will need to edit an addon file so it points to a folder with fonts on your system, below are instructions.

### Load All Fonts Button - Change Your Font Directory

1. **Go to** Blender's addons folder. That's where all your custom addons are located on your system.  
Your username and Blender version might be different than below:
  - **Windows 10:**  
C:\Users\USERNAME\AppData\Roaming\Blender  
Foundation\Blender\2.90\scripts\addons\Simple\_Text\_Addon
  - **macOS:**  
/Users/\$USER/Library/Application Support/Blender/2.90/
  - **Linux:**  
\$HOME/.config/blender/2.90/
2. **Keep on going through subfolders:** scripts\addons\Simple\_Text\_Addon\Operators
3. **Open *Open\_All\_Fonts.py*** (in Operators folder) with your systems default text editor software and edit this line in code, to your custom folder:

`fonts_path = "your path here"`



```
Open_All_Fonts.py - Notepad
File Edit Format View Help
import bpy
import os
from bpy import ops
from glob import glob
from os import chdir, path

def main(context):
    fonts_path = "C:\Windows\Fonts"
    loadfonts = ops.font.open

    chdir(fonts_path)
    for file in glob("*.ttf") + glob("*.otf"):
        loadfonts(filepath = path.join(fonts_path, file),
        relative_path=False)

class OPEN_ALL_FONTS_OT_Operator(bpy.types.Operator):
    bl_idname = "open.all_fonts"
    bl_label = "Open All Fonts"
    bl_description = "Open All Fonts"

    @classmethod
```

## Cheat Sheet

Copy the line of code and replace it with the one in **Open\_All\_Fonts.py** file. Try one of the below or try your custom one. Just make sure to replace the placeholder **username** or **USER** with the actual name of your computer.

<b>Windows</b>	<b>Default System Path:</b> fonts_path = "C:\\Windows\\Fonts"  <b>Default Current User Path:</b> fonts_path = "C:\\Users\\username\\AppData\\Local\\Microsoft\\Windows\\Fonts"
<b>Mac Users</b>	<b>Default System Path:</b> fonts_path = "/System/Library/Fonts"  <b>Below Path Works for one of our macOS users:</b> fonts_path = "/System/Volumes/Data/Users/USER/Library/Fonts/"
<b>Linux Users</b>	<b>Default System Path:</b> fonts_path = "/usr/share/fonts"

Please always save the file as .py (that stands for python file).

Please keep the "" quotation marks around your directory.

Paths often have **User or USER** in them, you need to replace that with your user's name.

Additional Blender's Directory Information:

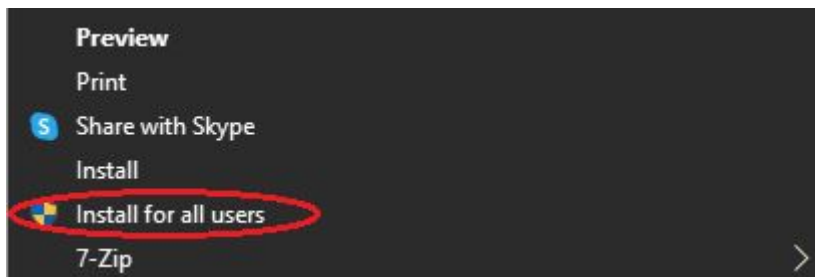
[https://docs.blender.org/manual/en/latest/advanced/blender\\_directory\\_layout.html](https://docs.blender.org/manual/en/latest/advanced/blender_directory_layout.html)

## Why does the addon not detect my new fonts?

### System Fonts vs User Fonts

Some systems can have a folder for system fonts and user fonts. Try your best to use just one of them e.g. always install new fonts into the system directory so you have access to all your fonts in one place.

When installing new fonts make sure you right click on the font and select “install for all users”:



Otherwise, you might find your fonts installed to the folder path below and not the actual Windows directory:

C:\Users\<username>\AppData\Local\Microsoft\Windows\Fonts

After a recent Windows update, Windows only links the fonts when clicking the “install” button instead of placing the font in the actual “C:\Windows\Fonts” directory.

### Windows Users check for fonts you installed but can’t find in this folder:

C:\Users\**username**\AppData\Local\Microsoft\Windows\Fonts

## **Text to Mesh Feature**

“Text To Mesh” button converts your text object from a curve to a mesh which is convenient for fracturing, adding modifiers and simulations.

## Updates / Patch Notes

Version	Patch Notes	Date
1.0	Simple Text Addon is Released	30.09.2020