

# Typography

The SceneGraph API includes the **Font** node class for specifying the font characteristics to be used by your application. Each node class that renders text on the screen display includes a `font` field to set the font characteristics for the node.

There is a default font supplied with the Roku firmware. To use a different font, you must include it in the application package, such as in `pkg:/fonts/`. Then you can specify that this font be used as the font for a node class that renders text on the screen display in a couple of ways:

- by setting the `role` field for a child **Font** node to be used in the node
- by setting the `font` field of the node to a **Font** node that specifies the font

The `font` field can also be used to specify custom settings in the default or specified font. For the default font, there is a set of standard names that allow you to select the size and weight of the font for a node. The default font standard names range from smallest to large sizes, and are:

- `LargeSystemFont`
- `MediumSystemFont`
- `SmallSystemFont`
- `SmallestSystemFont`
- `LargeBoldSystemFont`
- `MediumBoldSystemFont`
- `SmallBoldSystemFont`
- `SmallestBoldSystemFont`

For example, to specify the bolded small default font for a **Label** node in XML markup:

```
<Label id="mySmallLabel"
      width="200" height="200"
      text="Can you read this?"
      font="font:SmallBoldSystemFont" />
```

And you can also set sizes explicitly using BrightScript:

```
m.mylargerlabel.font.size = m.mylargerlabel.font.size+5
```