

# Custom Fonts client side

bpampuch edited this page on 15 Jul 2014 · 1 revision

Copied from [Use custom font](#)

vfs\_fonts.js assigns a "virtual-file-system" object to pdfMake.vfs

Each key of this object is a filename, while value contains base64 encoded file content.

When you run

```
grunt dump_dir
```

a new vfs\_fonts.js is created, containing all files from examples/fonts directory.

I'm not sure if LICENSE.txt is required or not for Roboto. I've included it just to make sure I don't break the license.

To use custom fonts, 3 steps are required:

1. create vfs\_fonts.js containing your fonts
2. define font family
3. change font family in doc-definition-object

## 1. create vfs\_fonts.js containing your fonts

Copy your fonts to examples/fonts directory

run `grunt dump_dir` (you can update Gruntfile.js if you'd like to change base directory or add an alternative config for dump\_dir task)

Use your new **build/vfs\_fonts.js** on your web page

BTW - the above action dumps all files from examples/fonts (not only fonts), which means you could put images there, run `grunt dump_dir` and reference them by name in doc-definition-object

## 2. define font family

before calling pdfMake.createPdf(docDefinition) set pdfMake.fonts to the following object:

```
{
  yourFontName: {
    normal: 'fontFile.ttf',
    bold: 'fontFile2.ttf',
    italics: 'fontFile3.ttf',
    bolditalics: 'fontFile4.ttf'
  },
  anotherFontName: {
    (...)
  }
}
```

keys are font-family names you can later use in doc-definition

Each font-family defines 4 properties: normal, bold, italics and bolditalics referring to appropriate files (by default these are file paths relative to examples/fonts/)

### Pages 2

[Home](#)

[Custom Fonts client side](#)

Clone this wiki locally

<https://github.com/bpampuch/pdfmake/wiki>

Clone in Desktop

By default pdfMake uses the following structure:

```
{
  Roboto: {
    normal: 'Roboto-Regular.ttf',
    bold: 'Roboto-Medium.ttf',
    italics: 'Roboto-Italic.ttf',
    bolditalics: 'Roboto-Italic.ttf'
  }
};
```

### 3. change font family in doc-definition-object

Currently pdfmake uses 'Roboto' as default family name, so in order to use your font, you should change it. The easiest way is to do it globally in **defaultStyle**

```
var docDefinition = {
  content: (...),
  defaultStyle: {
    font: 'yourFontName'
  }
};
```

I know this it is overly complicated at the moment.

I'm going to change it in 0.2.0

