

# fonts

```
configuration
  ui
    fonts
```

The `ui` `fonts` property defines the list of available fonts from the fonts dropdown menu.

The `fonts` property accepts an array of strings that define font-face values. These font-face values are then seen in the editor font menu. Note that font-face values may contain font fallbacks if you so choose.

For more advanced use cases, the `fonts` property can also accept an array of objects. Each object should contain a `value` and `text` property. The `value` property defines the font-face value, while the `text` property defines the visible label given to the font-face value in the editor font menu.

## Simple Example

If strings are provided to the `fonts` array, the editor will use these values to construct available font-face values in the font menu. Note that these strings will be displayed in the font menu UI unchanged.

### Easy configuration

```
// Create a simple font menu configuration with some single font choices and a font fallback
var configUi = {
  ui : {
    fonts : [ 'Helvetica', 'Arial', 'Times New Roman', '"Comic Sans MS", cursive, sans-serif' ]
  }
};

var editor = textboxio.replace('#targetId', configUi);
```

## Advanced Example

If objects are provided to the `fonts` array that define a `value` and `text`, the editor will use the `value` property to define the CSS font-face to apply while displaying the font menu item in the UI with the `text` provided. This allows you to customize the display names of fonts available in the font menu.

### Full configuration

```
var configUi = {
  ui : {
    fonts : [
      {
        value: '"Comic Sans MS", cursive, sans-serif',
        text: 'A silly font'
      },
      {
        value: 'Tahoma' // equivalent to providing just a string
      },
      'Arial', // you can use a mixture of objects and strings
      {
        value: 'Helvetica',
        text: 'A nicer font'
      }
    ]
  }
};

var editor = textboxio.replace('#targetId', configUi);
```

## Advanced Object Properties

value	String	The font name
text	String	Optional display name for the font. When not provided, the value is used as the text.