



**Function holoscan::viz::SetFont**

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- Defined in [File holoviz.hpp](#)

## Function Documentation

`void holoscan::viz::SetFont(const char *path, float size_in_pixels)`

Set the font used to render text, do this before calling [viz::Init\(\)](#).

The font is converted to bitmaps, these bitmaps are scaled to the final size when rendering.

Parameters

- **path** – path to TTF font file
- **size\_in\_pixels** – size of the font bitmaps

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