

# Package ‘systemfonts’

February 9, 2021

**Type** Package

**Title** System Native Font Finding

**Version** 1.0.1

**Maintainer** Thomas Lin Pedersen <thomas.pedersen@rstudio.com>

**Description** Provides system native access to the font catalogue. As font handling varies between systems it is difficult to correctly locate installed fonts across different operating systems. The 'systemfonts' package provides bindings to the native libraries on Windows, macOS and Linux for finding font files that can then be used further by e.g. graphic devices. The main use is intended to be from compiled code but 'systemfonts' also provides access from R.

**License** MIT + file LICENSE

**Encoding** UTF-8

**LazyData** true

**RoxygenNote** 7.1.1

**Depends** R (>= 3.2.0)

**SystemRequirements** c(`C++11`, ``\{ }n fontconfig`, ``\{ }n freetype2`), C++11

**Suggests** testthat (>= 2.1.0), covr, knitr, rmarkdown, tools

**VignetteBuilder** knitr

**URL** <https://github.com/r-lib/systemfonts>

**BugReports** <https://github.com/r-lib/systemfonts/issues>

**LinkingTo** cpp11 (>= 0.2.1)

**NeedsCompilation** yes

**Author** Thomas Lin Pedersen [aut, cre]  
(<<https://orcid.org/0000-0002-5147-4711>>),  
Jeroen Ooms [aut] (<<https://orcid.org/0000-0002-4035-0289>>),  
Devon Govett [aut] (Author of font-manager),  
RStudio [cph]

**Repository** CRAN

**Date/Publication** 2021-02-09 13:40:10 UTC

## R topics documented:

font_fallback . . . . .	2
font_feature . . . . .	3
font_info . . . . .	5
glyph_info . . . . .	6
match_font . . . . .	7
register_font . . . . .	8
register_variant . . . . .	9
reset_font_cache . . . . .	11
shape_string . . . . .	11
string_metrics_dev . . . . .	14
string_width . . . . .	15
string_widths_dev . . . . .	16
str_split_emoji . . . . .	17
system_fonts . . . . .	18

<b>Index</b>	<b>19</b>
--------------	-----------

---

font_fallback	<i>Get the fallback font for a given string</i>
---------------	---

---

### Description

A fallback font is a font to use as a substitute if the chosen font does not contain the requested characters. Using font fallbacks means that the user doesn't have to worry about mixing characters from different scripts or mixing text and emojis. Fallback is calculated for the full string and the result is platform specific. If no font covers all the characters in the string an undefined "best match" is returned. The best approach is to figure out which characters are not covered by your chosen font and figure out fallbacks for these, rather than just request a fallback for the full string.

### Usage

```
font_fallback(
  string,
  family = "",
  italic = FALSE,
  bold = FALSE,
  path = NULL,
  index = 0
)
```

### Arguments

string	The strings to find fallbacks for
family	The name of the font family
italic	logicals indicating the font style

bold	logicals indicating the font style
path	path an index of a font file to circumvent lookup based on family and style
index	path an index of a font file to circumvent lookup based on family and style

**Value**

A data frame with a path and index column giving fallback for the specified string and font combinations

**Examples**

```
font_fallback("\U0001f604") # Smile emoji
```

---

font_feature	<i>Define OpenType font feature settings</i>
--------------	--

---

**Description**

This function encapsulates the specification of OpenType font features. Some specific features have named arguments, but all available features can be set by using its specific 4-letter tag For a list of the 4-letter tags available see e.g. the overview on [Wikipedia](#).

**Usage**

```
font_feature(ligatures = NULL, letters = NULL, numbers = NULL, ...)
```

**Arguments**

ligatures	Settings related to ligatures. One or more types of ligatures to turn on (see details).
letters	Settings related to the appearance of single letters (as opposed to ligatures that substitutes multiple letters). See details for supported values.
numbers	Settings related to the appearance of numbers. See details for supported values.
...	key-value pairs with the key being the 4-letter tag and the value being the setting (usually TRUE to turn it on).

**Details**

OpenType features are defined by a 4-letter tag along with an integer value. Often that value is a simple 0 (off) or 1 (on), but some features support additional values, e.g. stylistic alternates (`salt`) where a font may provide multiple variants of a letter and the value will be used to chose which one to use.

Common features related to appearance may be given with a long form name to either the `ligatures`, `letters`, or `numbers` argument to avoid remembering the often arbitrary 4-letter tag. Providing a

long form name is the same as setting the tag to 1 and can thus not be used to set tags to other values.

The possible long form names are given below with the tag in parenthesis:

### Ligatures

- standard (*liga*): Turns on standard multiple letter substitution
- historical (*hlig*): Use obsolete historical ligatures
- contextual (*clig*): Apply secondary ligatures based on the character patterns surrounding the potential ligature
- discretionary (*dlig*): Use ornamental ligatures

### Letters

- swash (*cswh*): Use contextual swashes (ornamental decorations)
- alternates (*calt*): Use alternate letter forms based on the surrounding pattern
- historical (*hist*): Use obsolete historical forms of the letters
- localized (*locl*): Use alternate forms preferred by the script language
- randomize (*rand*): Use random variants of the letters (e.g. to mimick handwriting)
- alt\_annotation (*nalt*): Use alternate annotations (e.g. circled digits)
- stylistic (*salt*): Use a stylistic alternative form of the letter
- subscript (*subs*): Set letter in subscript
- superscript (*sups*): Set letter in superscript
- titling (*titl*): Use letter forms well suited for large text and titles
- small\_caps (*smcp*): Use small caps variants of the letters

### Numbers

- lining (*lnum*): Use number variants that rest on the baseline
- oldstyle (*onum*): Use old style numbers that use descender and ascender for various numbers
- proportional (*pnum*): Let numbers take up width based on the visual width of the glyph
- tabular (*tnum*): Enforce all numbers to take up the same width
- fractions (*frac*): Convert numbers separated by / into a fraction glyph
- fractions\_alt (*afrc*): Use alternate fraction form with a horizontal divider

### Value

A font\_feature object

### Examples

```
font_feature(letters = "stylistic", numbers = c("lining", "tabular"))
```

```
# Use the tag directly to access additional stylistic variants
font_feature(numbers = c("lining", "tabular"), salt = 2)
```

---

font_info	<i>Query font-specific information</i>
-----------	--

---

### Description

Get general information about a font, relative to a given size. Size specific measures will be returned in pixel units. The function is vectorised to the length of the longest argument.

### Usage

```
font_info(
  family = "",
  italic = FALSE,
  bold = FALSE,
  size = 12,
  res = 72,
  path = NULL,
  index = 0
)
```

### Arguments

family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
size	The pointsize of the font to use for size related measures
res	The ppi of the size related measures
path, index	path an index of a font file to circumvent lookup based on family and style

### Value

A data.frame giving info on the requested font + size combinations. The data.frame will contain the following columns:

- path** The path to the font file
- index** The 0-based index of the font in the fontfile
- family** The family name of the font
- style** The style name of the font
- italic** A logical giving if the font is italic
- bold** A logical giving if the font is bold
- monospace** A logical giving if the font is monospace
- weight** A factor giving the weight of the font
- width** A factor giving the width of the font

**kerning** A logical giving if the font supports kerning  
**color** A logical giving if the font has color glyphs  
**scalable** A logical giving if the font is scalable  
**vertical** A logical giving if the font is vertical  
**n\_glyphs** The number of glyphs in the font  
**n\_sizes** The number of predefined sizes in the font  
**n\_charmaps** The number of character mappings in the font file  
**bbox** A bounding box large enough to contain any of the glyphs in the font  
**max\_ascend** The maximum ascend of the tallest glyph in the font  
**max\_descent** The maximum descend of the most descending glyph in the font  
**max\_advance\_width** The maximum horizontal advance a glyph can make  
**max\_advance\_height** The maximum vertical advance a glyph can make  
**lineheight** The height of a single line of text in the font  
**underline\_pos** The position of a potential underlining segment  
**underline\_size** The width the the underline

### Examples

```
font_info('serif')

# Avoid lookup if font file is already known
sans <- match_font('sans')
font_info(path = sans$path, index = sans$index)
```

---

glyph\_info

*Query glyph-specific information from fonts*

---

### Description

This function allows you to extract information about the individual glyphs in a font, based on a specified size. All size related measures are in pixel-units. The function is vectorised to the length of the glyphs vector.

### Usage

```
glyph_info(
  glyphs,
  family = "",
  italic = FALSE,
  bold = FALSE,
  size = 12,
  res = 72,
  path = NULL,
  index = 0
)
```

**Arguments**

glyphs	A vector of glyphs. Strings will be split into separate glyphs automatically
family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
size	The pointsize of the font to use for size related measures
res	The ppi of the size related measures
path, index	path an index of a font file to circumvent lookup based on family and style

**Value**

A data.frame with information about each glyph, containing the following columns:

<b>glyph</b>	The glyph as a character
<b>index</b>	The index of the glyph in the font file
<b>width</b>	The width of the glyph
<b>height</b>	The height of the glyph
<b>x_bearing</b>	The horizontal distance from the origin to the leftmost part of the glyph
<b>y_bearing</b>	The vertical distance from the origin to the top part of the glyph
<b>x_advance</b>	The horizontal distance to move the cursor after adding the glyph
<b>y_advance</b>	The vertical distance to move the cursor after adding the glyph
<b>bbox</b>	The tight bounding box surrounding the glyph

---

match_font	<i>Find a system font by name and style</i>
------------	---

---

**Description**

This function locates the font file (and index) best matching a name and optional style (italic/bold). A font file will be returned even if a match isn't found, but it is not necessarily similar to the requested family and it should not be relied on for font substitution. The aliases "sans", "serif", and "mono" match to the system default sans-serif, serif, and mono fonts respectively (" " is equivalent to "sans").

**Usage**

```
match_font(family, italic = FALSE, bold = FALSE)
```

**Arguments**

family	The name of the font family
italic, bold	logicals indicating the font style

**Value**

A list containing the path locating the font file and the 0-based index of the font in the file.

**Examples**

```
# Get the system default sans-serif font in italic
match_font('sans', italic = TRUE)
```

---

 register\_font

*Register font collections as families*


---

**Description**

By design, systemfonts searches the fonts installed natively on the system. It is possible, however, to register other fonts from e.g. font packages or local font files, that will get searched before searching any installed fonts. You can always get an overview over all registered fonts with the registry\_fonts() function that works as a registry focused analogue to system\_fonts(). If you wish to clear out the registry, you can either restart the R session or call clear\_registry().

**Usage**

```
register_font(
  name,
  plain,
  bold = plain,
  italic = plain,
  bolditalic = plain,
  features = font_feature()
)

registry_fonts()

clear_registry()
```

**Arguments**

name	The name the collection will be known under (i.e. <i>family</i> )
plain, bold, italic, bolditalic	Fontfiles for the different faces of the collection. can either be a filepath or a list containing a filepath and an index (only for font files containing multiple fonts). If not given it will default to the plain specification.
features	A <a href="#">font_feature</a> object describing the specific OpenType font features to turn on for the registered font.



## Details

register\_font also makes it possible to use system fonts with traits that is not covered by the graphic engine in R. In plotting operations it is only possible to specify a family name and whether or not the font should be bold and/or italic. There are numerous fonts that will never get matched to this, especially because bold is only one of many weights.

Apart from granting a way to use new varieties of fonts, font registration also allows you to override the default sans, serif, and mono mappings, simply by registering a collection to the relevant default name. As registered fonts are searched first it will take precedence over the default.

## Value

register\_font() and clear\_registry() returns NULL invisibly. registry\_fonts() returns a data table in the same style as [system\\_fonts\(\)](#) though less detailed and not based on information in the font file.

## Examples

```
# Create a random font collection
fonts <- system_fonts()
plain <- sample(which(!fonts$italic & fonts$weight <= 'normal'), 1)
bold <- sample(which(!fonts$italic & fonts$weight > 'normal'), 1)
italic <- sample(which(fonts$italic & fonts$weight <= 'normal'), 1)
bolditalic <- sample(which(fonts$italic & fonts$weight > 'normal'), 1)
register_font(
  'random',
  plain = list(fonts$path[plain], fonts$index[plain]),
  bold = list(fonts$path[bold], fonts$index[bold]),
  italic = list(fonts$path[italic], fonts$index[italic]),
  bolditalic = list(fonts$path[bolditalic], fonts$index[bolditalic])
)

# Look at your creation
registry_fonts()

# Reset
clear_registry()
```

---

register\_variant

*Register a font as a variant as an existing one*

---

## Description

This function is a wrapper around [register\\_font\(\)](#) that allows you to easily create variants of existing system fonts, e.g. to target different weights and/or widths, or for attaching OpenType features to a font.

**Usage**

```
register_variant(
  name,
  family,
  weight = NULL,
  width = NULL,
  features = font_feature()
)
```

**Arguments**

name	The new family name the variant should respond to
family	The name of an existing font family that this is a variant of
weight	One or two of "thin", "ultralight", "light", "normal", "medium", "semibold", "bold", "ultrabold", or "heavy". If one is given it sets the weight for the whole variant. If two is given the first one defines the plain weight and the second the bold weight. If NULL then the variants of the given family closest to "normal" and "bold" will be chosen.
width	One of "ultracondensed", "extracondensed", "condensed", "semicondensed", "normal", "semiexpanded", "expanded", "extraexpanded", or "ultraexpanded" giving the width of the variant. If NULL then the width closest to "normal" will be chosen.
features	A <a href="#">font_feature</a> object describing the specific OpenType font features to turn on for the registered font variant.

**Examples**

```
# Get the default "sans" family
sans <- match_font("sans")$path
sans <- system_fonts()$family[system_fonts()$path == sans][1]

# Register a variant of it:
register_variant(
  "sans_ligature",
  sans,
  features = font_feature(ligatures = "discretionary")
)

registry_fonts()

# clean up
clear_registry()
```

---

reset_font_cache	<i>Reset the system font cache</i>
------------------	------------------------------------

---

### Description

Building the list of system fonts is time consuming and is therefore cached. This, in turn, means that changes to the system fonts (i.e. installing new fonts), will not propagate to systemfonts. The solution is to reset the cache, which will result in the next call to e.g. `match_font()` will trigger a rebuild of the cache.

### Usage

```
reset_font_cache()
```

### Examples

```
all_fonts <- system_fonts()

##-- Install a new font on the system --##

all_fonts_new <- system_fonts()

## all_fonts_new will be equal to all_fonts

reset_font_cache()

all_fonts_new <- system_fonts()

## all_fonts_new will now contain the new font
```

---

shape_string	<i>Calculate glyph positions for strings</i>
--------------	--

---

### Description

Do basic text shaping of strings. This function will use freetype to calculate advances, doing kerning if possible. It will not perform any font substitution or ligature resolving and will thus be much in line with how the standard graphic devices does text shaping. Inputs are recycled to the length of strings.

**Usage**

```

shape_string(
  strings,
  id = NULL,
  family = "",
  italic = FALSE,
  bold = FALSE,
  size = 12,
  res = 72,
  lineheight = 1,
  align = "left",
  hjust = 0,
  vjust = 0,
  width = NA,
  tracking = 0,
  indent = 0,
  hanging = 0,
  space_before = 0,
  space_after = 0,
  path = NULL,
  index = 0
)

```

**Arguments**

strings	A character vector of strings to shape
id	A vector grouping the strings together. If strings share an id the shaping will continue between strings
family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
size	The pointsize of the font to use for size related measures
res	The ppi of the size related measures
lineheight	A multiplier for the lineheight
align	Within text box alignment, either 'left', 'center', or 'right'
hjust, vjust	The justification of the textbox surrounding the text
width	The requested width of the string in inches. Setting this to something other than NA will turn on word wrapping.
tracking	Tracking of the glyphs (space adjustment) measured in 1/1000 em.
indent	The indent of the first line in a paragraph measured in inches.
hanging	The indent of the remaining lines in a paragraph measured in inches.
space_before, space_after	The spacing above and below a paragraph, measured in points
path, index	path an index of a font file to circumvent lookup based on family and style

**Value**

A list with two element: `shape` contains the position of each glyph, relative to the origin in the enclosing textbox. `metrics` contain metrics about the full strings.

`shape` is a data.frame with the following columns:

**glyph** The glyph as a character

**index** The index of the glyph in the font file

**metric\_id** The index of the string the glyph is part of (referencing a row in the `metrics` data.frame)

**string\_id** The index of the string the glyph came from (referencing an element in the `strings` input)

**x\_offset** The x offset in pixels from the origin of the textbox

**y\_offset** The y offset in pixels from the origin of the textbox

**x\_mid** The x offset in pixels to the middle of the glyph, measured from the origin of the glyph

`metrics` is a data.frame with the following columns:

**string** The text the string consist of

**width** The width of the string

**height** The height of the string

**left\_bearing** The distance from the left edge of the textbox and the leftmost glyph

**right\_bearing** The distance from the right edge of the textbox and the rightmost glyph

**top\_bearing** The distance from the top edge of the textbox and the topmost glyph

**bottom\_bearing** The distance from the bottom edge of the textbox and the bottommost glyph

**left\_border** The position of the leftmost edge of the textbox related to the origin

**top\_border** The position of the topmost edge of the textbox related to the origin

**pen\_x** The horizontal position of the next glyph after the string

**pen\_y** The vertical position of the next glyph after the string

**Examples**

```
string <- "This is a long string\nLook; It spans multiple lines\nand all"

# Shape with default settings
shape_string(string)

# Mix styles within the same string
string <- c(
  "This string will have\na ",
  "very large",
  " text style\nin the middle"
)

shape_string(string, id = c(1, 1, 1), size = c(12, 24, 12))
```

---

string\_metrics\_dev      *Get string metrics as measured by the current device*

---

## Description

This function is much like [string\\_widths\\_dev\(\)](#) but also returns the ascent and descent of the string making it possible to construct a tight bounding box around the string.

## Usage

```
string_metrics_dev(  
  strings,  
  family = "",  
  face = 1,  
  size = 12,  
  cex = 1,  
  unit = "cm"  
)
```

## Arguments

strings	A character vector of strings to measure
family	The font families to use. Will get recycled
face	The font faces to use. Will get recycled
size	The font size to use. Will get recycled
cex	The cex multiplier to use. Will get recycled
unit	The unit to return the width in. Either "cm", "inches", "device", or "relative"

## Value

A data.frame with width, ascent, and descent columns giving the metrics in the requested unit.

## See Also

Other device metrics: [string\\_widths\\_dev\(\)](#)

## Examples

```
# Get the metrics as measured in cm (default)  
string_metrics_dev(c('some text', 'a string with descenders'))
```

---

string_width	<i>Calculate the width of a string, ignoring new-lines</i>
--------------	--

---

### Description

This is a very simple alternative to `shape_string()` that simply calculates the width of strings without taking any newline into account. As such it is suitable to calculate the width of words or lines that has already been splitted by `\n`. Input is recycled to the length of strings.

### Usage

```
string_width(  
  strings,  
  family = "",  
  italic = FALSE,  
  bold = FALSE,  
  size = 12,  
  res = 72,  
  include_bearing = TRUE,  
  path = NULL,  
  index = 0  
)
```

### Arguments

strings	A character vector of strings
family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
size	The pointsize of the font to use for size related measures
res	The ppi of the size related mesures
include_bearing	Logical, should left and right bearing be included in the string width?
path	path an index of a font file to circumvent lookup based on family and style
index	path an index of a font file to circumvent lookup based on family and style

### Value

A numeric vector giving the width of the strings in pixels. Use the provided `res` value to convert it into absolute values.

### Examples

```
strings <- c('A short string', 'A very very looong string')  
string_width(strings)
```

---

string\_widths\_dev      *Get string widths as measured by the current device*

---

### Description

For certain composition tasks it is beneficial to get the width of a string as interpreted by the device that is going to plot it. `grid` provides this through construction of a `textGrob` and then converting the corresponding grob width to e.g. cm, but this comes with a huge overhead. `string_widths_dev()` provides direct, vectorised, access to the graphic device for as high performance as possible.

### Usage

```
string_widths_dev(  
  strings,  
  family = "",  
  face = 1,  
  size = 12,  
  cex = 1,  
  unit = "cm"  
)
```

### Arguments

strings	A character vector of strings to measure
family	The font families to use. Will get recycled
face	The font faces to use. Will get recycled
size	The font size to use. Will get recycled
cex	The cex multiplier to use. Will get recycled
unit	The unit to return the width in. Either "cm", "inches", "device", or "relative"

### Value

A numeric vector with the width of each of the strings given in `strings` in the unit given in `unit`

### See Also

Other device metrics: [string\\_metrics\\_dev\(\)](#)

### Examples

```
# Get the widths as measured in cm (default)  
string_widths_dev(c('a string', 'an even longer string'))
```



---

str_split_emoji	<i>Split a string into emoji and non-emoji glyph runs</i>
-----------------	---

---

### Description

In order to do correct text rendering, the font needed must be figured out. A common case is rendering of emojis within a string where the system emoji font is used rather than the requested font. This function will inspect the provided strings and split them up in runs that must be rendered with the emoji font, and the rest. Arguments are recycled to the length of the string vector.

### Usage

```
str_split_emoji(
  string,
  family = "",
  italic = FALSE,
  bold = FALSE,
  path = NULL,
  index = 0
)
```

### Arguments

string	A character vector of strings that should be splitted.
family	The name of the font family
italic	logicals indicating the font style
bold	logicals indicating the font style
path, index	path an index of a font file to circumvent lookup based on family and style

### Value

A data.frame containing the following columns:

**string** The substring containing a consecutive run of glyphs  
**id** The index into the original string vector that the substring is part of  
**emoji** A logical vector giving if the substring is a run of emojis or not

### Examples

```
emoji_string <- "This is a joke\u00001f642. It should be obvious from the smiley"
str_split_emoji(emoji_string)
```

---

system_fonts	<i>List all fonts installed on your system</i>
--------------	--

---

**Description**

List all fonts installed on your system

**Usage**

```
system_fonts()
```

**Value**

A data frame with a row for each font and various information in each column

**Examples**

```
# See all monospace fonts
fonts <- system_fonts()
fonts[fonts$monospace, ]
```

# Index

## \* device metrics

string\_metrics\_dev, 14

string\_widths\_dev, 16

clear\_registry (register\_font), 8

font\_fallback, 2

font\_feature, 3, 8, 10

font\_info, 5

glyph\_info, 6

match\_font, 7

match\_font(), 11

register\_font, 8

register\_font(), 9

register\_variant, 9

registry\_fonts (register\_font), 8

reset\_font\_cache, 11

shape\_string, 11

shape\_string(), 15

str\_split\_emoji, 17

string\_metrics\_dev, 14, 16

string\_width, 15

string\_widths\_dev, 14, 16

string\_widths\_dev(), 14

system\_fonts, 18

system\_fonts(), 8, 9