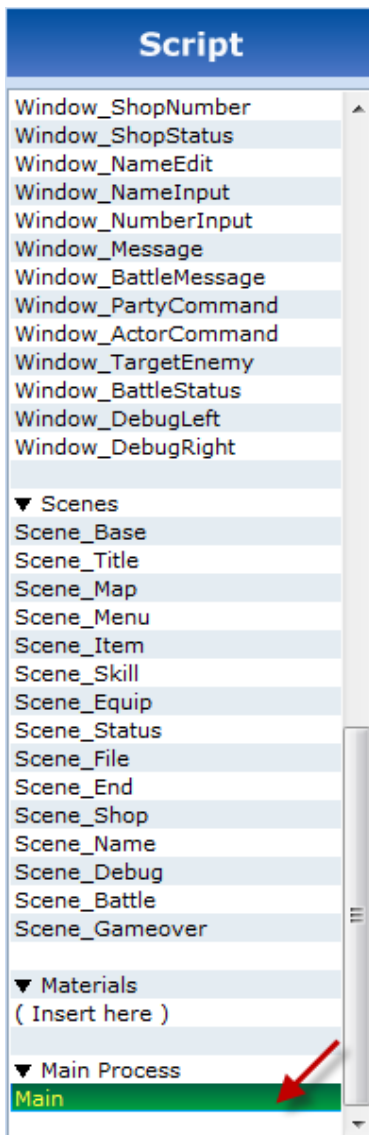


# RPG MAKER VX Tutorials | Changing Font

1. Launch RPG Maker VX
2. Press F11 to access the Script Editor
3. Once in the Script Editor, scroll down to access the Main subsection



**4. In the script window on your right, click right after line 8 which says: Graphics.freeze**

```
1 #-----
2 # ** Main
3 #-----
4 # After defining each class, actual processing begins here.
5 #-----
6
7 begin
8 Graphics.freeze
9 $scene = Scene_Title.new
10 $scene.main while $scene != nil
11 Graphics.transition(30)
12 rescue Errno::ENOENT
13 filename = $!.message.sub("No such file or directory - ", "")
14 print("Unable to find file #{filename}.")
15 end
16
```

**5. Press "Enter" to get to line 9.**

**6. Copy and paste the following command:**

```
Font.default_name = "Font_Name"
Font.default_size = Font_size
```

The script window should now look like this:

```
1 #-----
2 # ** Main
3 #-----
4 # After defining each class, actual processing begins here.
5 #-----
6
7 begin
8 Graphics.freeze
9 Font.default_name = "Font_Name"
10 Font.default_size = Font_size
11 $scene = Scene_Title.new
12 $scene.main while $scene != nil
13 Graphics.transition(30)
14 rescue Errno::ENOENT
15 filename = $!.message.sub("No such file or directory - ", "")
16 print("Unable to find file #{filename}.")
17 end
18
```

**7. Replace Font\_Name with the name of the font to be displayed in the game.\***

\*The font to be used in the game must already be installed on the computer(s) that will be playing the game.

## 8. Replace `Font_size` with the size of the font to be displayed in the game.

The script window should now look like this if you wanted to use the font "Tahoma" with a size of 20, as an example.

```
1 #-----
2 # ** Main
3 #-----
4 # After defining each class, actual processing begins here.
5 #-----
6
7 begin
8   Graphics.freeze
9   Font.default_name = "Tahoma"
10  Font.default_size = 20
11  $scene = Scene_Title.new
12  $scene.main while $scene != nil
13  Graphics.transition(30)
14 rescue Errno::ENOENT
15   filename = $!.message.sub("No such file or directory - ", "")
16   print("Unable to find file #{filename}.")
17 end
18
```

## 9. Click on "OK" at the bottom of the script window and launch the game.

The font has now been changed.

Last Updated: 2011.02.24

---

©2007 ENTERBRAIN,INC./YOJI OJIMA. ©2007, Xiph.Org Foundation. Ruby ©1993-2003 Yukihiro Matsumoto All Rights Reserved License for Scintilla and SciTE ©1998-2003 by Neil Hodgson All Rights Reserved Diversion or reproduction of the contents on the website is forbidden without the consent of Enterbrain,Inc. © 2010 CoGen Media Co., Ltd. All Rights Reserved.