

Changing Default Font

Posted by StarSportsSimon - 21 Nov 2020 05:06

For the work I do, I always have to use boring old Gill Sans MT, is it possible make that my default so I don't have to change it from Ariel each time I need to add text?

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Re: Changing Default Font

Posted by RWAV - 21 Nov 2020 05:33

- 1) As a global default Probably not??
 - 2) Make a user defined text effect, save it as a template enforcing the preferred font as the default selection
 - 3) Select the user template when adding text
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Re: Changing Default Font

Posted by StarSportsSimon - 21 Nov 2020 05:39

Thanks, I didn't mean global just in my own program, I'm not the most skilled as you've probably gathered. Thanks for the information, I'll try that.

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