

*textstyle* — Choices for the overall look of text

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## Description

*textstyle* specifies the overall look of single lines of text. *textstyle* is specified in options such as the marker-label option `mltextstyle()` (see [G-3] [marker\\_label\\_options](#)):

```
. twoway scatter ..., mlabel(...) mltextstyle(textstylelist) ...
```

In the example above, a *textstylelist* is allowed. A *textstylelist* is a sequence of *textstyles* separated by spaces. Shorthands are allowed to make specifying the list easier; see [G-4] [stylelists](#).

A *textstyle* is in fact a *textboxstyle*, but only a subset of the attributes of the `textbox` matter; see [G-4] [textboxstyle](#).

## Syntax

<i>textstyle</i>	Description
<code>heading</code>	large text suitable for headings; default used by <code>title()</code>
<code>subheading</code>	medium text suitable for subheadings; default used by <code>subtitle()</code>
<code>body</code>	medium-sized text; default used by <code>caption()</code>
<code>small_body</code>	small text; default used by <code>note()</code>
<code>axis_title</code>	default for axis titles
<code>label</code>	text suitable for labeling
<code>key_label</code>	default used to label keys in legends
<code>small_label</code>	default used to label points
<code>tick_label</code>	default used to label major ticks
<code>minor_ticklabel</code>	default used to label minor ticks

Other *textstyles* may be available; type

```
. graph query textboxstyle (sic)
```

to obtain the complete list of all *textstyles* installed on your computer. The *textstyle* list is the same as the *textboxstyle* list.

## Remarks and examples

Remarks are presented under the following headings:

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[What is a textstyle?](#)

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## What is text?

Text is one line of text.

## What is a *textstyle*?

How text appears is defined by these attributes:

1. Whether the text is vertical or horizontal; see [G-4] *orientationstyle*
2. The size of the text; see [G-4] *textsizestyle*
3. The color of the text; see [G-4] *colorstyle*
4. Whether the text is left-justified, centered, or right-justified; see [G-4] *justificationstyle*
5. How the text aligns with the baseline; see [G-4] *alignmentstyle*

## You do not need to specify a *textstyle*

The *textstyle* is specified in options such as

```
mltextstyle(textstyle)
```

Correspondingly, you will find other options are available for setting each attribute above; see [G-3] *marker\_Label\_options*.

You specify the *textstyle* when a style exists that is exactly what you desire or when another style would allow you to specify fewer changes to obtain what you want.

## Relationship between *textstyles* and *textboxstyles*

*textstyles* are in fact a subset of the attributes of *textboxstyles*; see [G-4] *textboxstyle*. A *textbox* allows multiple lines, has an optional border around it, has a background color, and more. By comparison, text is just a line of text, and *textstyle* is the overall style of that single line.

Most textual graphical elements are *textboxes*, but there are a few simple graphical elements that are merely text, such as the marker labels mentioned above. The `mltextstyle(textstyle)` option really should be documented as `mltextstyle(textboxstyle)` because it is in fact a *textboxstyle* that `mltextstyle()` accepts. When `mltextstyle()` processes the *textboxstyle*, however, it looks only at the five attributes listed above and ignores the other attributes *textboxstyle* defines.

## Also see

[G-3] *marker\_Label\_options* — Options for specifying marker labels

[G-4] *text* — Text in graphs

[G-4] *textboxstyle* — Choices for the overall look of text including border