

Adding custom fonts

Step 1: Get the font

First thing first, get the font you want to use and install it on your computer (right-click on it and hit Install). Make sure it is in OTF or TTF format, otherwise convert it to one of those file types.

Step 2: Get BMFont

For a font to work in game, the font first needs to be converted into an atlas. To do this, we need to use the tool [BMFont](#). It is advised to use the 64bit beta version since it has proven to have better OTF compatibility.

BMFont supports both OTF and TTF file types.

Step 3: Font Settings

- Go to Options > Font Settings
- Font: Select your font from the list
- Add font file: Select the OTF or TTF file
- Size: Advised to use 96/72/56 to cover the majority of needed sizes while keeping the font sharp
- Bold/Italic: Select these if your font is a bold/italic
- Font Smoothing: OFF
- Super Sampling: ON
- Level: 4

Step 4: Export Options

- Go to Options > Export Options
- Padding: Advised to use 1 pixel padding in every direction
- Width/Height: advised to use 512/512 or 1024/1024 to make sure the font is rendered in few textures. Big fonts require more space.
- Bit depth: 8
- Font Descriptor: XML
- Textures: dds - DirectDraw Surface
- Compression: none

Step 5: Generate font atlas

- From the right panel, select all the glyph groups you want to export
- Go to Options > Save bitmap font as...

This process will generate a .fnt file as well as dds atlases. You can now reference the font by name via script to use the font.

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