

Adding custom fonts

Transforming the font into an atlas

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

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

https://wiki.frictionalgames.com/hpl3/tutorials/adding_fonts?rev=1574785203

Last update: **2019/11/26 16:20**

