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Subject: Re: Quick Question

Posted by [trooprm02](#) on Fri, 30 Dec 2005 17:05:17 GMT

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trooprm02 wrote on Sun, 25 December 2005 10:22matty3k10 wrote on Fri, 23 December 2005 01:42If your trying to edit the text then all you have to do is open up stylemgr.ini in your renegade data folder and make it look like this:

Quote::

; STYLEMGR.INI

;

; This .INI file defines the fonts used by the WWUI library

;

[Font File List]

File01=54251\_\_\_\_.TTF

File02=ARI\_\_\_\_.TTF

;

; Font names follow this format:

;

; <family\_name>, <point\_size>, <is\_bold>

;

; is\_bold is 0 for false and 1 for true

;

[Font Names]

FONT\_TITLE=Regatta Condensed LET, 52, 0

FONT\_LG\_CONTROLS=Arial MT, 12, 1

FONT\_CONTROLS=Arial MT, 8, 1

FONT\_LISTS=Arial MT, 8, 0

FONT\_TOOLTIPS=Arial MT, 8, 0

FONT\_MENU=Regatta Condensed LET, 32, 0

FONT\_SM\_MENU=Regatta Condensed LET, 20, 0

FONT\_HEADER=Arial MT, 9, 1

FONT\_BIG\_HEADER=Arial MT, 12, 1

FONT\_CREDITS=Arial MT, 10, 0

FONT\_CREDITS\_BOLD=Arial MT, 10, 1

FONT\_INGAME\_TXT=Arial MT, 8, 0

FONT\_INGAME\_BIG\_TXT=Arial MT, 16, 0

FONT\_INGAME\_SUBTITLE\_TXT=Arial MT, 14, 0

FONT\_INGAME\_HEADER\_TXT=Arial MT, 9, 1

```
;
; Audio entries follow this format:
;
; <wav_filename>, <volume>
;
; volume is a non-normalized percent from 0 to 100
;
```

```
[Audio]
AUDIO_CLICK=interface_mouseclick.wav, 60
AUDIO_MOUSEOVER=interface_rollover.wav, 70
AUDIO_BACK=interface_escape.wav, 80
AUDIO_POPUP=interface_alert1.wav, 80
```

That should make it look like original text, I think.

My stylemgr.ini already looks like that, is there anyway to directly change/edit the text?

Help

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