
Subject: Re: Quick Question

Posted by [trooprm02](#) on Thu, 05 Jan 2006 21:10:59 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
