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Subject: CP1 Fonts

Posted by [ghostSWT](#) on Tue, 30 Nov 2004 13:01:10 GMT

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WTF hapend to my ingame font? it looks like crap now.

EDIT: how could you pick such an ugly font as "Lucida" if you hate your new font open stylemgr.ini and replace Quote:FONT\_INGAME\_TXT=Lucida Console, 8, 0

FONT\_INGAME\_BIG\_TXT=Lucida Console, 16, 0

FONT\_INGAME\_SUBTITLE\_TXT=Lucida Console, 14, 0

FONT\_INGAME\_HEADER\_TXT=Lucida Console, 9, 1

with thisQuote: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

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Subject: CP1 Fonts

Posted by [exnyte](#) on Tue, 30 Nov 2004 16:40:40 GMT

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CP1 changed my ingame font to the same font that is used on CP1's load screen.

What was the original font and how do I get it back?

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Subject: CP1 Fonts

Posted by [Scythar](#) on Tue, 30 Nov 2004 16:50:02 GMT

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The font in the load screen is the same as the in-game font. Because the original font was mis-aligned with the new loadscreen, they use this new one instead (which I personally like). It's a lot easier solution than designing the loadscreen again. You can change your fonts by editing the stylemgr file, but note that then the loading screen most likely looks bad again.

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Subject: CP1 Fonts

Posted by [Naamloos](#) on Tue, 30 Nov 2004 16:54:09 GMT

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What was the name of the original font?

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Subject: CP1 Fonts

Posted by [visorneon](#) on Tue, 30 Nov 2004 17:03:51 GMT

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my new CP1 loadscreen dissapeared i have the normal one now

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Subject: CP1 Fonts

Posted by [Naamloos](#) on Tue, 30 Nov 2004 17:06:31 GMT

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I would be happy

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Subject: CP1 Fonts

Posted by [exnyte](#) on Tue, 30 Nov 2004 17:24:47 GMT

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ScytharThe font in the load screen is the same as the in-game font. Because the original font was mis-aligned with the new loadscreen, they use this new one instead (which I personally like). It's a lot easier solution than designing the loadscreen again. You can change your fonts by editing the stylemgr file, but note that then the loading screen most likely looks bad again.

I personally don't mind if the loadscreen looks bad, as there is no information on there that I would need anymore. It's also not there for anymore than 5 seconds at a time.

I personally don't like the new font, and would like to replace it with the original one.

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Subject: CP1 Fonts

Posted by [oxi](#) on Tue, 30 Nov 2004 17:48:33 GMT

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ye i am not to happy about this font either i find it ugly anyway i have changed it back:

<http://www.fanmaps.net/oxi/font.zip>

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Subject: CP1 Fonts

Posted by [t1000n1](#) on Tue, 30 Nov 2004 18:29:18 GMT

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I don't know. Maybe i'm the only one that likes the new font, but i find it easier to read the names and stuff.

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Subject: CP1 Fonts

Posted by [snipesimo](#) on Tue, 30 Nov 2004 20:03:07 GMT

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The font was changed so that CP1 wouldn't be delayed. I designed the new load screens, and I have been using the modification for some time and I forgot about it. If the demand is high, I will re-design the load screen for the original font, but for the sake of getting CP1 out, the font I use was included.

You can't change the load screen font without changing the in-game font, so that's the reason it had to be done. Also, I use the font because it makes it easier to distinguish characters that the original font made it impossible to differentiate. I.E. LI11

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Subject: CP1 Fonts  
Posted by [exnyte](#) on Tue, 30 Nov 2004 21:03:31 GMT  
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I understand why it had to be done, I just personally didn't like it.

Thanks for the help in returning it!

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Subject: CP1 Fonts  
Posted by [ghostSWT](#) on Tue, 30 Nov 2004 22:47:12 GMT  
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Maybe you can just edit the 4 load screens and just paint next in to them and save the text in the picture. Instead of getting the text from a file and then displaying text over the picture. I can't explain this well but I hope you get it.

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Subject: CP1 Fonts  
Posted by [Blazer](#) on Tue, 30 Nov 2004 22:49:29 GMT  
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The text is automatically overlaid on the loadscreen by the game. I suppose what you are saying could work, if we just deleted the text outright, so there would be no extra text overlaid, and the text would instead be part of the image.

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Subject: CP1 Fonts  
Posted by [snipesimo](#) on Wed, 01 Dec 2004 00:49:08 GMT  
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Very difficult to do, I have no intent of doing it that way. If the demand is there for it to be re-done, I will, if not, the ones who don't like it can deal with it.

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Subject: CP1 Fonts

Posted by [Titan1x77](#) on Wed, 01 Dec 2004 00:51:37 GMT

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is there a list of EXACTLY which files are being updated in my Renegade directory??

Kind of sucks not knowing whats being overwritten on my CPU

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Subject: CP1 Fonts

Posted by [ghostSWT](#) on Wed, 01 Dec 2004 10:41:56 GMT

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snipesimoVerry difficult to do, I have no intent of doing it that way. If the demand is there for it to be re-done, I will, if not, the ones who don't like it can deal with it. If you are taking about my idea it actualy not that hard to do. Took me 15 mins to take out all the load screen text. And I would of been done sooner but I messed up in 4 places and it took like 5 mins to find where I put an extra spaces.

PS were can i get the BETA CORE PATCH 1 loadscreen's backround image?

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Subject: CP1 Fonts

Posted by [laeubi](#) on Wed, 01 Dec 2004 18:08:50 GMT

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German, englisch or frensch Version?

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Subject: CP1 Fonts

Posted by [snipesimo](#) on Wed, 01 Dec 2004 20:04:13 GMT

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ghostSWTsnipesimoVerry difficult to do, I have no intent of doing it that way. If the demand is there for it to be re-done, I will, if not, the ones who don't like it can deal with it. If you are taking about my idea it actualy not that hard to do. Took me 15 mins to take out all the load screen text. And I would of been done sooner but I messed up in 4 places and it took like 5 mins to find where I put an extra spaces.

PS were can i get the BETA CORE PATCH 1 loadscreen's backround image?

Its hard to do because I have no Photoshop experience what-so-ever so it would take me a while to figure out how to write text on the files intself, which would be difficult itself seeing as the files are split into 4 parts.

Also, why would you want that ugly old thing?

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Subject: CP1 Fonts

Posted by [t1000n1](#) on Wed, 01 Dec 2004 21:17:05 GMT

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OMG! Who cares about a load screen ffs!! It's ingame that counts and this new text is easier to read the cheaters name when they use names like oo01{[(}{)iLkildsj GET IT!! It's easier and simpler to kick em! If you guys are gonna change it for whe whiners, please include an option for those smart enough to keep it! Thank you.

---

Subject: CP1 Fonts

Posted by [t1000n1](#) on Wed, 01 Dec 2004 21:35:46 GMT

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t1000n1OMG! Who cares about a load screen ffs!! It's ingame that counts and this new text is easier to read the cheaters name when they use names like oo01{[(}{)iLkildsj GET IT!! It's easier and simpler to kick em! If you guys are gonna change it for whe whiners, please include an option for those smart enough to keep it! Thank you.

\*the whiners

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Subject: CP1 Fonts

Posted by [laeubi](#) on Wed, 01 Dec 2004 21:39:11 GMT

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snipesimoAlso, why would you want that ugly old thing?Call work 'ugly' for that others has spend some hours (me), just because 'you personally don't like it' is not very nice right?

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Subject: CP1 Fonts

Posted by [oxi](#) on Wed, 01 Dec 2004 22:08:10 GMT

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LaeubisnipesimoAlso, why would you want that ugly old thing?Call work 'ugly' for that others has spend some hours (me), just because 'you personally don't like it' is not very nice right?

nothing personal i just didn't like it and had the knowledge to change it back so i did, i didn't mean to disrespect you or anything.

---

Subject: CP1 Fonts

Posted by [snipesimo](#) on Wed, 01 Dec 2004 22:51:42 GMT

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I am not the only one, they didn't revert back to the default load screen 30 seconds after they

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released yours for no reason. :rolleyes:

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Subject: CP1 Fonts

Posted by [YSLMuffins](#) on Sun, 05 Dec 2004 18:08:52 GMT

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I reverted back to the old font and it looks perfectly aligned to me, but it's probably because I'm using 1024x768.

The only thing I can't read is the message in the upper-right corner--it mentions something about a bonus, but I can't read it because it continues off the screen. Why is that?

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Subject: CP1 Fonts

Posted by [glyde51](#) on Sun, 05 Dec 2004 18:11:17 GMT

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delete your strings tables

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Subject: CP1 Fonts

Posted by [Nightma12](#) on Sun, 05 Dec 2004 20:27:47 GMT

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LaeubiGerman, english or frensch Version?

english, i would like to see this

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Subject: CP1 Fonts

Posted by [laeubi](#) on Sun, 05 Dec 2004 21:11:30 GMT

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Just click on the image to DL, place it into your Data dir

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Subject: CP1 Fonts

Posted by [glyde51](#) on Sun, 05 Dec 2004 21:13:07 GMT

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What about us Canadians eh?

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Subject: CP1 Fonts

Posted by [laeubi](#) on Sun, 05 Dec 2004 21:18:26 GMT

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glyde51What about us Canadians eh?

If you want I can make you a canadian Version, jsut contact me via PM or something like that  
The flags just represent the Language American/Britisch Englisch thats mostly the differencing in  
my dictionary it says (amerikan) or (britisch) but never (canadian)

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Subject: CP1 Fonts

Posted by [Bombario](#) on Tue, 01 Feb 2005 03:32:07 GMT

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The original question was never answered.

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Subject: CP1 Fonts

Posted by [csskiller](#) on Tue, 01 Feb 2005 03:40:26 GMT

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ghostSWTWTF hapend to my ingame font? it looks like crap now.

EDIT: how could you pick such an ugly font as "Lucida" if you hate your new font open  
stylemgr.ini and replace Quote:FONT\_INGAME\_TXT=Lucida Console, 8, 0

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FONT\_INGAME\_SUBTITLE\_TXT=Lucida Console, 14, 0

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with thisQuote: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

Like this omg!!1!!1!

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Subject: Re: CP1 Fonts

Posted by [Halo38](#) on Sun, 28 Aug 2005 19:14:31 GMT

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Changing the entire font system just to get the text to fit in boxes was a really really poorly though  
out decision, please start putting your time in to some worth while projects for ren and not causing  
more inconvenience for us.

---

Subject: Re: CP1 Fonts

Posted by [Scorpio9a](#) on Tue, 30 Aug 2005 12:30:27 GMT

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Halo38 wrote on Sun, 28 August 2005 15:14 Changing the entire font system just to get the text to fit in boxes was a really really poorly thought out decision, please start putting your time in to some worth while projects for ren and not causing more inconvenience for us.

Are you volunteering to help out with CP2? Seems you know the problem and the solution.

Even thru I agree that the font shouldn't have been changed.

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Subject: Re: CP1 Fonts

Posted by [DarkSkul](#) on Sat, 10 Sep 2005 10:30:54 GMT

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lol if you wanna know how to chnage it back to the original then all you have to do is replace stylemgr.ini with the original from the installation.

here ill put it as a attachment. just put in in you renegade\data dir.

\*EDIT\* Didnt read the 1st post properly and as i cna see he was telling you how to change it not how to do it lol

#### File Attachments

1) [stylemgr.ini](#), downloaded 274 times

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Subject: Re: CP1 Fonts

Posted by [Lunawolfy](#) on Sat, 10 Sep 2005 19:35:31 GMT

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WOULD IT WORK WITH COMIC SANS????

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Subject: Re: CP1 Fonts

Posted by [DarkSkul](#) on Sat, 10 Sep 2005 19:57:02 GMT

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Yeh im guessing so. you jsut have to change the whats in the ini.

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