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

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?

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 stylemar file, but note that then the loading screen most likely looks bad again.

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?

Subject: CP1 Fonts

Posted by visorneon on Tue, 30 Nov 2004 17:03:51 GMT

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Posted by Naamloos on Tue, 30 Nov 2004 17:06:31 GMT

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I would be happy

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.

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

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.

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 thats the reason it had to be done. Also, I use the font because it makes it easeir to distinguish characters that the original font made it impossible to differentiate. I.E. LI1I

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!

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 screans and just paint next in to them and save the text in the picture. Instead of geting the text from a file and then dispaying text over the picture. I can't explain this well but i hope you get it.

Subject: CP1 Fonts

Posted by Blazer on Tue, 30 Nov 2004 22:49:29 GMT

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The text is automatically overlayed 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.

Subject: CP1 Fonts

Posted by snipesimo on Wed, 01 Dec 2004 00:49:08 GMT

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Verry 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.

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

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?

Subject: CP1 Fonts

Posted by laeubi on Wed, 01 Dec 2004 18:08:50 GMT

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German, englisch or frensch Version?

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?

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

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?

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

released yours for no reason. :rolleyes:

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?

Subject: CP1 Fonts

Posted by glyde51 on Sun, 05 Dec 2004 18:11:17 GMT

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delete your strings tables

Subject: CP1 Fonts

Posted by Nightma12 on Sun, 05 Dec 2004 20:27:47 GMT

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LaeubiGerman, englisch or frensch Version?

english, i would like to see this

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

Subject: CP1 Fonts

Posted by glyde51 on Sun, 05 Dec 2004 21:13:07 GMT

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What about us Canadians eh?

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 dictonary it says (amerikan) or (britisch) but never (canadian)

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.

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_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!

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 inconvinience for us.

Subject: Re: CP1 Fonts

Posted by Scorpio9a on Tue, 30 Aug 2005 12:30:27 GMT

Halo38 wrote on Sun, 28 August 2005 15:14Changing 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 inconvinience 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.

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 216 times

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????

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.