
Subject: Renegade Ingame Text
Posted by [Knight](#) on Sun, 30 Aug 2009 00:40:14 GMT
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How do I change the ingame txt size/color/font? And other stuff that has to do with the Ingame Text.

Subject: Re: Renegade Ingame Text
Posted by [cmatt42](#) on Sun, 30 Aug 2009 01:19:21 GMT
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data/stylemgr.ini

Subject: Re: Renegade Ingame Text
Posted by [Knight](#) on Sun, 30 Aug 2009 02:23:58 GMT
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Now I need help with editing it. I don't understand it that much, anyone able to make it easier to edit? Maybe edit it for me then upload it so I understand it? Like make it real easy to understand. EDIT FOR DUMMIES. LOL

Subject: Re: Renegade Ingame Text
Posted by [CarrierII](#) on Sun, 30 Aug 2009 12:28:14 GMT
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Dude, the file explains itself!
STYLEMGR.INI
;
; 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

Just change the underlined numbers to change the font size. Changing the font simply requires changing the font name, and reading the comments could have told you this. :-s

Subject: Re: Renegade Ingame Text

Posted by [Knight](#) on Sun, 30 Aug 2009 17:35:33 GMT

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And what is the one that changes the ingame chat?

Subject: Re: Renegade Ingame Text
Posted by [Carrierll](#) on Sun, 30 Aug 2009 18:09:00 GMT
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FONT_INGAME_TEXT sounds like a likely candidate to me. Try it out, you can always reset the settings.

Subject: Re: Renegade Ingame Text
Posted by [Knight](#) on Mon, 31 Aug 2009 14:45:35 GMT
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so like this??

```
FONT_INGAME_TXT=Alien-Encounters-Regular, 8, 0
FONT_INGAME_BIG_TXT=Alien-Encounters-Regular, 16, 0
FONT_INGAME_SUBTITLE_TXT=Alien-Encounters-Regular, 14, 0
FONT_INGAME_HEADER_TXT=Alien-Encounters-Regular, 9, 1
```

or

```
FONT_INGAME_TXT=Alien-Encounters-Regular.ttf, 8, 0
FONT_INGAME_BIG_TXT=Alien-Encounters-Regular.ttf, 16, 0
FONT_INGAME_SUBTITLE_TXT=Alien-Encounters-Regular.ttf, 14, 0
FONT_INGAME_HEADER_TXT=Alien-Encounters-Regular.ttf, 9, 1
```

I installed the Font arleady.

Subject: Re: Renegade Ingame Text
Posted by [ErroR](#) on Mon, 31 Aug 2009 15:16:22 GMT
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All you need to know is here

Subject: Re: Renegade Ingame Text
Posted by [cmatt42](#) on Mon, 31 Aug 2009 17:32:53 GMT
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Leave the .ttf out.
