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Subject: Re: About the fonts of CP1

Posted by [Ma1kel](#) on Sun, 07 Aug 2005 14:28:15 GMT

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Open stylemrg which can be found in your data folder, delete everything in it and copy and paste this in the stylgmr:

```
;
;
; 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
```

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