
Subject: Re: Changing Chat Fonts?

Posted by [Genesis2001](#) on Mon, 01 Dec 2008 03:29:22 GMT

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I did this to scud storm to change the fugly font that came packed >.>

Anyway, the file's listed in the quote below:

Quote::

; STYLEMGR.INI

;

; This .INI file defines the fonts used by the WWUI library

;

[Font File List]

File01=54251____.TTF

File02=ARI____.TTF

File03=Papyrus.TTF

File04=Orange LET.TTF

File05=Mistral.TTF

File06=HardWay.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=Arial LET, 23, 0

FONT_LG_CONTROLS=Arial, 12, 1

FONT_CONTROLS=Arial, 8, 1

FONT_LISTS=Arial MT, 8, 0

FONT_TOOLTIPS=Arial MT, 8, 0

FONT_MENU=Arial LET, 18, 0

FONT_SM_MENU=Arial LET, 18, 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

:: CHAT FONTS

FONT_INGAME_TXT=Arial, 8, 0

FONT_INGAME_BIG_TXT=Arial LET, 16, 0
FONT_INGAME_SUBTITLE_TXT=Arial LET, 14, 0
FONT_INGAME_HEADER_TXT=Arial LET, 9, 1

;
;
; Audio entries follow this format:
;
; <wav_filename>, <volume>
;
;
; volume is a non-normalized percent from 0 to 100
;
;

[Audio]
AUDIO_CLICK=m_click.wav, 60
AUDIO_MOUSEOVER=m_rollover.wav, 70
AUDIO_BACK=m_back.wav, 80
AUDIO_POPUP=m_popup.wav, 80
