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