
Subject: About the fonts of CP1
Posted by [PatchTr11](#) on Sun, 07 Aug 2005 10:55:42 GMT
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Hi,
-I don't want to use the fonts come with CP1. How can I do this?
-Is there any way to uninstall CP1?
-RG disconnects in the middle of the game, what can I do to fix this?

Thx.

Subject: Re: About the fonts of CP1
Posted by [Dave Mason](#) on Sun, 07 Aug 2005 12:58:54 GMT
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Subject: Re: About the fonts of CP1
Posted by [Lijitsu](#) on Sun, 07 Aug 2005 13:06:15 GMT
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DJM wrote on Sun, 07 August 2005 08:58 Search

<http://www.renegadeforums.com/index.php/s/19461/>

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
```

Subject: Re: About the fonts of CP1
Posted by [PatchTr11](#) on Mon, 05 Sep 2005 20:30:41 GMT
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Thx.
