Subject: TGA fonts
Posted by Raptor RSF on Sat, 23 Jan 2010 23:32:34 GMT
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Hi everyone,

I just created a font for my HUD, but it doesn't work for a unknown reason.

The weirdest thing is that the standard renegade font8x8.tga doesn't work either.

If anyone know the problem, please help.

File Attachments
1) font8x8radiobm.tga, downloaded 200 times

Subject: Re: TGA fonts
Posted by Gen_Blacky on Sun, 24 Jan 2010 05:38:17 GMT
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try this

File Attachments
1) font8x8radiobm.dds, downloaded 150 times

Subject: Re: TGA fonts
Posted by Raptor RSF on Sun, 24 Jan 2010 11:13:20 GMT
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Gen_Blacky wrote on Sat, 23 January 2010 23:38try this

That did not work   The font still wont show up in game.

And a question: Does renegade look at the name of the file, to decide the size of the font? Maybe it just wont get it.

Subject: Re: TGA fonts
Posted by Raptor RSF on Sun, 24 Jan 2010 11:51:42 GMT
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well, it seems that font8x8 is doomed and just won't work.

But the other formats do, so I will try to make the font in another format (without making it bigger)

Subject: Re: TGA fonts
Posted by Raptor RSF on Sun, 24 Jan 2010 12:21:03 GMT
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I used 12x16.tga and it worked.