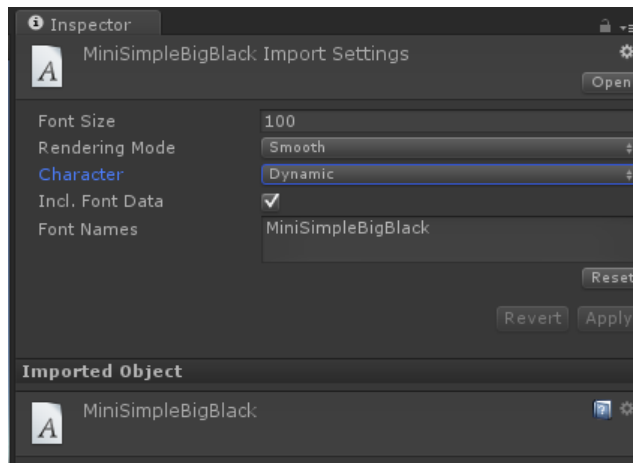


Unity Font

Unity Manula -> Graphics -> Graphics Reference -> Mesh Components -> Text Mesh -> Font



Dynamic fonts

When “Character” set to Dynamic, the “Font Size” is invalid.

When you set the Characters drop-down in the Import Settings to Dynamic, Unity will not pre-generate a texture with all font characters. Instead, it will use the FreeType font rendering engine to create the texture on the fly.

This has the advantage that it can save in download size and texture memory.

when you need to support asian languages or large font sizes.

Custom fonts

The **Ascii Start Offset** field is a decimal that defines the Ascii index you would like to begin your **Character Rects** index from.

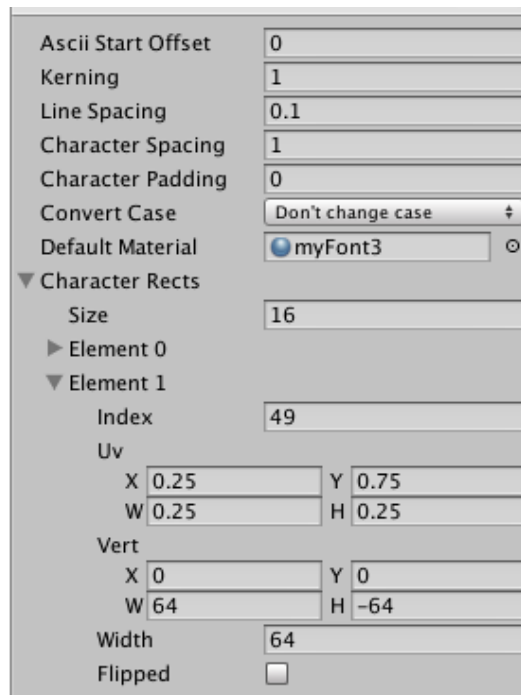
if the Ascii Start Offset is set to 65 then the letter A will be at index 0.

Kerning can be set to define how close each character will be to the next character on the same line

UV x and y is font sheet Bottom-Left position, the W positive direction is Right, the H positive direction is Up.

Vert size is based on the pixel size of the characters, Vert Y must be negative.

Width will be the width of your character in pixels.



Generate Custom Font

>>use BMFont or ShoeBox generate .fnt(set export type to xml) and .png font file.
 >>copy .fnt and .png to Unity project Assets directory
 >>copy "Assets\Text_Ext\Editor \BitmapFontImporter.cs" to your project
 >>Right click on the exported .fnt file (make sure it's in the same directory as the font atlas)
 then click on "Generate Bitmap Font". This will create the .fontsettings file (Unity font) and
 a material for it.

Generate .fnt file

● use BMFont

use BMFont generate .fnt and .png(all font sheet picture in it) file.

BMFont -> Options -> Font Settings:

Choice a font to corresponding character

Font Settings



Font graphics

Font: Arial

Add font file:

Charset: ☒ Unicode

☐ OEM ANSI

Size (px): 32 ☐ Match char height

Height %: 100 ☐ Bold ☐ Italic

☐ Output invalid char glyph

☐ Do not include kerning pairs

Rasterization

☐ Render from TrueType outline

☒ TrueType hinting

☒ Font smoothing ☒ ClearType

☐ Super sampling level 2

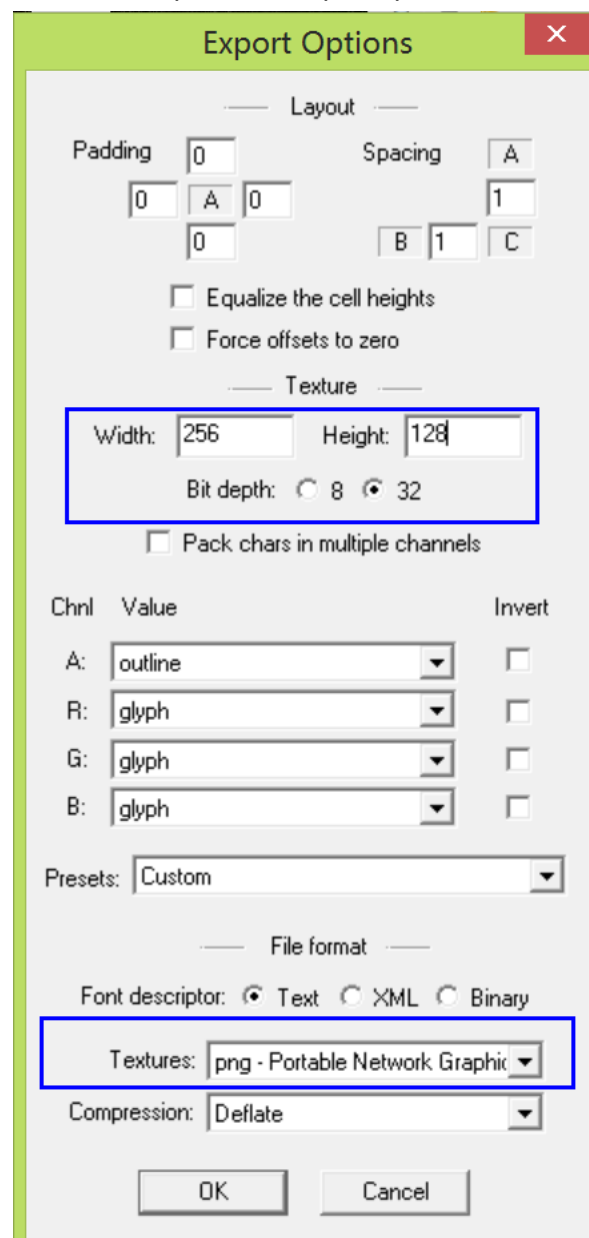
Effects

Outline thickness: 0

OK

Cancel

BMFont -> Options -> Export options:



The image shows the 'Export Options' dialog box in BMFont. It has a green title bar with a close button. The dialog is organized into sections: 'Layout', 'Texture', and 'File format'. The 'Layout' section includes 'Padding' (0, A, 0) and 'Spacing' (A, 1, C) with checkboxes for 'Equalize the cell heights' and 'Force offsets to zero'. The 'Texture' section has 'Width: 256', 'Height: 128', 'Bit depth' (8, 32), and a checkbox for 'Pack chars in multiple channels'. The 'File format' section has 'Font descriptor' (Text, XML, Binary) and 'Textures' (png - Portable Network Graphic). There is also a 'Presets' dropdown set to 'Custom' and a table for channel settings (A: outline, R: glyph, G: glyph, B: glyph). At the bottom are 'OK' and 'Cancel' buttons. Two blue rectangles highlight the 'Texture' section and the 'Textures' dropdown.

Export Options

Layout

Padding: 0 A 0 Spacing: A 1 C

☐ Equalize the cell heights

☐ Force offsets to zero

Texture

Width: 256 Height: 128

Bit depth: ☐ 8 ☒ 32

☐ Pack chars in multiple channels

Chnl	Value	Invert
A:	outline	<input type="checkbox"/>
R:	glyph	<input type="checkbox"/>
G:	glyph	<input type="checkbox"/>
B:	glyph	<input type="checkbox"/>

Presets: Custom

File format

Font descriptor: ☒ Text ☐ XML ☐ Binary

Textures: png - Portable Network Graphic

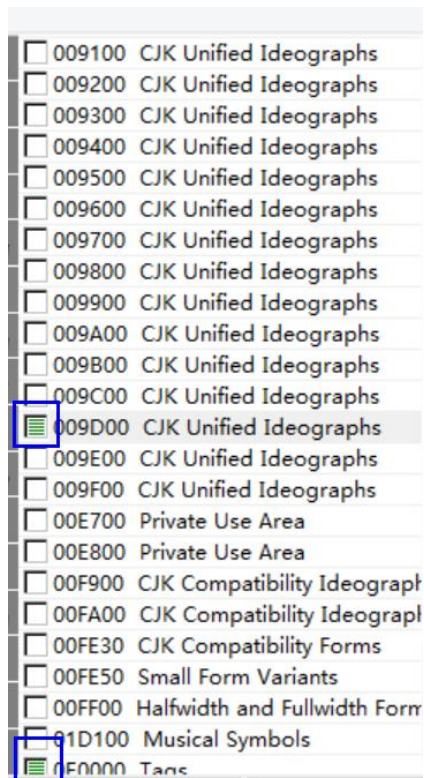
Compression: Deflate

OK Cancel

Clear all select char:

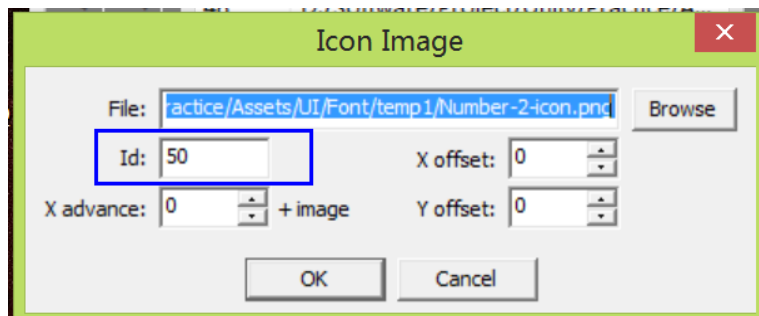
BMFont -> Edit -> Clear all chars in font

To remove all this flags.



BMFont -> Edit -> Open Image Manager -> Image Manager -> Image(menu)

-> Import image ->



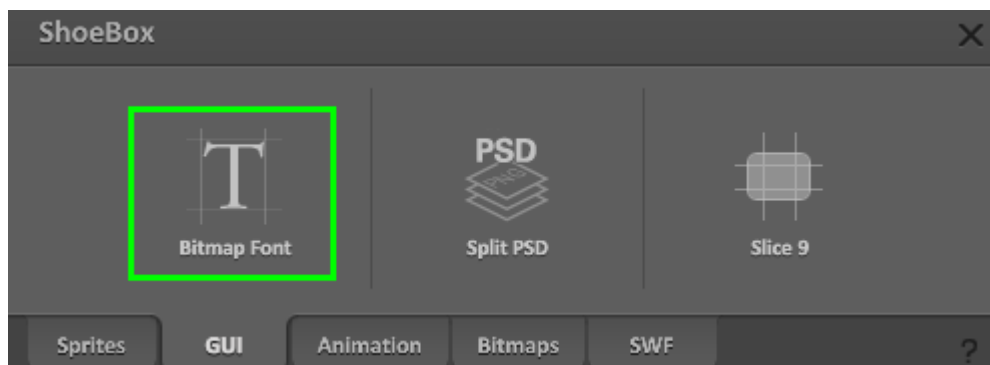
Id: write ASCII code.

BMFont -> Options -> Visualize:



BMFont -> Options -> Save bitmap font as...

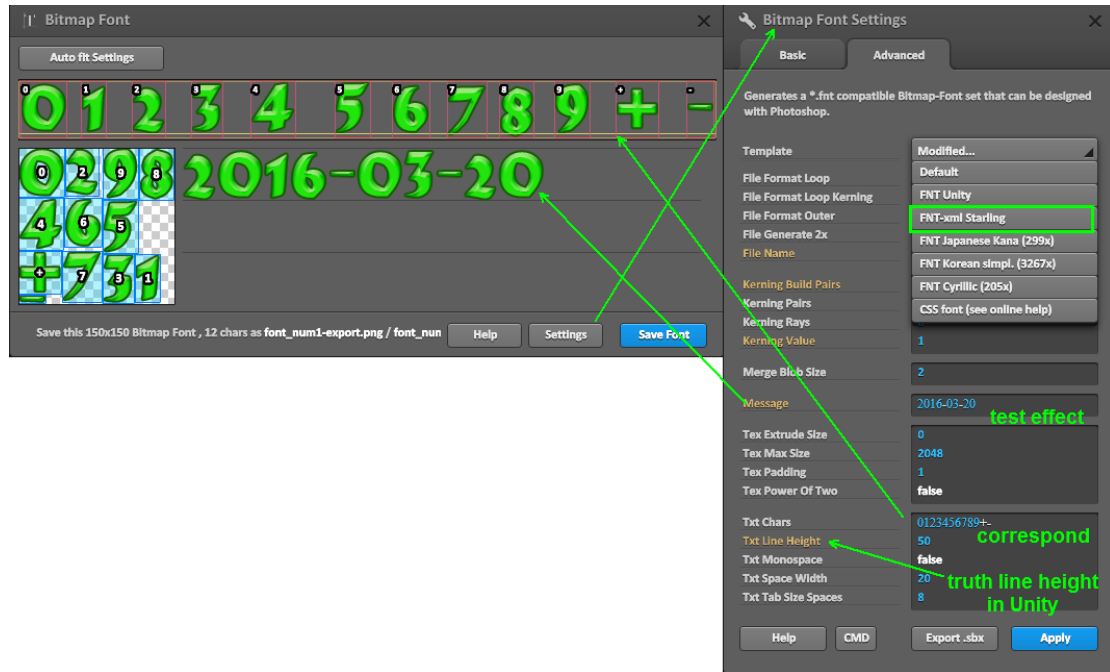
- use ShoeBox



drag font.png to this place

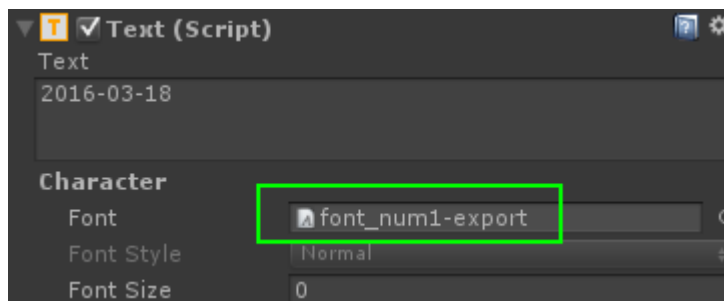
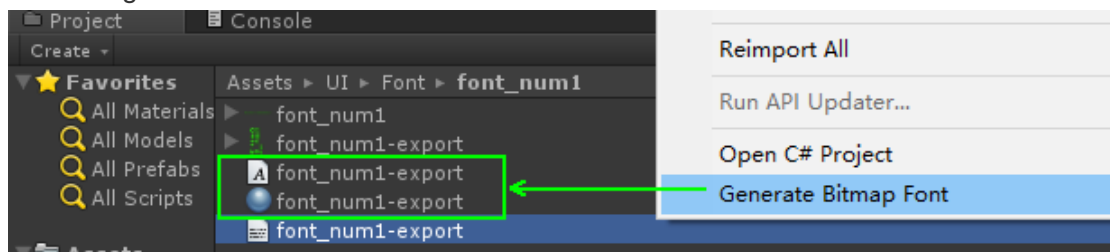


ShoeBox recognize the font character picture with some interval



click "Save Font" to generate font atlas and fnt.xml

copy fnt.xml and font atlas png to Unity Assets directory
in Unity Editor "Project" window, mouse right click at font xml file, to generate Custom Font
fontsettings and material file.



select the custom font (in Unity 4.6, the text material need to set font material)