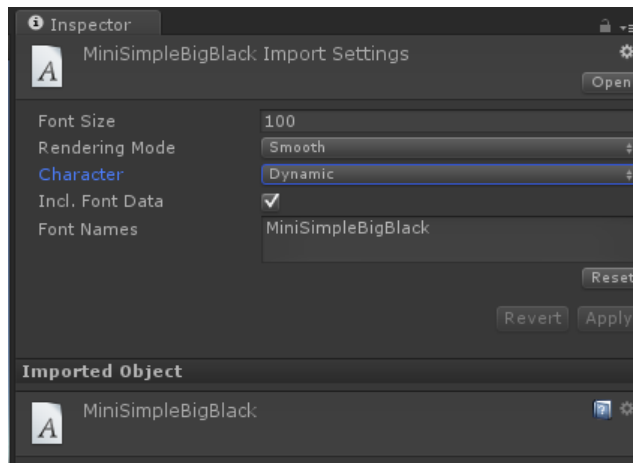## Unity Font

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.
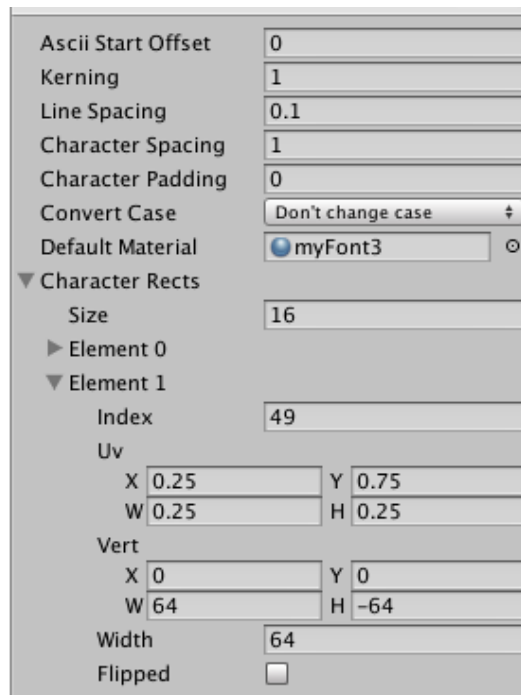
Generate Custom Font

>>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
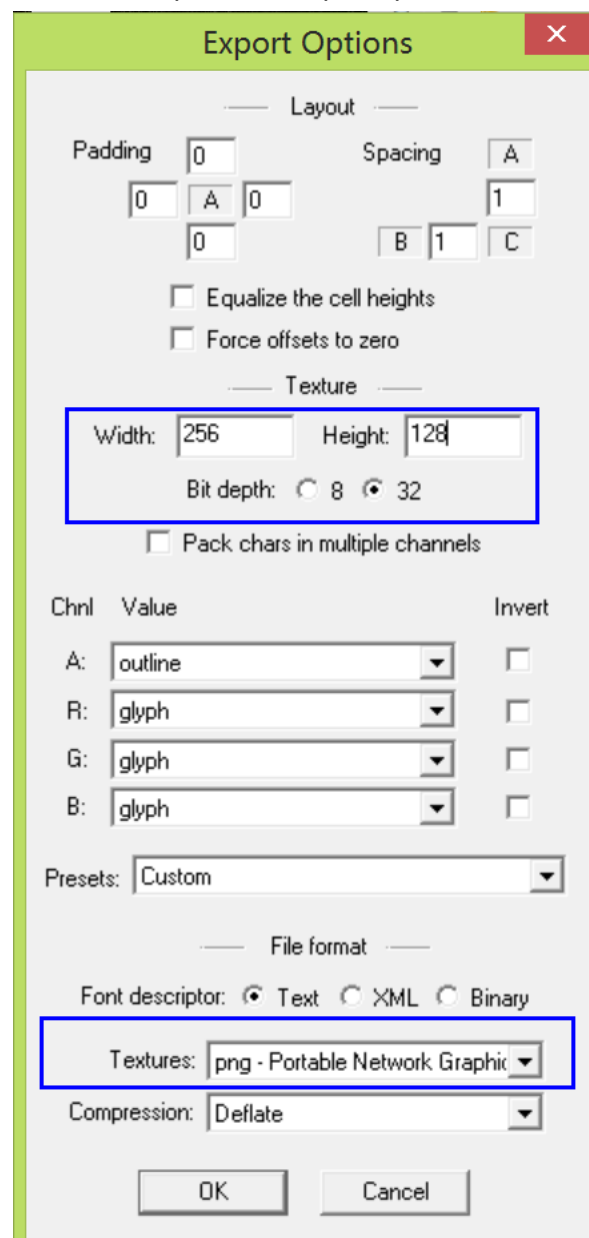
☑ TrueType hinting

☑ Font smoothing   ☑ ClearType

☐ Super sampling   level [2 ↕]

── Effects ──

Outline thickness: [0] ↕

[OK   ]   [Cancel]

BMFont -> Options -> Export options:
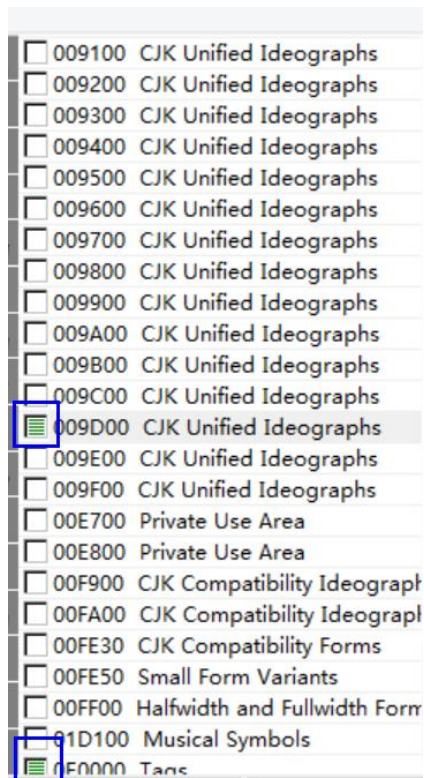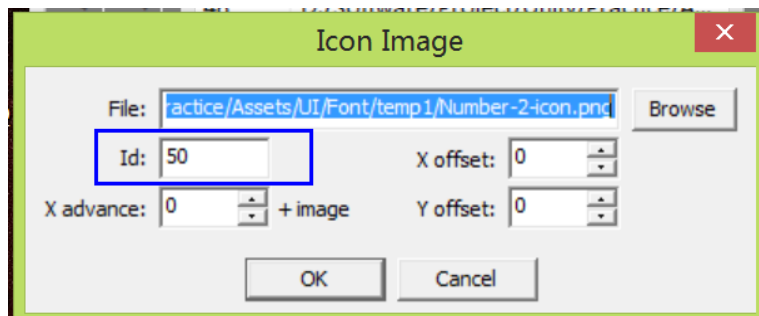
Clear all select char:

BMFont -> Edit -> Clear all chars in font

To remove all this flags.

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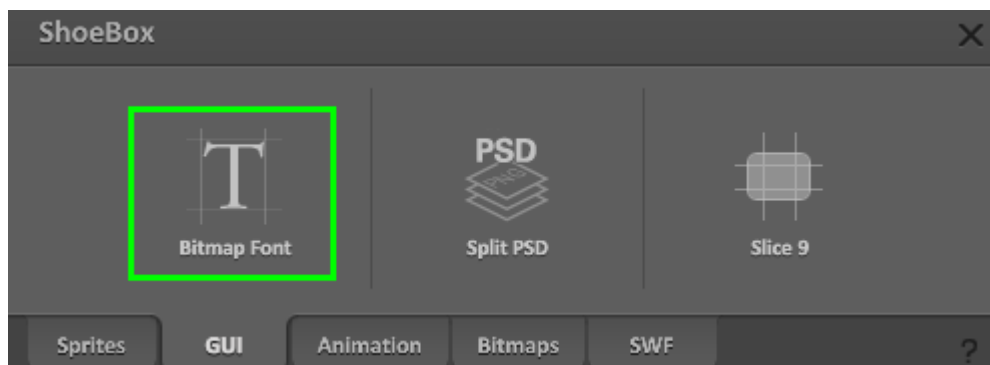-> Import image ->

Id: write ASCII code.

BMFont -> Options -> Visualize:

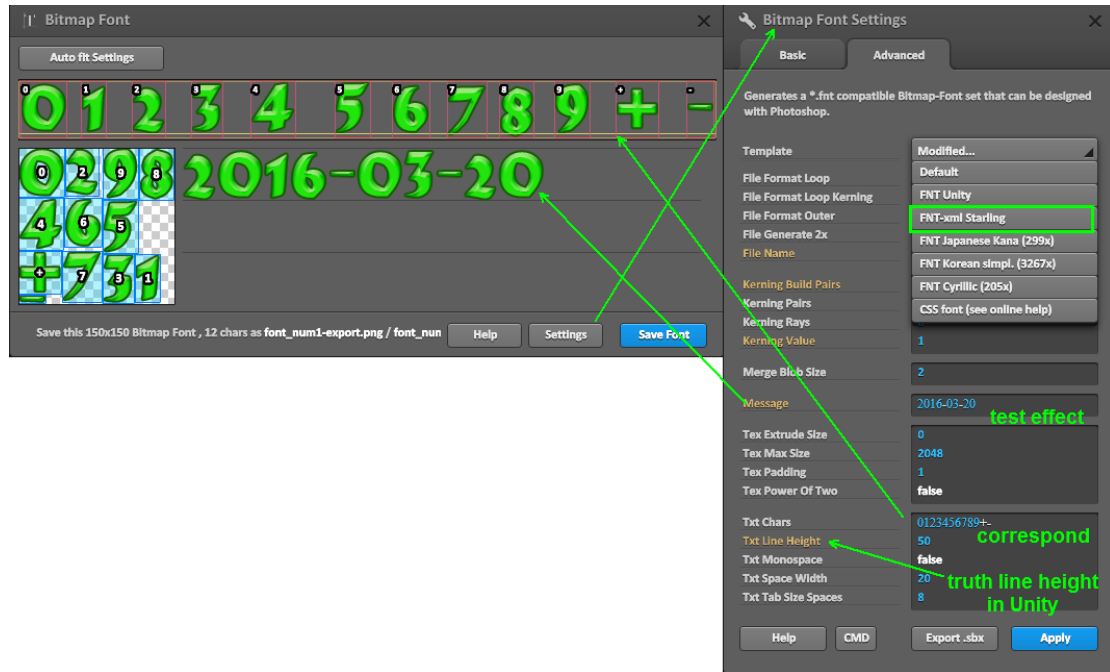BMFont -> Options -> Save bitmap font as…

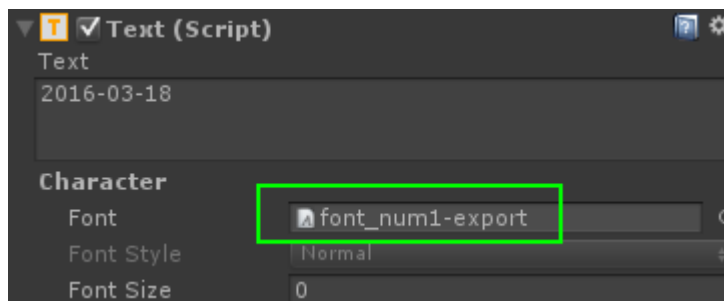- use ShoeBox
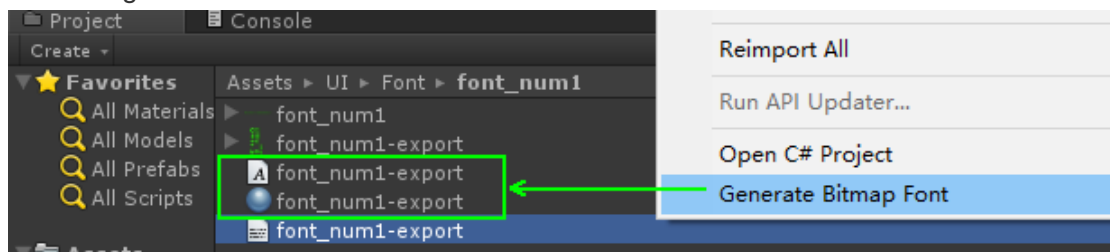

drag font.png to this place

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)