

FontEdit: An Overview

1 INTRODUCTION

FontEdit is a free Unity editor extension that provides an enhanced Font inspector panel, and allows every aspect of the font definition to be edited easily and intuitively with a graphical editor. Modify the texture coordinates and screen positioning of each character, with an interactive preview of the rendered text. FontEdit gives you control over the full font API to edit existing fonts, or create new ones from scratch.

2 INSPECTOR PANEL

FontEdit overrides the standard Font inspector. Simply select a font asset in the project browser to start.

2.1 FONT PROPERTIES

2.1.1 Font Size

The self-reported size of the current font, in standard font size units. This has no direct effect on the way the font is rendered, but it will change the scaling coefficient used by the new UGUI system.

2.1.2 Ascent

This adjusts the vertical origin (in pixels) of the screen-space font positioning, but again does not affect the rendered text. Use *Line spacing* to adjust the global vertical height.

2.1.3 Kerning

The global *Advance* coefficient, which affects the space between each character. 1 is the default, and 0 will cause each character in a string to be rendered in the same position.

2.1.4 Line spacing

The space in pixels between each line in a multi-line string.

2.1.5 Default material

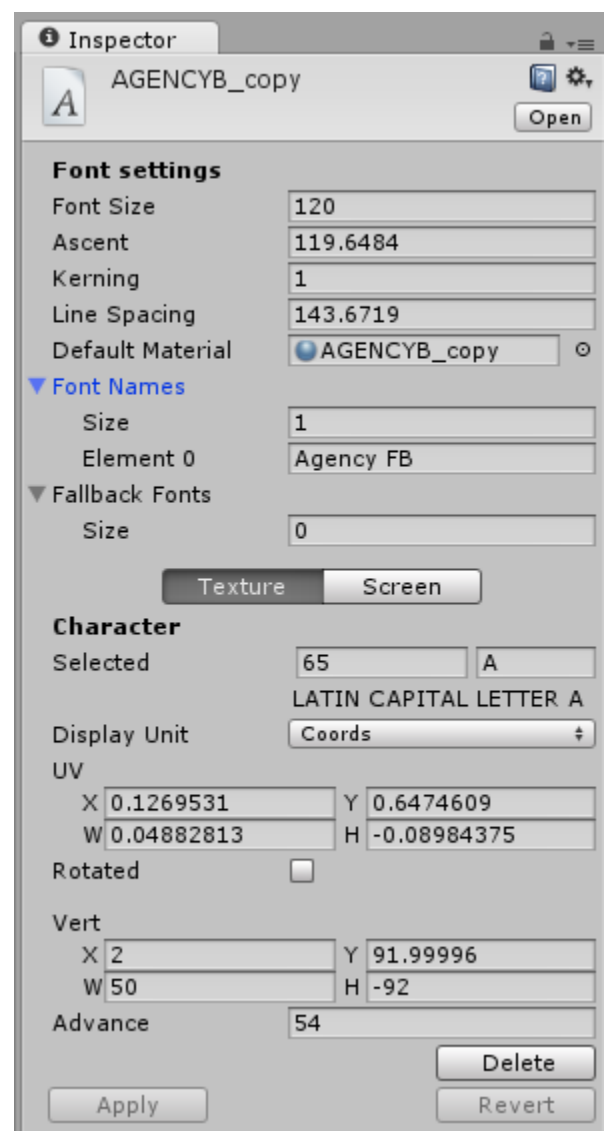
The material used to render this font. It should have the font's texture as its main one.

2.1.6 Font names

When searching for fonts, this one will match any of the names here.

2.1.7 Fallback fonts

If a given character isn't present in this font, the engine will look for each of these font names, in order, instead.



2.2 CHARACTER PROPERTIES

A character can be selected by its integer value (Unicode index), typing/pasting it, or simply clicking its bounding box on the screen. The full Unicode identifier of the given character is shown below it.

Characters can be added by typing the letter/index of one that is not present in the font, and clicking the 'Add' button. If the selected character is present and valid, a 'Delete' button appears instead.

2.2.1 UV

This is the rectangle positioning the character in the font's texture, displayed in either UV coordinates (where [1, 1] is the maximum) or pixels based on the current size of the texture. The data is always saved in coordinates, allowing you to change the texture without affecting the UV positioning. The origin is the bottom-left of the texture space.

2.2.2 Rotated

If this flag is enabled, the X and Y axes of the texture coordinates will be reversed, effectively rotating it by 90 degrees.

2.2.3 Vert

This is the rectangle positioning the character on screen, in pixels. Again, the origin is the bottom-left.

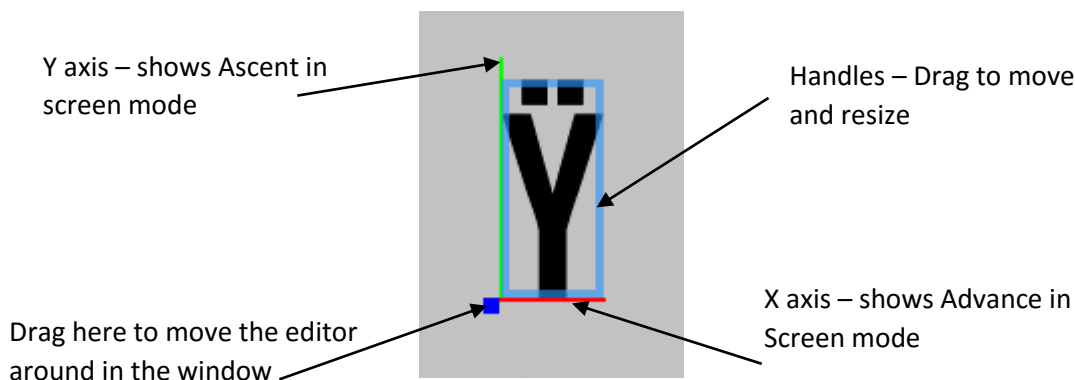
2.2.4 Advance

How many pixels to 'advance' the cursor by after this character is drawn. This is the effective width of the glyph to a text renderer, but is completely independent from the screen coordinates.

3 EDITOR WINDOW

The FontEdit window, once opened from the inspector panel, has two modes: Texture and Screen. The former controls the texture space each character uses, while the latter positions the character on screen relative to the cursor position, and features interactive testing.

In both views, simply click a character to select it, after which the following controls are shown:



The only differences between the controls in Screen and Texture mode (aside from the properties they control) are that the X and Y axes in Texture mode don't represent any particular property, and are there just to indicate orientation.

Additionally, the Screen mode has a field at the top of the view to test the new font properties. Simply type in it, and a separate control set will appear. Characters in the test string can be selected and edited like any other.

4 SAVING AND LOADING

Changes are written back to the selected Font object when you click 'Apply' in the inspector. Alternatively they can be forgotten by clicking 'Revert'. If the selected Font is an imported TTF/OTF asset, you will be prompted to create an editable copy first. If you change selections before applying changes, you will be prompted to save or forget them first.