# Pixel Art Fonts. Version 1.5

Thanks for your continued support, in this version I have added some kerning fixes for outlined fonts, Turkish support and a few other fixes here and there. A warm reminder that if you have any issues or requests, please email: otsukaresama@dadako.com

If you enjoy Pixel Art Fonts or have used them in a game, please let me know in the comments area on the asset store!

Thanks - @hawkun

How to scale bitmap fonts in Canvas:
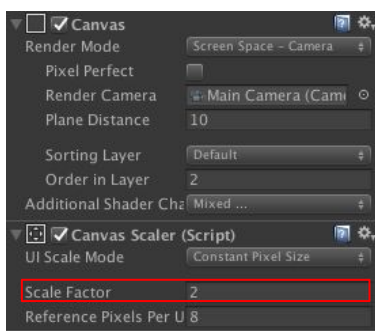
Pixel Art Fonts is designed to match your applications base pixel resolution. (8px fonts appear at 8px)

You will need to make a Canvas per desired scale and adjust the "Scale Factor" if multiple sizes in the same view are desired. Specific sizes can be made via the "Scale With Screen Size" UI Scale Mode.

Text Mesh fonts support scaling with "character size".

How to kern bitmap fonts:
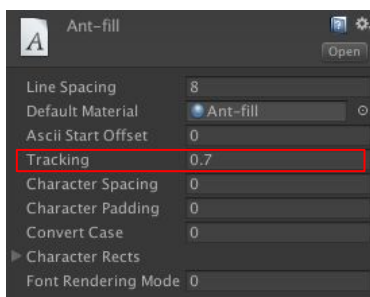
Kerning (the space between characters) is controlled by changing the "Tracking" in the font settings file.

Turn your text object off and on in the Inspector to see the kerning results.

Examples of text layout can be found in:
Assets/Dadako/BitmapFonts/Pixel/_Scenes/_Examples/Canvas.unity

Character limitations for each font can be found in:
Assets/Dadako/BitmapFonts/Pixel/_PixelCharLimits.txt