

building fonts

download ultimate bitmap font generator <https://github.com/scriptum/UBFG>

cd src

`${HOME}/miniconda3//bin/qmake`

make

install open sans regular ttf font

open ./UBFG.app/

import a previous bfg project from `ccpn/ui/gui/widgets/fonts/Fonts`

add new font (smooth)

remove old font

set output path

update

update texture size to fit, make sure no characters are missed

update

set filename `glFont<size>`

export

save project to `glFont<size>`

Fonts setup Export

Font family: open sans

Font size: 26 pt

☒ Smooth ☐ Bold ☐ Italic

Add Remove

Font Color

open sans, 26 pt smooth

Char list (don't forget space):

abcdefghijklmnopqrstuvwxyzA
BCDEFGHIJKLMNOPQRSTUVWXYZ
0123456789.,!~-+\\()::
%&`'*#\$%=@^{}~"><—«»'''|
©®

☒ Auto-trim glyphs
☐ Distance Field

1 Border 1

1

☒ Merging ☐ Brute-force merging

Texture size: 256 x 128

Heuristic: Top left

Sort glyphs by: Height

Update

Fonts setupExport

Image format:PNG

Encoding:UNICODE

Output Format:UBFG

Image Bit Depth32 bit

☒ Transparent

☒ Export kerning pairs

☐ Save image inside XML

Output directory:

/Volumes/the_loft_2/Dropbox/g...

File name:glFont26

Export

Load/save project

Save project as...

Load project...

Preview: 91% filled, 0 chars missed, 0 chars merged, needed area: 91.1865%.

