

Installation

FontChanger.cs should be inside an Editor folder inside your project's Assets folder.

Usage

A new menu item will be available on the Assets menu called "Change Font..." Selecting this menu item will bring up the Font Changer tool window.

Font to change to: this is the font that you'd like to use to replace all font instances.

Change font within game objects in:

scene: replace only the font properties in objects in the current scene.

project: replace font properties in all objects/prefabs in the entire project.

Change font within:

All components: find any property that has a type of Font and replace the font with the specified one.

Text components only: only search Text components for Font properties.

In many circumstances, it will not make a difference which option is selected here. You may have exposed public properties in your game that accept Font types, and if you do not want to change them, selected "Text components only" may be best.

Change fonts: this button commences the font changing operation. Once this button is clicked, the progress bar should start filling as the script works its way through the requested operations. Depending on the size of the project, the speed of the PC, and the options selected, it may be almost instantaneous, or it might take several seconds.

Decrease all font sizes by: this will decrease the font size of every Text component by the specified amount. For example, if 2 is in the text field next to this button and the button is clicked, all fonts will be decreased in size by 2.

Increase all font sizes by: this will increase the font size of every Text component by the specified amount. For example, if 2 is in the text field next to this button and the button is clicked, all fonts will be increased in size by 2.

Set all font sizes to: this will set the font size of every Text component to the specified amount. For example, if 24 is in the text field next to this button and the button is clicked, all fonts will be set to size 24.

Recommendations

- Since this script has the capacity to make broad changes to your project assets, it is recommended to backup your project before running the script. (The script does support undo, however prevention is always better than the cure!)
- After you run the script on your project assets, you may need to save the scene (ctrl-s) in order for the new assets to be written out to files.

Feedback/support

Please email support@endgamestudios.com with any questions or feedback.