

# **Glyph Designer**



## **Change Log**

### **Fixed in 1.7.7 (3797)**

- The crash on startup for OS X 10.6+ users has now been fixed. This was due to a bug in Xcode 4.6 which has been fixed in Xcode 4.6.1
- When saving your project the "Adjust Metrics" option for the stroke is now correctly saved and restored with the project

### **New in 1.7.6 (3786)**

- GDCL 1.4 now allows the included glyphs to be defined which will override the included glyphs within the project file

### **Fixed in 1.7.5 (3774)**

- GDCL 1.3 release which fixes a problem where shadows were not generated correctly

### **New in 1.7.5 (3772)**

- It's now possible to show ALL the bounds of all glyphs on the texture atlas by using the 'Show All Bounds' option on the texture atlas panel
- Added many tool tips to the GUI

### **Fixed in 1.7.5 (3772)**

- GDCL would crash when being run on OS versions earlier than 10.8. GDCL can now be run on OS versions 10.6+
- GDCL expected destination locations to always be preceded by a path, even when output should be created in the current folder. GDCL now handles the output file name being specified with no path causing the output to be generated in the current folder
- Preview view now handles images dragged in as the background that have high DPI values. When dragging a high DPI image into the preview view it's size would be changed making it smaller. This no longer happens and the image is displayed at the correct size

### **New in 1.7.4 (3745)**

- The GDCL command line app is now bundled with Glyph Designer. The GDCL command line app can be found inside the GlyphDesigner.app bundle. You can manually create a symbolic link to that app or use the built in installer which can be found inside the Glyph Designer menu item. The installer will automatically create a

symbolic link to the app in the location selected. This means that when an update to Glyph Designer happens, you will always be pointing to the very latest GDCL as well

- GDCL now supports the ability to specify a relative font size using the **[-rfs relativeSize]** switch. The relative size can range from 1.0 which generates the font at the native size specified in the project file to 0.1 e.g. for a native font size of 64, specifying a relative font size of 0.5 would generate an actual font size of 32. This means you don't need to know the actual font size used inside the project

### Fixed in 1.7.4 (3745)

- When the atlas size changes you are now placed in the top left hand corner of the atlas rather than the bottom left, which could leave you looking at a blank atlas wondering what has happened

### New in 1.7.3 (3507)

- BIG NEWS for this release is that Command line support has been introduced using the GDCL console application which can be downloaded at <http://www.71squared.com/lib/files/GDCL.zip>. This application takes a Glyph Designer project file and then generates the atlas and control file. It's also possible to specify a font size. This font size should be smaller than the font size defined in the project file and causes the output generated to be the specified font size. The output is generated natively at the size specified removing the possibility of visual artifacts or metric rounding errors. Check the blog for more info.
- Further improvements to the anti-aliasing used in the render pipeline. This will stop some fonts from appearing to not be aligned vertically because of transparent pixels introduced by anti-aliasing
- When exporting it's now possible to stop the "file already exists" warning. This setting is also saved with the project and helps to streamline the export process during testing
- A new option has been added to the export panel called "Default Font Line Height". When ticked this causes the common line height in the control file to be the line height of the base font i.e. it does NOT take into account any change in glyph size due to shadows or outlines. If not selected then the common line height is calculated by Glyph Designer based on the actual rendered height of the glyphs with shadow and outline taken into account
- A new option has been added to the shadow panel that allows you to select if you want the stroke being applied to cast a shadow. If it's de-selected then only the fill of the glyph will cast a shadow

### New in 1.7.2 (3383)

- The selected glyph border on the texture view now contracts with the selected background color

## Fixed in 1.7.2 (3383)

- Texture and preview views are now correctly being centered in the scroll view when switching between view after either the texture or preview views have changed size

## Fixed in 1.7.1 (3347)

- A color space issue when exporting a texture was causing the texture to not get exported

## New in 1.7 (3333)

- Glyph Designer now performs glyph substitution. What is that and why do I care I here you say :) well it's possible to use a font that does not support all of the characters you wish to use e.g. the € may not be in the font. Previously this means that even when € was entered into the included glyphs field nothing would be rendered in the texture atlas. Glyph substitution means that if a glyph is not found in the current font, Glyph Designer will use the font family, traits, size etc to identify a font that is very similar but which does support that glyph. It will then use that font for just that glyph and add it to the texture atlas. This is a very handy feature and something that should make mixing fonts such as Chinese and Latin much easier. A glyph which has been substituted will display an S in the top left hand corner when the glyph is selected in the texture atlas view. This can be switched on or off from within the included glyph panel
- It you want to see all the glyphs that have been substituted for the font your working on you can use the "Show Substituted Glyphs" check box in the included glyphs panel
- Further improvements to the Line Height and yOffset calculation. Significant testing has been undertaken to make the metrics even more accurate across all fonts and font sizes. The tweaks made to the metrics may cause text to be positioned slightly differently when exported from this new version of GD so it is recommend that you test the positioning in any current apps you have when using output from this new version. Glyph Designer differs from other bitmap font tools in that the metrics it generates take into account the final rendered glyph and doesn't simply use the original fonts metrics which can cause issues when rendering text with large strokes and shadows. This has been done to maintain the detailed font spacing and kerning that the original font has, even when effects have been applied to provide the best possible results
- It is now possible to zoom up both the texture atlas view and preview views. This can be done using either a pinch gesture on a trackpad or using keyboard shortcuts visible within the View menu
- It is now possible to switch between the preview and texture views using a keyboard shortcut available within the View menu

- When moving the text in the preview view, it no longer centers the text on the mouse location, but simply moves the text in relation to the mouse which is standard behavior when grabbing and dragging an object
- Added extra information to the glyph info panel such as origin or glyph of the texture atlas along with width and height
- When selecting a glyph on the texture atlas, the dimensions of the glyph are now displayed. For small fonts where you can't see this info don't panic, just zoom up and it will be shown nice and clearly.
- The x and y coordinates of the mouse within the texture atlas or preview window are now displayed at the bottom of the Glyph Designer window

### **Fixed in 1.7 (3333)**

- The bounding box for glyphs was too large causing some characters to use up to 2x more texture space than necessary. This would not have been visible when rendering text but would have used up more texture space than necessary.
- This isn't actually a fix inside Glyph Designer, but a change we have made to the Cocos2D source and posted back to the Cocos2D V2.x branch. The fix means that the bounding box of a CCLabelBitmapFont accurately surrounds the text including its shadows and stroke and stops text leaking from the right hand side of those bounds. You can see the bounding box by switching on the `CC_LABELBMFONT_DEBUG_DRAW` parameter in `ccConfig.h`.

### **Fixed in 1.6.1 (2262)**

- Small font sizes now produce perfect vertical alignment in the font metrics. Some fonts at very small sizes could have glyphs that were an odd pixel out. If any alignment problems are seen please report them to [support@71squared.com](mailto:support@71squared.com)
- Changing the Glyph Padding value wasn't doing anything which has now been fixed

### **New in 1.6.1 (2262)**

- Added a tick box under the Glyph Padding field. When selected this adjusts the metrics for the font taking into account the new size of the glyphs. Useful when you are editing the glyphs outside of Glyph Designer and you want the spacing to be correct based on the larger glyph size not the original

### **Fixed in 1.6.0 (2104)**

- Some users were having problems saving projects, so made some adjustments

### **New in 1.6.0 (2100)**

- Added the ability to use an image to fill the glyphs. You can also scale the image being used to get the fit required.
- Small GUI updates
- Significantly improved the performance of the preview window

### **Fixed in 1.6.0 (2100)**

- Glyph Designer no longer crashes on startup when using OS X 10.6
- The Preview window did not always show the latest font/style defined until the style or font was changed. This is now fixed and the preview window always shows the correct font and style

### **Fixed in 1.5.9 (1786)**

- Fixed a startup problem for users using OS X 10.6 and 10.7 due to an OS X bug that exists in those versions.

### **New in 1.5.9 (1781)**

- Rendering performance improvements when editing a fonts style
- Improved font metrics in the control file providing better character alignment

### **Fixed in 1.5.9 (1781)**

- Fixed a bug that was causing the Chinese space character to not be output in the control file

### **Fixed in 1.5.8 (1442)**

- Fixed a bug that was causing the texture to appear blank when running on Retina MacBook Pro's

### **Fixed in 1.5.7 (1315)**

- Fixed certificate problem when running under Mountain Lion

### **New in 1.5.6 (1310)**

- Great news for people using Corona + Text Candy. Glyph Designer now supports a LUA output format that works out of the box with the Text Candy Application
- Multi-line preview text is now supported. Just drop \n into your preview text to get a new line
- Application signed to work with Mountain Lion GateKeeper when it's released

### **New in 1.5.5 (1122)**

- Increased the maximum shadow offset for better results with larger font sizes
- Increased the maximum font size from 288 to 500 to provide better support for higher resolutions

- Increased the maximum outline width to better support larger fonts
- Added new solution in the preview view to support the new iPad resolution
- Added more integrity checks on fonts to prevent crashes when using fonts with invalid kerning tables

### **Fixed in 1.5.4 (1084)**

- Fixed a rare bug that caused a crash on startup when trying to load some fonts
- Fixed an issue that caused the xOffset value to be incorrect on some fonts. Most noticeable on the space character where the xOffset value could be a large negative number.

### **Fixed in 1.5.2 (953)**

- Fixed a bug that was causing glyphs to jump around when applying outlines or shadows. This was visible in the preview view and would also cause the output metrics to be changed. The end result that at smaller font sizes you could have uneven spacing between glyphs that had outline and shadow effects applied. Metrics are now correctly calculated using the effects that have been applied so you may see a small change in where glyphs are positioned when rendered. This should only be by a few pixels.
- Fixed a bug that was causing the XML output to always use the fixed width value for fonts even when that option was not selected.

### **Fixed in 1.5.1 (905)**

- Fixed a bug that was not allowing projects to be loaded by double clicking a project file while Glyph Designer was not open

### **New in 1.5 (851)**

- It's now possible to add padding to the glyph images for easier editing externally from Glyph Designer
- When using an outline you can now select to adjust/not adjust the font metrics using the size of the outline
- Any font can be used as a fixed width font with the ability to adjust the width used based on your needs. Great for HUDs
- Lion full screen app support

### **Fixed in 1.5 (851)**

- Re-fixed an issue which caused coordinates within the .fnt file to be incorrect when exporting in XML format. This caused the top of characters to be incorrectly clipped

## Fixed in 1.4.2 (511)

- Fixed a problem that caused Glyph Designer to crash on startup when being used within OS X 10.7 Lion.

## Fixed in 1.4.1 (479)

- Fixed an issue which caused coordinates within the .fnt file to be incorrect when exporting in XML format. This caused the top of characters to be incorrectly clipped

## Fixed in 1.4 (450)

- GlyphDesigner.app is now correctly compiled as a universal 32bit/64bit application
- Fixed bug where some letters were being clipped at the top due to incorrect y coordinates in control file
- Fixed bug which was causing fill gradient colours that were transparent to always show through white when a shadow was also being used
- Fixed bug that caused the lineHeight value in the .fnt file to be calculated incorrectly
- Fixed bug that caused sparrow output to sometimes have incorrect xAdvance values

## New in 1.4 (450)

- Identifies fonts that support kerning in the font list using the 'K' icon
- Possible to turn off kerning in preview view. State saved in project
- Possible to turn off kerning during export. State saved in project
- Possible to switch Anti-Aliasing on and off which can be useful when working with pixel style bitmap fonts. Saved in project
- Supports outline styles <i>Inner</i>, <i>Centred</i> and <i>Outer</i>
- Improved the rendering for inner shadows and changed shadow options to just outer and inner
- Possible to change the roughness of the paths used when filling and outlining glyphs
- Possible to change the line join type between segments in a glyph to *Mitre*, *Round*, *Bevel*
- Possible to edit the mitre depth to help reduce overdraws with thick outlines with a line join type of Mitre

## New in 1.3 (131)

- The text in the Preview can now be exported to it's own PNG file using the Export button visible when in the preview view.
- A second texture atlas can now be generated during export that displays the bounds of each glyph on the texture atlas. This is saved to the same location as the texture atlas PNG file with -output added to the filename
- Export now supports the AngelCode XML format that can be used by frameworks such as Sparrow



- Export now supports the font control file with the .txt file extension that is used by the EZ GUI Unity plugin. This improves work flow when using Glyph Designer and EZ GUI
- Internal bits and bobs for performance

### **Fixed in 1.3 (131)**

- Fixed an issue which caused incorrect kerning information to be generated on some fonts
- In some instances xAdvance for some glyphs was being exported as 0. This no longer happens if there is a valid xAdvance value to be used
- The font face information such as Bold and Italic etc is now being restored when a project is loaded
- The preview view was not displaying the spacing for some fonts correctly e.g. Zapfino. This has now been corrected

### **New in 1.2 (125)**

- Added the ability to drag an image onto the preview view
- Added the ability to rotate the sample text in the preview view
- Added the ability to set the size of the preview view
- When saving a project any background image is embedded to make it easier to share
- Redesigned the font tools. It's now possible to type in a size plus move a single point up and down using buttons
- Now certified to work with the EZ GUI plugin for Unity 3D from Above and Beyond Software
- Performance improvements

### **Fixed in 1.2 (125)**

- Fixed possible crash when clearing the included glyphs
- The 'base' field in the font descriptor file is now calculated correctly

### **New in 1.1 (110)**

- Gradient color swatches can now be dragged off the gradient to delete

### **Fixed in 1.1 (110)**

- Font list scroll view no longer cut off at the bottom
- App no longer crashes on startup if the Arial Black font is missing or disabled