Overview of Bitmap Fonts

This document contains details and previews of all the bitmap fonts in this font pack.

File Formats & Recommended Usage

Each font comes with a .png texture file, to be used with one of the following formatting files. Platform suggestions are listed below.

- .txt Unity
- .fnt (XML) Phaser, Starling, Sparrow
- .fnt (BMFont) Cocos2D
- .spk & .atlas folder Sprite Kit
- .xml Phaser (use when packing font texture with normal map)
- .lua Corona

1. White Peaberry

Font Directory

- 2. White Peaberry Outline 3. Indigo Peaberry
- 4. Red Peaberry

5. Shiny Peaberry

- 6. Gold Peaberry

White Font Variants

2 small white text variants, ideal for dialogue and interface components.



Peaberry White

• Base Size: 16px

· Inner and outer shadow

2

• Base Size: 16px

Peaberry White Outline

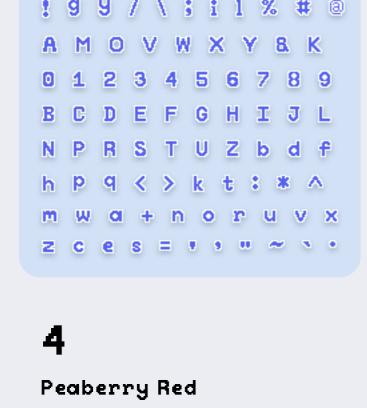
- · Inner and outer shadow
- Outline



Color Font Variants

j { } () [] | ? Q \$

2 small filled variants that can be used to add some emphasis to smaller text.



• Base Size: 16px Outer shadow

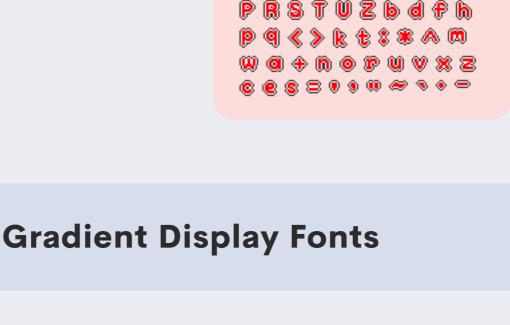
Outline

Peaberry Indigo



• Base Size: 16px

· Inner and outer shadow



3{}()[]|?**@**\$!

99/\\$11%#@A

MOVWXY8KO

123456789B

CDEFGHIJLN

Peaberry Shiny

2 large styled font variants, ideal for titles and other high emphasis text.



• Base Size: 32px

Gradient fill

Outer shadow

Outline



• Base Size: 32px

 Inner and Outer Shadow Normal map* included

Gradient Fill

- *See Peaberry Gold folder for **preview gif** and **HELP pdf** with more info on normal
- maps and realtime lighting.

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Questions or requests? Contact me! mlyhuo@gmail.com