

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

Font Directory

1. White Peaberry
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.



1

Peaberry White

- Base Size: 16px
- Inner and outer shadow

2

Peaberry White Outline

- Base Size: 16px
- Inner and outer shadow
- Outline



Color Font Variants

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



3

Peaberry Indigo

- Base Size: 16px
- Outer shadow
- Outline

4

Peaberry Red

- Base Size: 16px
- Inner and outer shadow



Gradient Display Fonts

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



5

Peaberry Shiny

- Base Size: 32px
- Gradient fill
- Outline
- Outer shadow

6

Peaberry Gold

- Base Size: 32px
- Gradient Fill
- Inner and Outer Shadow
- **Normal map*** included

*See Peaberry Gold folder for [preview gif](#) and [HELP pdf](#) with more info on normal maps and realtime lighting.

