

Doomsday Engine - Feature #1253

Menus use fonts for unmodified games

2003-07-31 23:04 - chilvence

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|---|-------------------------------|
| Status: Closed | Start date: 2003-07-31 |
| Priority: Normal | % Done: 100% |
| Assignee: skyjake | |
| Category: | |
| Target version: | |
| Description I just made a set of souper-hi-res fonts for jdoom, but when I loaded them into the patches dir I see lots of places where they arent used. The skill selection, level names etc should be able to be modified by total conversions as Danij666 pointed out; So how about a comprimise? When there are no pwads that replace the menu graphics and level names, you can generate these items from strings using the fonts. That way the hi-res fonts can be easily made and take less space, but youll still see proper levelnames if authors have put them into their own wads. Thanks , Chilvence Labels: Customizability | |

History

#1 - 2003-08-01 10:30 - skyjake

Logged In: YES
user_id=717323

In 1.7.12, jDoom will have a feature called "Patch Replacement". You can define replacement strings for patches using Values. (See DefsjDoom\Values.ded in the CVS for info.)

#2 - 2003-08-10 14:48 - skyjake

Logged In: YES
user_id=717323

I agree. This should work pretty well, except with the Nightmare lump, which doesn't use the normal font. OTOH, I can't remember any other places where the normal font isn't used.

#3 - 2003-08-17 23:27 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

pie is good