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Subject: Re: Rainbow, first iteration

Posted by [unodgs](#) on Wed, 20 Jul 2011 08:48:24 GMT

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kohait00 wrote on Wed, 20 July 2011 04:28@unodogs:

Quote:

copy tahoma.fnt and tahoma.png files from PaintGl to Paint

is it possible to move the fonts somehow in WinGl to relief the user from that?

First I wanted to embed fonts in WinGl package using brc files. Unfortunately brc files cannot be properly linked in 64b mode. So for now I'll just use iml file to store font's texture and String variable to store font definition. I don't like it (it hard to replace and edit) but I don't see other solution right now. Like I said in one of my previous posts I want to use qt's technique to generate font definition on the fly, but I need some time to do that.

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