
font problem

Posted by slks88 - 2011/08/03 11:03

Hi, I'm new here. I am interested in creating new skin for rainlendar, but i'm facing problems with font. The text appeared is all boxy and i would like to ask if is there any method to anti-alias the text? The only antialias that i can find in the help is only available for clock. I wonder if it also applicable to text?

Thank you :)

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Re: font problem

Posted by Jorge_Luis - 2011/08/03 11:30

Welcome to the forum!

For fonts in the skins you have 2 options:

- 1) Make them as images (see /images/Numbers-Large-Red.png in Shadow4.r2skin), then use the bitmapfont item (see /xml/elements.xml) and finally use this bitmapfont as the "element" of a text item.
- 2) Use a font item (see /xml/elements.xml) and use this font as the "element" of a text item. Then, you can change the style using the others values of a text item: color, effect (try "BORDER"), effectcolor, effectoffset, effectblur.

For all of this, see the help file under the "Skin Format/Skin Format" section.

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Re:font problem

Posted by anoob - 2011/08/03 12:43

On Rainlendar 2.9 b107 or later, has a global option that allows you to choose whether to use antialiased font
Options... > Advanced > General session > Use antialiased fonts

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Re: font problem

Posted by slks88 - 2011/08/03 21:36

@Jorge_Luis: using the effect does make the font look less boxy. Thanks :)

@anoob:the global option for antialised font does not change the font look in the skin. thanks for the suggestion. :)

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