

## ET: Legacy Development - Feature #1149

Feature # 581 (Fixed): Add TrueType Unicode font for the ingame console

### Add fonts per language loading

25.12.2018 14:22 - Spyhawk

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Client		
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	
<b>Description</b>			
We currently use 2 single FreeType fonts in the game, and they are used for a wide range of language with different character and symbols. This UTF-8 support is by definition limited, and only a few charsets can be supported (currently: cyrilic is good, with limited support for greek). See if it is possible to load different fonts depending on cl_lang setup. This could open translation to a wide range of new languages.			

#### Associated revisions

##### Revision d7f1b273 - 24.12.2018 11:09 - Spyhawk

ui: removed broken Greek language for now

The shipped Courier Prime font doesn't support Greek glyphs

#### History

##### #1 - 06.01.2019 09:42 - IR4T4

- Target version changed from 2.78 to 2.77

##### #2 - 14.02.2019 11:36 - Spyhawk

- Target version changed from 2.77 to 2.78

##### #3 - 15.06.2019 13:34 - Spyhawk

Alternatively, check for replacement of Courier Prime by Tino, a Liberation Serif variation that has support for Cyrillic and Greek characters. Also use Cousine (Liberation mono) as an alternative to Liberation Sans, since monospaced might make things much easier with in-game text alignment.