

## ET: Legacy Development - Bug #199

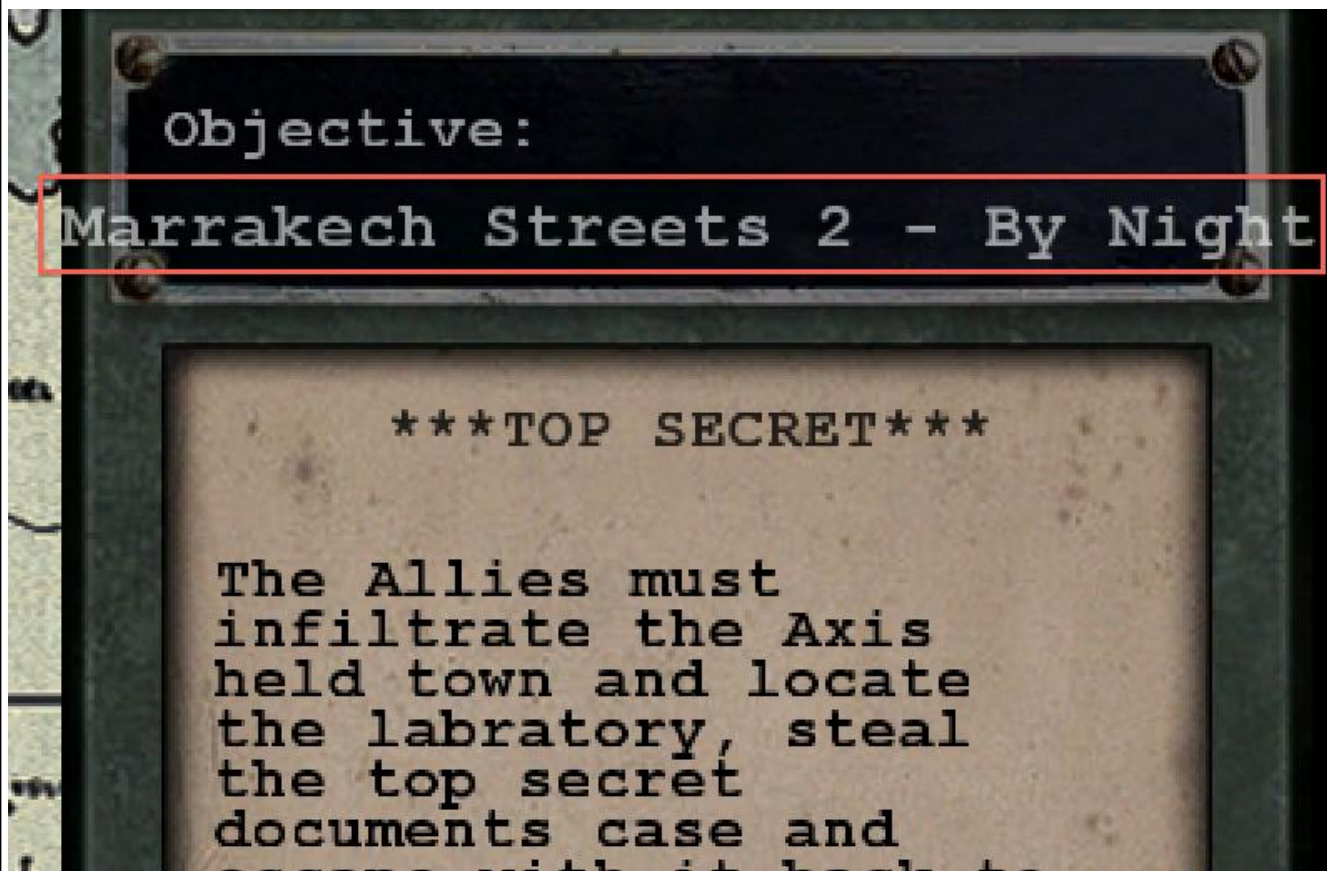
### Scale map name font to fit its bounding box

10.02.2013 17:25 - Radegast

<b>Status:</b>	Fixed	<b>% Done:</b>	100%
<b>Priority:</b>	Normal	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Client		
<b>Target version:</b>	2.71rc2		
<b>OS:</b>		<b>Arch:</b>	

#### Description

In the UI load panel, long map names overlap their bounding box.



#### Associated revisions

Revision f5b5d091 - 23.04.2013 18:00 - IR4T4

cgame: dynamic scale of map name font to fit bounding box fixes #199

#### History

#1 - 10.02.2013 17:37 - IR4T4

Unfortunately there is no real limit for mappers given ...

- get the length of string and print it in different sizes related to the length

#2 - 10.02.2013 17:46 - Radegast

IR4T4 wrote:

- get the length of string and print it in different sizes related to the length

= Scale map name font to fit its bounding box

### #3 - 10.02.2013 22:32 - IR4T4

Side note: Some translations don't fit as well see italian main menu ...

### #4 - 23.04.2013 18:10 - IR4T4

- *Status changed from New to Fixed*

- *% Done changed from 0 to 100*

Applied in changeset commit:f5b5d091d3a74813727476b17d78aef8200c4d7f.

## Files

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map_name_scaling.png	241 KB	10.02.2013	Radegast
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