

## ET: Legacy Development - Feature #581

### Add TrueType Unicode font for the ingame console

10.09.2014 00:02 - Radegast

<b>Status:</b> Fixed	<b>% Done:</b> 100%
<b>Priority:</b> Normal	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b> Jacker	
<b>Category:</b> Client	
<b>Target version:</b> 2.75	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> We have to find two freely redistributable TTF fonts with full Unicode charset that look similar to the current Wolfenstein font and ingame font.  This is a prerequisite to adding Unicode support - #171	
<b>Subtasks:</b> Feature # 1149: Add fonts per language loading <span style="float: right;">New</span>	
<b>Related issues:</b>	
Related to ET: Legacy Development - Task # 900: Non-free Microsoft font files...	<b>Fixed</b> <b>06.12.2015</b>
Precedes ET: Legacy Development - Feature # 171: Backport unicode support fro...	<b>Fixed</b> <b>26.12.2018</b> <b>26.12.2018</b>

#### History

##### #1 - 04.01.2015 11:10 - Radegast

- Status changed from New to Fixed
- Assignee set to Jacker
- Target version changed from 2.78 to 2.72
- % Done changed from 0 to 100

The fonts added by user:Jacker support all the European character sets including Greek and even Hebrew and Russian cyrillic alphabet. Realistically we won't be able to find a font like this which also supports eastern Asian languages.

##### #2 - 04.01.2015 11:12 - Radegast

- Precedes Feature #171: Backport unicode support from Unvanquished added

##### #3 - 09.01.2015 23:30 - Dragonji

How about console font? [DejaVu Sans](#) looks the same as original bitmap one.

##### #4 - 10.01.2015 22:44 - Radegast

- Subject changed from Add Wolfenstein-like TrueType Unicode fonts to Add TrueType Unicode font for the ingame console
- Status changed from Fixed to New
- Target version changed from 2.72 to 2.78
- % Done changed from 100 to 0

##### #5 - 01.09.2016 17:14 - IR4T4

- Related to Task #900: Non-free Microsoft font files included in sources added

##### #6 - 01.09.2016 17:15 - IR4T4

- Status changed from New to Fixed
- Target version changed from 2.78 to 2.75

- % Done changed from 0 to 100