

Forum:[Hack Forums](#)

Thread: [Font renderer fuckery.](#)

PersonOfThePeoples - January 10, 2017, 10:36 am

Hi. I've been working on a non-bitmap based ttf font renderer for a while but today I noticed that some characters render oddly sometimes. [i\(dot\)imgur\(dot\)com/Wij7mCO\(dot\)png](#) I made my arraylist just "iii" to show the problem, every 5 strings it will render the 'i' without the gap. I'm assuming its opengl scaling not scaling it the way I want it to. This also makes the shadow a bit bigger, which I also think is a scaling problem.

Heres the code :

[pastebin\(dot\)com/raw/Kjx1aaET](#) (Sorry for extreme over-documentation)

Anyone have any ideas on how I could fix this?

rederpz - January 10, 2017, 10:38 am

I think I see your problem here, in your links you have (dot) instead of . try using a . instead and maybe the I's will render properly?

If this doesn't work, maybe you are using an L instead of an I?

PersonOfThePeoples - January 10, 2017, 10:48 am

(Jan 10, 2017 11:38 AM)Rederpz Wrote: [\[CITE\]](#) snippo

Shit man your right.

Ygore - January 10, 2017, 11:33 am

(Jan 10, 2017 11:48 AM)PersonOfThePeoples Wrote: [\[CITE\]](#) Shit man your right.

You're*

rederpz - January 10, 2017, 12:15 pm

(Jan 10, 2017 12:33 PM)Ygore Wrote: [\[CITE\]](#) You're*

no stupid he said its my right you don't say it's you are right you dingle

|Foundry - January 10, 2017, 3:20 pm

I cleaned up the formatting of the code for anyone interested in taking a look at it. [You can find it here, in all of its comment-free and indented glory.](#)

Just a general note, don't comment like this. Comments in your code should be the exception for circumstances in which you've made some truly interesting functionality deserving of a more in-depth explanation. Instead of clarifying the intention of the code, the comments here just obscure it. I mean come on.

rederpz - January 10, 2017, 7:47 pm

(Jan 10, 2017 04:20 PM)|Foundry Wrote: [\[CITE\]](#) snip

ok ill look at it now

PHP Code

```
<?php
```

```
private static final int MARGIN = 4;
```

```
private static final char COLOR_INVOKER = '\247';
```

```
private static int RANDOM_OFFSET = 1;
```

constants??????

PHP Code

```
<?php
public TTFFontRenderer(Font font, int characterCount) {
    this(font, 256, false);
}
```

this parameter is not necessary sir

PHP Code

```
<?php
GL11.glBegin(GL11.GL_QUADS); {
    GL11.glTexCoord2f(0, 0);
    GL11.glVertex2d(x, y);
    GL11.glTexCoord2f(0, 1);
    GL11.glVertex2d(x, y + charData.height);
    GL11.glTexCoord2f(1, 1);
    GL11.glVertex2d(x + charData.width, y + charData.height);
    GL11.glTexCoord2f(1, 0);
    GL11.glVertex2d(x + charData.width, y);
}
GL11.glEnd();
```

this looks stupid to me

in conclusion the issue may be with ur shadows question mark or idk

JeffViato - January 11, 2017, 10:58 am

Why not just make use of Minecraft's DynamicTexture class?

ddong - January 11, 2017, 10:56 pm

(Jan 10, 2017 11:38 AM)Rederpz Wrote: [\[CITE\]](#) I think I see your problem here, in your links you have (dot) instead of . try using a . instead and maybe the l's will render properly?

If this doesn't work, maybe you are using an L instead of an I?
any eta when you're gonna start going outside and doing something?

rederpz - January 12, 2017, 9:53 am

(Jan 11, 2017 11:56 PM)Ddong Wrote: [\[CITE\]](#) any eta when you're gonna start going outside and doing something?
when outside comes to me fam too lazy

ddong - January 13, 2017, 5:40 am

(Jan 12, 2017 10:53 AM)Rederpz Wrote: [\[CITE\]](#) when outside comes to me fam too lazy
yeah i've noticed from various pictures