

Forum:[Hack Forums](#)

Thread: [Darkstorm GUI API Font issues](#)

DispatchMartyr - April 3, 2017, 11:27 am

Hey, I've added Darkstorms API to my project and tweaked it a bit to get it working with the latest mc ver.

Here is the issue I'm having:
[vgy.me/CHUOFY.png](#)

Note:Top item has white text even when not enabled

Some buttons have white text even when not enabled

The highlighted option is one below where it should be

This happens with both the default MinecraftFontRender and my TTF Renderer, so I don't have any idea what the issue is.

Could anybody help?

Whispers - April 3, 2017, 3:05 pm

Here's a TIP. Don't use GL methods. Use the methods built into minecraft to render all the components. Use the area.getWidth methods or whatever which is how you render the box. Another TIP is to use a decent fontrenderer or make your own which works well with minecraft. Seems like a lot of people use Halalaboos CFont make sure you use the updated one that huzuni 1.11 uses if you choose to use it. NahrFont is also another good fontrenderer. Another TIP is to not use darkstorms. It's fairly easy to make your own system if your dedicated and learn the language. I'm currently working on my themes for my API now. It's also a lot more satisfying and rewarding to use your own.

foddermc - April 3, 2017, 8:14 pm

(Apr 3, 2017 03:05 PM)Whispers Wrote: [\[CITE\]](#) Here's a TIP. Don't use GL methods. Use the methods built into minecraft to render all the components. Use the area.getWidth methods or whatever which is how you render the box. Another TIP is to use a decent fontrenderer or make your own which works well with minecraft. Seems like a lot of people use Halalaboos CFont make sure you use the updated one that huzuni 1.11 uses if you choose to use it. NahrFont is also another good fontrenderer. Another TIP is to not use darkstorms. It's fairly easy to make your own system if your dedicated and learn the language. I'm currently working on my themes for my API now. It's also a lot more satisfying and rewarding to use your own.
you mean our api

video_error - April 3, 2017, 11:22 pm

(Apr 3, 2017 08:14 PM)foddermc Wrote: [\[CITE\]](#) you mean our api
o shit some dank mineman fite is going down git ur diamon swords lets make a mynecraft pvp moosik vid bout dis!!!1!!!!!!111111!

Whispers - April 4, 2017, 3:15 am

I could be a complete and utter douche bag making a post completely exposing you, but I won't. Also, you haven't contributed a line of code.... you keep telling me to release it publicly which was never my intention. Your just hungry for attention that's all.

Spoiler ([Click to View](#))

Spoiler ([Click to View](#))

Man, you've contributed a lot!

User also can't solve a fucking null pointer to save his life. Apparently copying example code from Foundry's metavents is hard.

Spoiler ([Click to View](#))

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I could go on and on, but I'm feeling awfully nice ?

foddermc - April 4, 2017, 1:21 pm

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was joking with you but you also made one missed line of code and spent an hour looking for an error and i found it in 5 minutes ?

Also to clear things up. You told me not to upload anything that I even offered to create...

Whispers - April 4, 2017, 1:26 pm

(Apr 4, 2017 01:21 PM)foddermc Wrote: ([CITE](#)) was joking with you but you also made one missed line of code and spent an hour looking for an error and i found it in 5 minutes ?

Also to clear things up. You told me not to upload anything that I even offered to create...That's not true at all. And don't you mind providing proof? I didn't tell you not to create anything Tojatta told you and for good reasons.

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EDIT: I asked you for help, but eventually figured it out myself. Considering you can't even solve a null pointer it's best you stay quiet. And since you were joking how about you show that you've actually got it working.

foddermc - April 4, 2017, 1:29 pm

(Apr 4, 2017 01:26 PM)Whispers Wrote: [\[CITE\]](#) That's not true at all. And don't you mind providing proof? I didn't tell you not to create anything Tojatta told you and for good reasons.

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You guys told me to strictly work on themes then made me wait for days just to do anything other than watch you. Also not trying to start beef here it's not worth it imo.

anyways this is over. if you wanna "settle" msg me on discord.

video_error - April 4, 2017, 7:33 pm

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did u gies grab ur diamon swords and mak a mc moosik vid bout dis beef???? it would be epic and all the cool cids wuld liek it. plz mak vid.

GenericSkid - April 4, 2017, 8:09 pm

(Apr 4, 2017 01:29 PM)foddermc Wrote: [\[CITE\]](#) -snip-
Use the dark discord theme you heathen; You could have blinded somebody with that screenshot!

ddong - April 5, 2017, 7:30 am

(Apr 3, 2017 03:05 PM)Whispers Wrote: [\[CITE\]](#) Here's a TIP. Don't use GL methods. Use the methods built into minecraft to render all the components.
Minecraft uses GL to render everything in their game...

zeroeightsix - April 5, 2017, 7:55 am

looks like lighting is enabled for some reason.
GL11.glDisable(GL11.GL_LIGHTING);
or something after drawing components.
if that doesn't work, isn't it just the colour?
GL11.glColor3f(1f,1f1,1f);

Whispers - April 5, 2017, 1:40 pm

(Apr 5, 2017 07:30 AM)ddong Wrote: [\[CITE\]](#) Minecraft uses GL to render everything in their game...
Yes, I mean the rectangles that come with minecraft.

HorribleCoder - April 5, 2017, 4:33 pm

(Apr 4, 2017 01:26 PM)Whispers Wrote: [\[CITE\]](#) That's not true at all. And don't you mind providing proof? I didn't tell you not to create anything Tojatta told you and for good reasons.

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ya dode even i can solve a null pointer i scroll up in eclipse and its like "wTH u CRASHED, eRROR happen at tHIS CLASS at THiS LINE"

and i click on it and then it like

"oK HERE U R I SEND U TO ERROR AUTOMATICaLY"

and i find error and solve problem