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AB Construct 2 SpriteFont+

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SpriteFont+ is a Construct 2 plugin that extends the existing Sprite Font native plugin to include richer support for individual character widths during editing and runtime. You can use it in the free edition as well as all paid editions. The license is totally open so feel free to use it in your commercial or personal projects, etc. No attribution necessary.

Installation is really easy (*drag and drop the c2addon directly onto Construct 2*). You can find a more detailed guide here: [Installation](#).

SpriteFont+ does everything the native Sprite Font does (*all expressions, conditions and actions*). To find out more about these you can check out the [official manual](#) over on Scirra.

Char width JSON

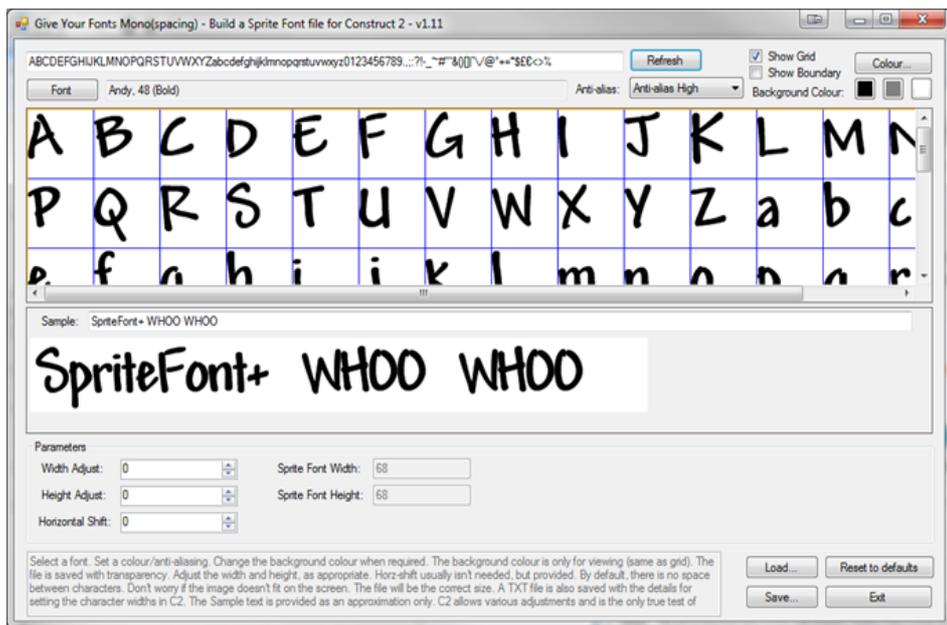
This new property is where you will specify custom character widths. You can do this with the simple JSON format of `[[WIDTH,"ABC"],[WIDTH,"DEF"]]`. Here are my custom character widths for the font Andy:

```
[[5,".:!],[6,"1"],[7,"i"],[8,"l;,'"'],[9,"l"],[12,"t["],[13,"]],[14,"<>"],[15,"\""],[16,"fry-"),[17,"ac9+=*"],
[18,"ejopsv#[19,"gknux07?√"),[20,"Ybdhq5"),[21,"wz48"),[22,"FH36~@"),[23,"DOUV2"),[24,"LT%"),
[25,"KPQXSX$£"),[26,"CE€"),[27,"AJZ"),[28,"Nm"),[29,"BGR&"),[30,"W"),[31,"M"),[36,"©"),[49,"_"]]]
```

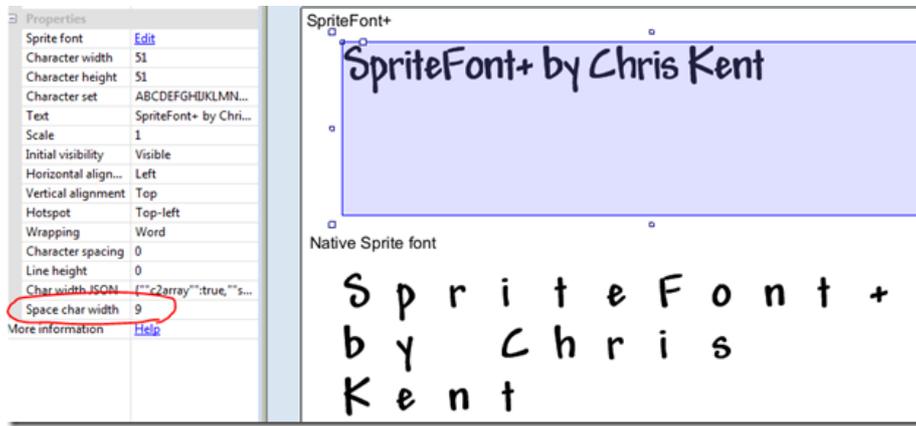
The main thing to note above is that you will have to escape the double quote character with `\` (*you can see it in the example above with a width of 15*).

However, the far easier way is to use blackhornet's excellent [Sprite Font Generator Give Your Fonts Mono\(spacing\)](#). In this linked forum post blackhornet outlines how to use the tool to take one of your fonts, generate the png and also the necessary JSON information regarding custom widths. Here's an example with the font Andy:

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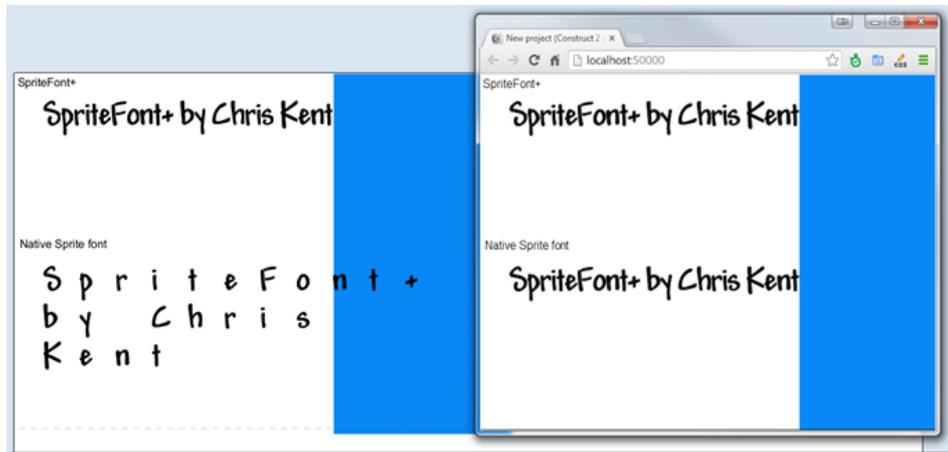
When I hit save I'll be given 3 files: The PNG of each character, a Text File and an XML File. You can use the PNG file as your SpriteFont+ texture in Construct 2 and you'll end up with something similar to this (Looks identical to a native sprite font object using the same texture):



The changes will be immediately updated in the edit window and again the space used will match the runtime exactly.

Summary

That's it for now! The difference primarily comes down to a better editing experience and removal of runtime setup events. Here's how the 2 plugins look in the edit window versus runtime when the events as described above are used for the native sprite font object:



They end up looking the same but the native plugin is a lot harder to work with when using custom character widths.

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