

Variable Width Text Object with Font

Assets



Code

```
orxObject_CreateFromConfig("LCDObject");
```

Config

```
[LCDObject]
Graphic      = LCDGraphic
Position     = (80, 40, -1.0)

[LCDGraphic]
Pivot       = top left
Text        = LCDDisplayText

[LCDDisplayText]
Font        = LCDFont
String      = BIGHEAD

[LCDFont]
Texture     = lcd-font.png
CharacterList = ABCDEFGHIJ
CharacterHeight = 40
CharacterSpacing = (2, 0, 0)
CharacterWidthList = 28 #27 #24 #27 #25 #25 # ;ABCDEF
                   25 #28 #07 #28 ;GHIJ
```

From:
<https://www.orx-project.org/wiki/> - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/text_fonts/font_object

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