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?rev=1518583669

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