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
```