

Bitmap Font Generator Tool

Descripción

Files: [CGFBitmapFontGeneratorTool.cs](#)

Path: "CGF/Editor/Tools"

Menu: "CGF/2D/Bitmap Font Generator"

Description

Tool that allows to generating bitmap fonts from sprites.

Reference

- **Configuration**
 - **Bitmap Font** – Source texture containing the bitmap glyphs used to build the font.
 - **Characters**
 - **Generate** – Create or update the bitmap font assets from the source texture and character mappings.
 - **Sprite Atlas**
 - **Padding**
 - **Allow Rotation** – Allow detected glyph rectangles to be rotated while they are packed into the generated atlas.
 - **Force Power of 2** – Resize the generated atlas dimensions to powers of two for broader texture compatibility.
- **Preview**
 - **Preview Text** – Text rendered in the preview with the generated bitmap font.
 - **size** – Font size used to render the preview text.
- **Character Map**

Use

Open the tool from CGF/2D/Bitmap Font Generator in the Unity editor.
Use the controls listed in Reference to configure the window workflow.