Introduction

Those who want to use pixel fonts, or even more detailed fonts can get in a lot of trouble when aiming for the perfection of the font visuals.

Rpg Maker can blur and add an outline to your fonts. This plugin solves this problem, letting you use a bitmap font(a .png file) like a sprite sheet, which lets your fonts be rendered more faithful.

Features

- Add bitmap font to your game.
- Choose the size of the space between characters.
- Choose the size of the space bar.
- Choose the characters(letters) your bitmap will use.
- Choose if you want to smooth or not the font.
- Can add as many fonts as you want. (PRO)
- Can add an outline to the font. (PRO)
- Set specific fonts for scenes or windows. (PRO)
- Change text/outline color. (PRO)
- Increase/decrease the font size (\{ \}) (PRO)
- Use Underline and Strike-through with Eli Message Actions. (PRO)

How it Works

This is not the technical "Bitmap font", because it is created like a sprite sheet, in a png file using a single row.

The height of this png file will determine the size that a character can occupy on the lines. In another word, the default font size.

The default line height of the RPG Maker is 36. So try to keep under this(Unless you have another plugin that can change this value)

The width of the file doesn't matter. Can be any size, but you must create this in a way that each character will be on his grid. You don't need to worry about centering them on the grid, they just need to be inside. The plugin will auto-calculate the width of each letter.

One way to understand that you did it right is after you made your bitmap.png file, you divide its full width by the number of characters. This value must return a rounded number, with no decimals:

Full Width / Number of characters

- 1400/60 = 23,3 // Something is wrong.
- 1940/97 = 20 // Got it!

In the plugin parameters, there is a field where you can list all characters that this bitmap font has. So, they need to be in the same order that your bitmap is.

NOTE¹: All escape characters should work normally.
But for now, this plugin does not support the escape codes \FS. The color escape codes and the increased/decreased font size are only supported on the PRO Version.

NOTE²: If you set a font for the game timer and you are using Eli_Timer, the text color priority is from Eli_Timer.

Plugin Parameters

Build Bitmap File

In previous versions, every time you started the game, the plugin was scanning all your bitmap files and did a heavy operation to calculate the width for each character on each bitmap file. Now, the intention is that the plugin will only need to do it once or every time you add a new Bitmap.png file or change an existing one since it will get this data and build a JSON file with it. So if this parameter is set to true, the plugin will perform this operation and store the results under the folder "*data/BitmapFonts/*". After the plugin makes this operation and you are sure it will not change any of your Bitmap Files, you can set this to false to avoid performance issues.

Fonts

Here you can build all your bitmap fonts.

- **Main File** → Choose the main png file to use as a bitmap font. The filename cannot have spaces.
  - **Text Color** → Choose the default text color for this bitmap file.
- **Outline File** → Optionally, you can use another Bitmap.png file to use as an outline for your bitmap.
  - **Outline Color** → The default color for the outline bitmap file.

Optionally you can disable both color types using the "disable" option. Using that will make RPG Maker not apply any color to the bitmap font file. As so, preserve the true color that you used to build the file.

- **Font Face** → You **MUST** fill in this parameter. This works as an ID for the font, you will use this to reference this bitmap font on plugin commands or escape codes.

- **All Characters** → Here you will list all the characters your Bitmap.png file has. They need to be in the same order that the Bitmap.png file has.
- **Space Between Characters** → The blank distance in pixels between each character.
- **Blank Space Size** → The distance in pixels that the "Space bar" will do.
- **Smooth** → Set this to true if you want to smooth your bitmap font.
- **Scene List** → Optionally set all the scenes that will use this bitmap font.
- **Window List** → Optionally set all the Windows that will use this bitmap font. It has higher priority over the Scene List.
- **Use System Color** → Some sprites, by default, can have their text color changed dynamically. Like when the actor has 1 Hp, or is dead, their HP Color value would change. As so, you have an option to set this value to true, to apply those changes. If you want to just have the default Bitmap Font Color, leave this parameter to false.

You can also decide if you want to use this bitmap font on Sprites: Damage Pop Up, Gauge Labels, Gauge Values, Battler Name, Game Timer, and Game Title. That can be different from MV to MZ, since each engine can use that differently internally.

- **Add Space as Bitmap** → If true, the blank space generated by the space bar will be an empty bitmap too.
- **Underline and Strike-Through Height** → Set the height for these two features. But they will only work using Eli Message Actions.

Plugin Commands (MV)

The main format of the plugin command is this:

BitmapFont [*action*] [*type*] [*FontIndex*] [*container*] [*container*]

- **Action** → Replace with Assign, Reset, or ResetAll.
    - Assing → Will assign a new font to the container
    - Reset → Will reset the font of the container to its default.
    - ResetAll → Will reset all container fonts to their default ones.
- **Type** → Replace with "Window" or "Scene". This will tell the plugin if the container name you use, will reference a Scene or a Window.
- **Font Index** → The bitmap font index or the bitmap font face.
- **Container** → The name of the Window or scene you want to perform the operation. It is case-sensitive, and you can assign multiple ones.

Compatibility

Yep Message Core

On the Yanfly plugin, delete/comment on the following lines:

```
686   //=============================================================================
687   // Window_Base
688   //=============================================================================
689
690   Yanfly.Message.Window_Base_resetFontSettings =
691       Window_Base.prototype.resetFontSettings;
692 ∨ Window_Base.prototype.resetFontSettings = function() {
693       Yanfly.Message.Window_Base_resetFontSettings.call(this);
694       this.contents.fontBold = false;
695       this.contents.fontItalic = false;
696 ∨     // this.contents.outlineColor = 'rgba(0, 0, 0, 0.5)';
697       // this.contents.outlineWidth = $gameSystem.getMessageFontOutline();
698   };
699
```

Visu Core Engine

Bitmap Font messed up

You need to go into the plugin settings for Core Engine, change Quality of Life Settings, then scroll down to the bottom to change "Font Width Fix" to "false" and it'll fix some text issues.

Bitmap font not showing on Actor Name inside battle

I don't know why. My guess is that Visu probably changed the way Sprite_Name is drawn. As so, if you want to fix this issue, set to true the plugin parameter on the Bitmap Font plugin:

● Visu Core Engine Battler Name Compatibility

What this will do is restore the Sprite_Name.prototype.redraw function to the default code on the RPG Maker. I can't say if this will affect any other Visu plugins. But that fixed the issue.

Update Log

Version 3.2.5 - 09/23/2025

● Fixed a compatibility issue with Visu Core Engine that was making the Actor Names not use the Bitmap Fonts. You need to go into the Bitmap Font plugin parameters(Visu Core Engine Battler Name Compatibility) and set this compatibility to true.

Version 3.2.4 - 07/23/2024

- Fixed an issue by adding a new feature that lets you optionally apply the system color for the font text color of the Sprite Name, Sprite Damage, and Sprite Gauge. Before all colors are decided by the font parameters. This feature is under the parameters of a font, right after the Sprite that it belongs to.

Version 3.2.3 - 07/23/2022

- Fixed an issue where the Sprite_Damage was cutting off the text when the bitmap font was too big.

Version 3.2.2 - 07/09/2022

- Fixed an issue that when specifying a different outline color on the plugin parameter, they are not being drawn properly on Sprites.

Version 3.2.1 - 12/09/2022

- **[MV]** Fixed a bug that Scroll text windows are only displaying one line of text.
- **[MV]** Add compatibility fix instructions on the help file for Yep Message Core.

Version 3.2.0 - 11/06/2022

- Added a feature that you can preserve the bitmap font file color instead of applying a new color on the RPG maker engine.

Version 3.1.1 - 08/30/2022

- Fixed a bug where the Bitmap font for the Pop-up sprites on the battle was not working.

Version 3.1.0 - 04/18/2022

- Big performance improvement by using a JSON file to store the bitmap font data.
- Bitmap fonts can now have another bitmap font file to be used as an outline.
- New help file!

Version 3.0.2 - 03/14/2022

- Fixed a small issue when using Eli Message Actions to draw an image inside the text using escape codes. The problem was that the text was being drawn above the image, instead of calculating the right coordinate to not draw above the image.

Version 3.0.1 - 02/24/2022

- Minor performance improvement.
- Need to be below Eli Message Actions now.
- [MZ] Fixed an issue where the Damage Sprite was not taking the color from the bitmap font color on the plugin parameters.

Version 3.0.0 - 02/05/2022

- [MV] Ported to MV!
- Updated terms of use.

Version 2.2.1 - 10/15/2021

- Fixed a bug that causes a crash if you didn't set any font to use on the sprites.
- Removed the Save Font Changes parameter. Now all changes are saved.

Version 2.2.0 - 10/14/2021

- Added feature to change window fonts inside the game via plugin commands. Permanent or not.
- Added a way to also set a font for the battler names, gauge labels, and gauge values on the battle.
- Added Text Color parameter.
- Add escape codes on Eli Message Actions that let you change the fonts.
- Fixed a bug that when changing the bitmap font size with \{ \}, the plugin was not taking into consideration blank space in the texts, leaving the text not properly spaced.

Version 2.1.0 - 09/03/2021

- [PRO] Improved the plugin parameter to select a scene or window for the font. Now it contains a dropdown list with the default options.
- [PRO] Add the option to use different bitmap fonts for Game Timer, Damage Pop up and the Game Title on the title screen.)
- [PRO] You can now use \{ and \} to change the font size!

Version 2.0.0 - 08/16/2021

- Need Eli Book 4.0.0 now.

Version 1.1.0 - 07/12/2021

- Fixed a problem that was not calculating text height properly.
- Add an option to render the blank space with the "spacebar" key as a bitmap.

Version 1.0.1 - 07/02/2021

- Performance improvements
- Fixed a problem with the align command of Eli Message Actions

Version 1.0.0 - 06/20/2021

- Plugin release!

https://docs.google.com/document/d/1_oBWAIgPLPW_Y7HRFuQSYh8OSCwOF1uf6iQduyNHfuA/edit?usp=sharing