

## Selected U3D Japanese Fonts 03/03/2023

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Selected U3D Japanese Fonts is based on M+OUTLINE Font TESTFLIGHT063a.

The following groups are contained in fonts asset.

All the lists of characters are recorded on "school-characters-list.txt".

- Hiragana
- Katakana
- Alphabet, Number, Mark
- 1,006 Kanji taught in Japanese primary school.
- 400 Kanji in Japan states name and game words.

A question, a request, etc. to Selected U3D Japanese Fonts should inform the following address.

<https://www.futurecartographer.com/>  
[support@futurecartographer.com](mailto:support@futurecartographer.com)

Refer to the following URL for the details about M+OUTLINE Fonts.

<http://mplus-fonts.osdn.jp>

## Selected font vs Dynamic font

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Selected fonts and dynamic fonts are included since ver3.1. Selected fonts are static fonts with pre-rendered images in textures. The characters that can be displayed are fixed during editing. You can see how to add characters to include in the font in the next section. If the Selected font must display characters not included in the prerender data, it will fall back to the dynamic version. This gives you the ability to display all characters while getting balanced performance.

Dynamic font assets can get their shape at runtime, so you can use all the characters contained in the TTF file. I recommend creating this configuration if it fits your project.

<https://docs.unity3d.com/Packages/com.unity.textmeshpro@3.2/manual/FontAssetsDynamicFonts.html>

The Selected font has a low processing load, so it is suitable for displaying frequently updated text or predetermined character strings such as in-game scores, item names, and UI items. Dynamic fonts are suitable for cases where a large number of character types are needed but infrequently (dialogue text, player-entered character names, etc.).

## How do you add characters to a font?

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This font contains only a limited number of characters by default to keep the footprint small. The characters can be found by looking at the "school-characters-list.txt" file.

This file is also a template for font settings.

You will be able to add the characters you need by using TextMeshPro's font update feature. (References can be found below.)

<https://docs.unity3d.com/Packages/com.unity.textmeshpro@3.2/manual/FontAssetsCreator.html>

1. Add the characters you want to "school-characters-list.txt". (e.g. "掘" and "避" )
2. Select the TextMeshPro font asset you want to update from the Project tab.
3. Press the "Update Atlas Textures" button in the inspector. You'll find it at the top of the inspector.
4. From the "Font Asset Creator" window, change the "Characters Set" setting to "Characters from file".
5. Press the "Generate From Atlas" button.
6. Press the "Save" button.

Updated assets will be able to use the new characters. This is the standard TextMeshPro font method, but you can choose another method.

## Japanese glyph

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These fonts are not suitable for Chinese (Simplified, Traditional) kanji. Japan, China (Simplified) and Taiwan (Traditional) use different kanji.

If you want to learn more about it, the following articles will help you.

<https://heistak.github.io/your-code-displays-japanese-wrong/>