Twitter Thread by foone



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@Foone



I've only got one quest in The Elder Scrolls: Oblivion, and it's always active.

wow, I think I just rolled a critical failure on my image capture.
I told my script to take a picture of Oblivion and instead got a badly cropped screenshot of Heroes of Might & Magic III, a game I don't even have installed

the endless questions of trying to capture fonts from modern 3D games:
1. what's the native resolution?
2. IS there a native resolution?

it looks cleaner at 1024x768 (earlier one was 640x480)
but not perfect.
maybe 800x600?

nope. I think it's 1024x768, for a simple reason:

this splash screen! it doesn't scale based on resolution, and it seems to be sized the same as 1024x768

actually, wait
why don't I just steal the font from this splash screen

ahh. I think it's just a picture. I can't edit it.

ahh, it's my favorite member of the army, General Subtitles!

dang it, look how the pipe characters look blurry at 1024x768!
so maybe 640x480 is more "native" after all?

or maybe the menu renderer is just BLURRY

and now I've somehow gotten my mouse to be stuck in a busy cursor
OS-wide. I can't click anywhere. I had to select the reply button using the keyboard

there we go. had to kill Oblivion from the task manager, but now I'm free

ok here's 640x480 vs 1024x768

as anti-aliased as it is, 1024x768 is probably the resolution I'm gonna go with.

it's a start. I don't know why X is missing or k or {

fixed X and k
{ is still missing

BTW I know I can extract the font from the datafiles. I'm intentionally not doing that.

FONT