Ondine HD Font (TRLE/TRNG)

Hello, I am Lonely Angel, and I present to you Ondine HD Font, that is basically the Tomb Raider The Last Revelation standard font in high quality.

Contents

All files for installation include:

- LPS Files + BMP Image From The Font Glyph Set
- Leikkuri and LeikkuriConverter

INSTALL INSTRUCTIONS

The traditional font customization method is a little bit long and complicated, but it's necessary, unfortunately. The process is divided in two steps, the first one being patching the "tomb4.exe", and the second one being the application of the font itself. There's also some additional steps depending of certain circumstances.
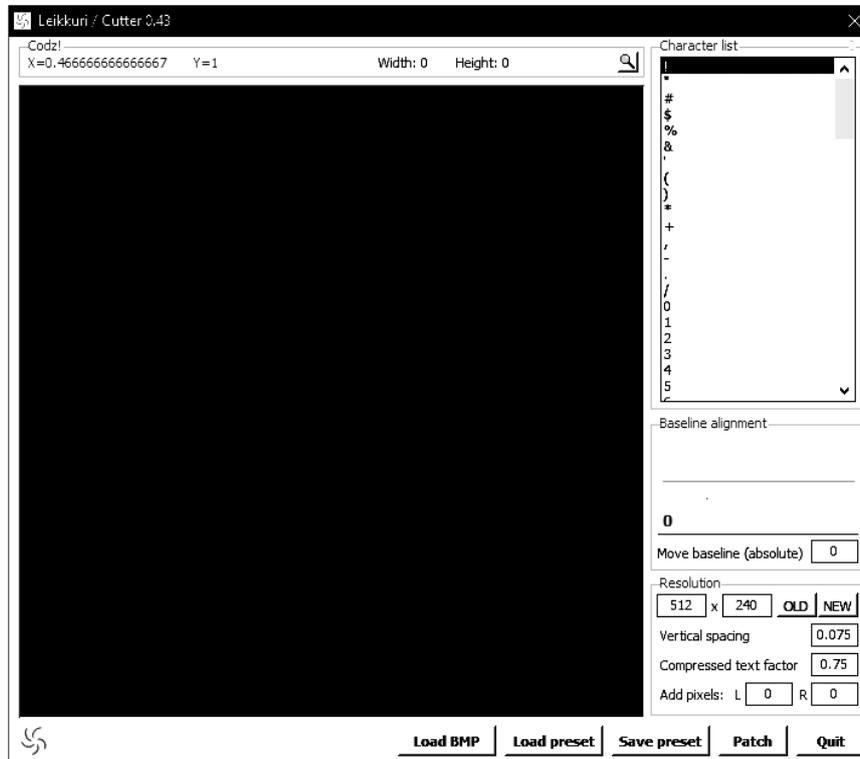
TRLE/TRNG (TREP Compatible)

Leikkuri (Link in the end of the PDF)

Leikkuri ("Cutter" in Finnish) is a software with no specific author, that was developed as part of the TREP (Tomb Raider Engine Patcher) Toolkit in 2007, basically a font table editor.
Leikkuri has the capacity to edit how the graphics of the game font (that is stored in the "font.pc" file) is shown in the actual game, what is made through a patch on the TR4 executable.

How to Utilize?

   After making the download of the program, you need to place the executable in your TRLE root folder. And then, just open the .exe and come across this interface.

   What care for us right now is the button "Load preset", clicking in it, you will open a screen where you need to select the LPS file of your preference (there are one different LPS for each currency available in the original font.) After selecting it, click in the "Patch" button, and it's done.

FLEP (TRNG)

   There is a problem, if you are using a TRNG executable patched with FLEP (FlexibLe Engine Patcher / TREP2), the game will crash due to compatibility issues between software. But, even for this problem, there is already a solution...

Obs: The FLEP version used NEEDS TO BE the latest version that can be found [here](#).

LeikkuriConverter

   LeikkuriConverter is a tool developed by the TRForums programmer ChocolateFan in 2021. It's a simple software, that doesn't have any interface, and is activated simply by clicking over the program file.

How to Utilize?

First of all, you will need a standard TRNG executable, and make a backup of it. After that, you will normally patch the file with Leikkuri.

Now, place your FLEP "patches.bin" file in the root folder, together the "LeikkuriConverter.exe" file. Start the program, and it will create a new "patches.bin" file. Place it inside FLEP root folder, and make the patching normally in your backup executable.

Applying the Font

Now, the second step, apply the font. As said previously, the font glyph set is stored in the "font.pc" file, so you will need to extract the file to the following directory (allow the system to overwrite):

"[…]¥Tomb Raider - Level Editor¥graphics¥wads¥"

To finish, everything that you will need to do is recompile your levels, and it is done.

Obs: If you are utilizing Tomb Editor, you may also need to enable the "Custom Font" option in the "Sky & Font" section inside the "Level Settings" window.

FINAL CONSIDERATIONS

Now just open the game, and enjoy the new HD TR4 font in your TRLE! This resource was made without any lucrative intents, and just to improve and add to this little game development community. And please, don't forget to give credits for the utilization of this creation in your levels or games.

SPECIAL THANKS

I will dedicate this space for thank some developers and members of the community, if was not by them and their creations, this project would not exist.

Michiel (TRSearch)

FontEdit 1.0

TREP COMMUNITY

Leikkuri / Cutter (font table editor)

ChocolateFan (TRForums)

LeikkuriConverter

XOXO <3

And You :)

I wanted to thank you for reading this PDF now, thank you so much for play.