



# Font Monster 3.42

The Type1 & TrueType font utility.

This program is [shareware](#), it is not free. Please [register](#) today.

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The help file in this version of Font Monster has been scaled down quite a bit from earlier versions in order to make Font Monster more convenient to copy, and consequently, a lot of technical stuff has been omitted. If you have more interest in how fonts are designed, or font file formats, check out the following materials which were used in developing Font Monster:

- **TrueType Font Files v1.00; Microsoft Corporation**  
Contains everything you ever wanted to know about TrueType fonts: fundamentals, file formats, character sets, plus a lot more you probably couldn't care less about. Supposedly available from MS for free upon request, on disk in Word 2.0 format.
- **Microsoft Windows 3.1 Device Driver Kit; Microsoft Corporation**  
Contains some documentation on PostScript **.PFM** files. It's not totally accurate, but it's pretty close. The best way to obtain this is on the quarterly MSDN CD-ROM from Microsoft.
- **Adobe Type1 Font Format v1.1; Adobe Systems Inc.; Addison-Wesley Publishing; ISBN 0-201-57044-0**  
Describes the **.PFB** file format and gives some explanation how Type1 fonts work. None of the **.PFB** information is actually used by Font Monster, but it's a good read anyway.

- The usual bug fixes, fine tuning of details, and a couple Microsoft .DLL file updates.
- New registration scheme. I will no longer ask for cash, not because I don't want it, but, despite all my warnings here not to do so, far too many people are sending me cheques, which I am unable to accept. I'm now allowing Public (software) Library to handle all my registrations. Now you all can use your credit cards.

**What's new in v3.4:**

- Type1 fonts are now installable without restarting Windows. This also means Type1 fonts are also viewable and printable without installing. You must be using [Adobe Type Manager \(ATM\) version 2.5](#), or higher, in order to have this ability.
- Font groups have been enhanced significantly. You can now uninstall a group; and confirm and make changes to a font group before it proceeds.
- The print functions are now enhanced to include general information about a font on the printout page by inserting variables in the user defined text strings.
- Further improved memory and resource usage, greater speed, and bug fixes everywhere.

#### **Noteworthy bugs fixed between v3.4 and v3.42:**

- A memory allocation problem often occurred when computing checksums for TrueType fonts. Subsequently, a sharing violation would occur because the failed subroutine didn't bother to close the file. Both bugs have been fixed.
- It was possible to press a button to perform one action while another action was occurring as a result of a previous button press. Not any more.
- Selecting a floppy drive without a disk would sometimes crash Font Monster. Not any more.
- Added a right mouse button pop-up menu to the VIEW window when displaying custom text. The menu allows text to be displayed normally, or in upper or lower case only. This is useful when displaying "all caps" fonts. This setting is also saved in the **FMONSTER.INI** file (registered version only).

If you are using [Norton Desktop v2.0](#) or [PCTools For Windows](#), instead of [Program Manager](#), you should have no problem using Font Monster v3.42. Any references to [Program Manager](#) or [File Manager](#) in this documentation also apply to the Norton Desktop or PCTools.

A couple minor bugs have been found when creating font group icons with Norton Desktop and PCTools Desktop. Check out [Known bugs](#) for details.

1. Delete **FMONSTER.EXE**, **FMONSTER.HLP**, **FMHELPER.DLL**, **FMGROUP.ICO**, all found in your Font Monster directory (your previous version may not have all these files). Be sure not to delete any files ending with ".FM!"
2. Delete **THREED.VBX**, **CMDIALOG.VBX**, **MSGBLAST.VBX**, **CTL3D.DLL**, all found in your **WINDOWS\SYSTEM** directory.
3. Copy the new files, **FMONSTER.EXE**, **FMONSTER.HLP**, **FMONST.DLL**, **FMONSTER.TXT**, to your existing Font Monster directory.
4. Copy the new files, **THREED.VBX**, **CMDIALOG.VBX**, **MSGBLAST.VBX**, **CTL3D.DLL** to your **WINDOWS\SYSTEM** directory.
5. If you don't already have it, obtain a copy of **VBRUN300.DLL** and copy it to your **WINDOWS\SYSTEM** directory.

1. Delete all files found in your Font Monster directory, then delete the Font Monster directory.
2. If you don't use any other Visual Basic programs, delete **THREED.VBX**, **CMDIALOG.VBX**, **MSGBLAST.VBX**, and **VBRUN300.DLL**, all found in your **WINDOWS\SYSTEM** directory. If you aren't sure whether you use other Visual Basic programs, don't delete these files since they may be shared by other Visual Basic programs.
3. If you are a registered user, delete the **FMONSTER.INI** file found in your **WINDOWS** directory.
4. Remove the **.FM!**, **.PFM**, **.TTF** entries from your **WIN.INI** file in the **[Extensions]** section.

Font Monster v3.42 requires [Windows 3.1](#). It will not run in Windows 3.0 or OS/2 2.0. If you own [Adobe Type Manager \(ATM\)](#), Font Monster will automatically detect it and act accordingly, but Font Monster works fine without ATM. It is recommended that you always have TrueType fonts [enabled](#), do so from [Windows' Control Panel](#).

The first time you run Font Monster it will tell Windows to associate Font Monster with the file extensions **.PFM**, **.TTF**, and **.FM!** by automatically editing your **WIN.INI** file. This will enable you to click on any file ending with these extensions, using [File Manager](#), and Font Monster will start up and present that font's data on screen right away. Files with the **.FM!** extension are not fonts, they are Font Monster's [font groups](#) which must be kept in the same directory as the **FMONSTER.EXE** file.

#### **FMONSTER.EXE**

The main program. Copy this to wherever you like, preferably its own subdirectory which has full read and write access. You can assign it an icon in [Program Manager](#) using the usual procedure.

#### **FMONSTER.HLP**

This help file. Make sure this is located in the same directory as **FMONSTER.EXE**.

#### **FMONST.DLL**

Contains the group icon resource, and the **ATM 2.5** interface. Make sure this is located in the same directory as **FMONSTER.EXE**.

#### **FMONSTER.TXT**

This is an example text file used by the print function in Font Monster.

#### **FILE\_ID.DIZ**

This is only used by BBSs to describe Font Monster. You don't need this file installed on your hard disk, it can be safely deleted.

#### **README.TXT**

This text file contains a basic description about Font Monster and how to install it on your hard disk. Since you are reading this help file now you can safely delete the file.

### **The following files must be installed in your WINDOWS\SYSTEM directory:**

#### **VBRUN300.DLL**

The Visual Basic 3.0 run-time library, not included in the Font Monster **.ZIP** archive. You may already have it if you have other Visual Basic 3.0 programs. It is available for free on most BBSs, or from wherever you got **FMONS342.ZIP** from.

#### **THREED.VBX**

From Microsoft, this VBX manages all the nifty looking 3D effects, and it also gobbles up a hefty chunk of your system resources while Font Monster is running.

#### **CMDIALOG.VBX**

From Microsoft, this VBX allows you to setup and select a printer, and choose fonts, while running Font Monster.

#### **MSGBLAST.VBX**

From Microsoft, this VBX is used to update the status bar when using the pop-up menus.

#### **CTL3D.DLL**

From Microsoft, their "Windows 4.0" 3D-effects DLL.

## **Files created by, but not supplied with, Font Monster:**

### **FMnnnnnn.FM!**

Found in your Font Monster directory; these are the font group files.

### **FMONSTER.FM~**

Found in your Font Monster directory; this file contains a list of currently temporarily installed fonts. Font Monster updates this list when installing or uninstalling fonts via font groups.

### **xxxxxxx.FO~**

Found in your Font Monster directory; these filenames correspond to TrueType fonts which have been installed temporarily. These will be automatically deleted when Font Monster determines your system does not need them anymore.

### **FMONSTER.INI**

Found in your **WINDOWS\SYSTEM** directory after you register; this contains information about settings which have changed from the default.



Font Monster is a multi-purpose font utility. Its ultimate goal is to be an all in one monster of a utility for font fanatics. Its primary intention is to cover ground that other utilities (shareware and commercial) missed out on, or didn't implement very well.

- Font Monster allows you to edit TrueType and Type1 [font data](#). Not the glyphs and stuff, but all the stuff which Windows uses to recognize a font, like the name, the weight, the style, etc., plus lots of [esoteric](#) stuff that you probably will never need to touch.
- Font Monster lets you [preview](#) TrueType and Type1 fonts before they are installed. If you decide to install a font you are previewing you can also install it with Font Monster, or later uninstall it, or even delete the font files from your disk.
- Font Monster manages your **INI** files. When you install or uninstall a Type1 font, Font Monster automatically makes all the necessary changes in your **ATM.INI** and **WIN.INI** files. When you install or uninstall a TrueType font, Font Monster automatically changes your **WIN.INI** file.
- Font Monster manages your font files. When you install, uninstall, and delete fonts, Font Monster will take care of all the [dirty work](#).
- Font Monster can create [font groups](#). These are special macro files containing a list of fonts to install. Activating one of these font groups will optionally uninstall the currently installed fonts, then install the set of fonts listed in the group. You can create as many of these font groups as you like, for all your various font situations. Font groups can be saved as an icon in [Program Manager](#) and can be activated simply by clicking on the icon, thus eliminating the need to start up Font Monster each time you want to change fonts groups.
- [Font Monster prints](#) font samples and entire font catalogs. This can be extremely useful for finding a particular font, or to see how a font looks when printed. It's also useful for finding a particular character in a dingbat font. Fonts do not need to be installed to be printed by Font Monster.
- If you are a font designer using [Fontographer](#) or [FontMonger](#) to design your fonts, you can use the registered version of Font Monster to [add your own trademark and copyright notice](#), as well as remove or change any of the string data those commercial programs automatically insert.

[What Font Monster does not do](#)  
[Some examples for using Font Monster](#)

Font Monster does not do everything. Sometimes this is for the better, sometimes not:

- Since [TrueType](#) and [Type1 \(using ATM\)](#) are the only real Windows standards, Font Monster does not support other type managers or font types.
- Changes you make to a font using Font Monster **WILL NOT IN ANY WAY** change the shapes of the characters on screen or as printed. Information such as glyphs and hinting is simply copied byte-for-byte from the original font file. To edit the shapes of the characters you will need something like [FontMonger](#), or [Fontographer](#), or [AllType](#).
- Font Monster does not modify your fonts when you use the PRINT or GROUP features. The only way Font Monster will modify a font is if you use the font edit functions and change the data yourself, and then save it to the same file name. In all other respects, [Font Monster behaves like any normal Windows application](#), and is as likely to damage your fonts as, say, Microsoft Word.
- Font Monster is intended for personal use only. You should not use Font Monster to rename someone else's fonts and then sell them as your own. But if you do so, be aware that Font Monster [does not change all the data](#) in a font which identifies it to its original creator.
- Font Monster does not convert fonts from one format to another, or from one platform to another.

Here are some common situations the average font fanatic, such as yourself, might come across:

- Let's say you have two different fonts from two different font vendors but **both fonts have the same name**. Windows will have no way of telling the difference which is which. By renaming one font, Windows (and you) will be able to call up either font if they are installed at the same time.
- How about if you copy some fonts over from the **Apple Macintosh**? The Apple naming scheme can sometimes be quite weird. For example, take the fonts named "*Ren&Stimpy Bold 001.002*" & "*DavysRudeSymbols 10/23/91*". Both of these names include some extra information which you may not want and it also confuses Windows when it tries to select the style variations in the font's family. Renaming the fonts will take care of this.
- **Word For Windows** tries to be so smart when you want to insert a symbol or a bullet. It will only allow you to select from those fonts in your system which are marked as **symbol fonts**. What can you do if you want to use a font which isn't a symbol font? Good luck, Word doesn't make it very easy for you. Use Font Monster to mark the font as Symbol and from then on Word will put it in its Symbol menu. This same situation also applies to **CoreIDRAW!**
- Some fonts, particularly Type1 fonts, are designed with Style formats incompatible with Windows. You may have Regular, Bold, Italic, and BoldItalic versions for a particular family but you may not be able to choose them the usual way, for example Ctrl-B for Bold, Ctrl-I for Italic. Instead you are forced to choose, for example, "*Simpsons Bold*" or "*Simpsons Italic*" from your font menu. This is because the styles were all marked as Regular when they were produced. Use Font Monster to set the **correct Style and Family Name** in each font. Then you can have one menu entry, "*Simpsons*", and choose the styles in your word processor the usual way.
- Many font vendors (and also some applications, **CoreIDRAW!** is a good example, which bundle fonts with their programs), for legal reasons change the names of the fonts to something similar, but **not the font's official (or more common) name**. Renaming the fonts can help you better organize your font collection.
- Font Monster lets you **preview fonts**, even if they are not installed yet. If you like what you see you can install the font permanently with Font Monster. If you don't like a font you can also uninstall fonts from Windows with Font Monster, and even **delete font files** from your hard disk.
- If you have **a lot of fonts installed at once** you probably know how slow Windows takes to startup, and then how slow some applications take to get going, like **PAGEMAKER**. Use Font Monster's font group feature to create smaller groups of fonts, which you can install before you open a project that requires specific fonts. For example, you might be laying out a newsletter which requires 14 fonts, and then later you might work on a poster which requires 10 totally different fonts. Simply create two font groups containing the fonts needed for each project. Then as you switch projects, simply click in the corresponding font group's icon to uninstall the unneeded fonts and install the new fonts. **You'll notice a remarkable difference in speed** when compared to having all your fonts installed at once.
- Font Monster now directly supports the additional **weight variations** implemented in Windows 3.1. At this time, the only application known to fully support the additional weights is [Microsoft's Access](#) database. If more applications begin to support the additional weights, you can use Font Monster to rename the weights of your existing TrueType fonts.
- You can print a catalog of all your fonts, which will allow you to quickly find a particular font without having to see them on screen.
- You can print a page showing all the characters in a font. This is most useful for finding particular symbols in a dingbat font.

## Open a font

The directory list box works just like the familiar Windows common dialog box. It will list only fonts that have the suffix **.PFM** or **.TTF**, for **Type1** and **TrueType** fonts respectively.

Shortcut: Ctrl-O

## Save changes to a font

If you have made any changes to the font data you can save it either as an entirely new font file, or replace the original font file. Use the dialog box to select the directory and the filename.

Shortcut: Ctrl-S will save changes to the font to the **same filename** you opened, without confirmation, and bypassing the "Save As..." dialog box.

### **Type1 only:**

When saving a Type1 font you are only saving the **.PFM** file. If there is an accompanying **.PFB** file, it is not altered or renamed. If saving the **.PFM** file to a different directory, the **.PFB** is not copied. Note that **Font Monster** and **Adobe Type Manager** expect the filenames of the **.PFM** and the **.PFB** files to be the same, and they must reside either in the default **ATM** font directories or the same directory.

### **On an average 486-33:**

- **Saving a Type1 font takes about 1 second.**
- **Saving a TrueType font takes about 3 seconds.**
- **Saving a TrueType font with checksums enabled takes about 6 to 10 seconds.**
- **East Asian language TrueType fonts, which can often exceed 8 megabytes in size, may take 30 to 60 seconds to save.**

Font groups are macros which allow you to automatically install and uninstall fonts, even without having to start up Font Monster. Create font groups for every situation where you need specific fonts installed.

Font Groups are also used by the font print utility. Create groups of fonts you want to print out, then select the group from the font print utility before printing.

## Save changes to a font group

You must save changes before you can activate, or do anything, with a font group. Font groups are always stored in the same directory as the **FMONSTER.EXE** file. Their file extension is **.FM!**.

## How to add or remove fonts from a group

- Select fonts in the list using the standard Windows method of using the left mouse button in conjunction with the SHIFT and CTRL keys.
- Or use the right mouse button and choose "Select All" or "Deselect All" from the pop-up menu.
- Use the right mouse button and select "Add fonts to group" or "Remove fonts from group" from the pop-up menu.
- When a font is added to a group, it is removed from the available fonts list. You can not add a font to a group more than once. This is why the values preceding "Available fonts" and "Number of fonts found" may differ.
- When a font is removed from a group, it may or may not be added to the [available fonts list](#). This depends on whether the removed font is located in the current directory.  
Shortcut: Double click on any single font name in a list to move it to the other list.

## Delete Group

This will delete the current font group's **nnnnnnnn.FM!** file from your Font Monster directory. It will not delete the fonts, only the group!

## Add group to Program Manager

This will create an icon in [Program Manager](#) which represents your font group. The current group name will be the name under the icon.

You can activate the font group at any time simply by double-clicking on its icon. A font group is essentially a [macro](#), and it loads in only a very small portion of Font Monster. It gets to work pretty quickly, and when its finished it automatically quits Font Monster.

## Activate afterwards

Allows you to link font groups together, or run a program or open a specific file after activating the group.

- When another font group is indicated, when the activated font group is finished, it will activate the font group indicated. Likewise, if the second font group is linked to yet another font group, it will be activated, and so on.
- When "[[Program or file...](#)]" is selected (always at the bottom of the list of groups), a dialog box will appear requesting the name of the program or file you wish to open after activating the group.
- The options, "Uninstall all TrueType" and "Uninstall all Type1", if set in a font group, will not take effect when they are activated after the initial font group. For example, if "Group A" activates "Group B", and "Group B" has "Uninstall all TrueType" checked and "Group A" does not, all TrueType fonts will not be uninstalled because "Group A's" settings take precedence. However, all other settings, "Uninstall only", "Install fonts permanently", and "Autodownload all Type1 fonts" will be used from the following group's settings.
- When using the [font print utility](#), this function, and other font installation settings in a group, have

no effect.

**Type1 only:**

- The "Autodownload Type1" option can be set differently in each font group when you activate one after another. This can be an advantage in some situations where you can set up fonts in one group to be downloaded to a PostScript printer, and other groups not, yet they can all be installed from a single icon.

## Prompt first

When a font group is activated, if this setting is checked, you will be able to confirm and change the settings in the font group, in fact, you can change the font group itself. Note that any changes you make are temporary and do not permanently affect the font group.

## Uninstall only

The fonts in the font group will be uninstalled, rather than installed which is the default. When this setting is checked, the other install options will be disabled.

## Uninstall all TrueType fonts

**TrueType only:**

When the current font group is activated, all TrueType fonts presently installed will be removed from the system. This allows you to create font groups that install either cumulatively or exclusively, and optionally, exclusively from Type1 fonts.

## Uninstall all Type1 fonts

**Type1 only:**

When the current font group is activated, all Type1 fonts presently installed will be removed from the system. This function allows you to create font groups that install either cumulatively or exclusively, and optionally, exclusively from TrueType fonts.

## Install fonts permanently

You can create a font group whose fonts are active only during the current Windows session. The next time you start Windows, those particular fonts would not be active. The default setting, however, is "permanent", which installs fonts for the current session as well as later sessions. This setting applies to both TrueType and Type1 fonts.

## Autodownload all Type1 fonts

**Type1 only:**

This option will add the .PFB file to any PostScript printer entries in the **WIN.INI** file. This allows Windows to download the font as a soft font while printing. For example the following example does not autodownload the font:

```
softfont1=d:\win31\pfm\davyscat.pfm
```

The following example autodownloads the same font:

```
softfont1=d:\win31\pfm\davyscat.pfm,d:\win31\pfb\davyscat.pfb
```

**See also:**

[Using Norton Desktop or PCTools For Windows Tips and shortcuts](#)

If a group fails to install a font (because it has been deleted, or moved, or renamed), or if the font is already installed, you will not see any error messages. This is done to keep user interaction to a bare minimum.

**TrueType only:**

- Note that [Windows' Control Panel](#) normally copies fonts to your **WINDOWS/SYSTEM** directory, Font Monster groups do not. Wherever the font was kept at the time it was added to a group is where Font Monster will expect to find it later when it installs it. So don't freak out Windows by trying to install a font stored on a floppy or CD-ROM that isn't in the drive.

**Type1 only:**

- Font Monster automatically detects if [Adobe Type Manger \(ATM\)](#) is installed, and active, and acts accordingly when installing and uninstalling Type1 fonts. Font Monster will automatically install or uninstall the font to every [PostScript printer](#) installed on your system. Thus, if you don't use [ATM](#) and you have no PostScript printers installed, installing a Type1 font with Font Monster achieves absolutely nothing.
- Unlike [ATM](#), Font Monster can install a Type1 font residing in any directory. Font Monster expects both the **.PFM** and **.PFB** files to have the same name, and to reside in the same directory.
- But a more likely situation for [ATM](#) users is that all their Type1 fonts were copied and separated into different directories by [ATM](#) when it originally installed them. Font Monster handles this gracefully by first determining the default directories [ATM](#) uses for storing fonts. Then if a user installs a **.PFM** file residing in [ATM](#)'s default PFM directory, it will automatically install the corresponding **.PFB** file in [ATM](#)'s default PFB directory. That is assuming [Autodownload all Type1](#) has been enabled. Otherwise, only the **.PFM** file will be installed.

**See also:**

[Tips and shortcuts](#)

**ATM versions under 2.5 only:**

- If you activated a font group which either installed or uninstalled Type1 fonts, or if you installed or uninstalled Type1 fonts some other way, you will need to [Restart Windows](#) before the changes can take effect.
- You have the option of not restarting Windows right away. You may want to do so if you plan to install or uninstall more Type1 fonts right away. Font Monster will remind you once again to [Restart Windows](#) before you exit the program.
- You also have the option of switching [Adobe Type Manager \(ATM\)](#) **on** or **off** before restarting Windows.



This panel controls how Font Monster behaves. The registered version of Font Monster will allow you to save these settings from session to session, otherwise you will may need to change the settings each time you start Font Monster. Yet another good reason for registering today.



= YES



= NO

## SmartLink

### TrueType only:

Enabling this allows you to link any changes you make in one field to other appropriate fields. For example, clicking on the **Bold**, **Actual Style** will automatically enter the word "Bold" in the Style field. Likewise, typing in a Family Name will change the Windows Name simultaneously. By default, this is turned "Off" in the unregistered version.

This is an invaluable feature because the data in the string fields should generally not conflict with one another, or with the settings elsewhere. Yes, **there are a few exceptions**, though unpredictable things can happen in your font menus if you're not careful. If you need to work on an "exception" font, turn off SmartLink temporarily.

- Fonts with optional foreign language platforms are one of these exceptions. SmartLink has been designed to work with english language font names only.
- Note that changes you make in one font table will not affect the string data in the other font tables (such as a different language) in the same font, whether you use SmartLink or not. If you edit a font name, you should similarly edit the other Platform names in order to maintain compatibility with all other applications. For example, if you modify the Macintosh platform name of a font, but not the Microsoft platform, Windows will still use the original Microsoft platform name. If you later copy the font to the Macintosh, it will use the modified name.
- **It is highly recommended you turn on "SmartLink" and leave it on, always.**

## Install TrueType fonts to SYSTEM directory

### TrueType only:

When installing a TrueType font you may wish to copy it to your **WINDOWS\SYSTEM** directory for whatever reason, as **Windows' Control Panel** does by default. This will make Font Monster automatically copy the **.TTF** file to the **WINDOWS\SYSTEM** directory when installing. Note that the original **.TTF** file is not deleted. Also note that uninstalling a font installed in this way doesn't remove the **.TTF** file from the **WINDOWS\SYSTEM** directory. If you wish to do so, use the "**Delete font**" button to both uninstall and delete the **.TTF** file.

- It is highly recommended that you keep your TrueType fonts in a directory (or directories) other than the **WINDOWS\SYSTEM** directory. This feature has been added only for completeness.
- Font groups are not affected by this setting, they install TrueType fonts in their current directory only.

## Install Type1 fonts as autownload for PS

### Type1 only:

This option will add the **.PFB** file to any PostScript printer entries in the **WIN.INI** file. This allows Windows to download the font as a soft font while printing. For example the following line does not autownload the font:

```
softfont1=d:\win31\pfm\alphabet.pfm
```

The following line will autodownload the same font:

```
softfont1=d:\win31\pfm\alphabet.pfm,d:\win31\pfb\alphabet.pfb
```

- Font groups are not affected by this setting.

## Compute TrueType checksums

### **TrueType only:**

The TrueType specification requires each internal table to be given a checksum, and then the entire font should be given a sort of 'master' checksum. In reality, neither Windows 3.1 nor Apple's System 7 bother to even look at these checksums. You could safely leave this setting turned off, and as a consequence, Font Monster will take a little less time when saving.

Note that some font utilities designed to check for invalid fonts may report a "bad" font if they detect that you did not compute checksums when saving a font. You should be aware that your font is NOT bad despite what these utilities may say.

Should there ever be a case in the future where an operating system or application requires these checksums (not likely), you can open and then resave your fonts with this setting turned on to create the correct checksums.

## Associate .TTF and .PFM files

Every time Font Monster starts it will read the **WIN.INI** and check that the extensions **.PFM** and **.TTF** are associated to Font Monster. If this setting is enabled, it will reassociate these extensions if they have been changed or deleted, or if Font Monster has been moved to a different directory.

- By assigning these extensions to Font Monster, you can double click on a font in **File Manager** and Font Monster will automatically start and read in that font's data.

## Use Font Group icon

If you use **Program Manager** as your Windows shell, this setting defaults to "Yes", otherwise it defaults to "No". Setting to "Yes" will give font groups a custom icon contained in the **FMONST.DLL** file, setting to "No" gives font groups the default Font Monster icon. **Norton Desktop v2.0**, for example, can not use custom icons when creating font groups. If this bug is fixed in the future, or if your shell can accept custom icons, change this to "Yes".

## Play sounds if available

You can disable the sound effects by setting this to "No". The default is "Yes".

## Save settings on exit

### **Registered users only:**

With this button enabled, Font Monster will save settings automatically in a file called **FMONSTER.INI** in your **WINDOWS** directory. Settings include the status of all the buttons on the configuration window, the current directory, the custom text, the size, and single character settings on the view window, and the print function settings.

## Program Manager group name

This is the name of the Program Manager group (sometimes called a "folder") in which Font Monster will put the font group icons when you add them to Program Manager.

## Default Specific Platform

### **Foreign language versions of Windows 3.1 only:**

Used by Font Monster to determine the name table to use when installing and viewing a font. By

default, and in the English language version of Windows, Font Monster will look for the [UGL character set](#). If this is set to some other value, Font Monster will look for that table first, then if it is not found it will look for the [UGL character set](#). If that is not found, Font Monster will look for a Macintosh platform string table.

- Nearly all fonts, except Dingbat fonts (such as WingDings) will be [UGL character set](#).
- Chinese TrueType fonts require [Character set 4](#) to be the default when installing.
- Font Monster also uses the [Default Language](#) to determine the name table to use when installing.

## Default Language

### Foreign language versions of Windows 3.1 only:

Used by Font Monster to determine the name table to use when installing and viewing a font. By default, and in the English language version of Windows, Font Monster will look for the [US English](#) string table. If set to some other value, Font Monster will look for that table first, then if it is not found, Font Monster will look for the [US English](#) language name table. If that is not found, Font Monster will look for the first name table in the font.

- Nearly all fonts contain a [US English](#) name table.
- Not many fonts contain name tables other than [US English](#).
- If your localized version of Windows has a default language other than English, such as Chinese, you should set this setting to the appropriate language in order to make fonts install properly.

## Registering

Now that you have paid your [twenty bucks](#), you can register. You only need to do this once. Enter your name and your ID number exactly as written on your registration letter which you received. Press **OK** and you should see a message thanking you for registering. By the way, thanks again for registering.

- Registering enables the **FMONSTER.INI** file, allowing you to save your settings.
- Registering immediately disables all "nags".
- Registering allows you to edit the Copyright, Trademark, VendorID, and Protection fields.

If the caption reads:

- "Install font", clicking on this will install a font permanently in your system.
- "Uninstall font", clicking on this will remove the font from Windows. It will not be deleted from your hard disk, but that can be done with the "Delete font" button.
- "(Can't install)", then no font is currently open, either because one has not been opened yet (as might occur when you first start the program), or an error occurred when attempting to open a font.

**TrueType only:**

- Note that [Windows' Control Panel](#) normally copies fonts to your **WINDOWS/SYSTEM** directory, Font Monster, by default, does not. You can make Font Monster install fonts in the **WINDOWS/SYSTEM** directory by changing the [Font Monster configuration](#). Otherwise, wherever the font was kept at the time it was installed is where Windows will expect to find it later. So don't freak out Windows by installing a font stored on a floppy or CD-ROM.

**Type1 only:**

- Font Monster automatically detects if [Adobe Type Manager \(ATM\)](#) is installed and acts accordingly when installing and uninstalling Type1 fonts. Font Monster will automatically install or uninstall the font to every [PostScript printer](#) installed on your system. Thus, if you don't use [ATM](#) and you have no PostScript printers installed, installing a Type1 font with Font Monster will do absolutely nothing.
- Unlike [ATM](#), Font Monster can install a Type1 font residing in any directory. Font Monster expects both of the font's **.PFM** and **.PFB** files to have the same name, and to reside in the same directory. However . . .
- . . . a more likely situation for [ATM](#) users is that all their Type1 fonts were copied and separated into different directories by [ATM](#) when it originally installed them. Font Monster handles this gracefully by first determining the default directories [ATM](#) uses for storing fonts. Then if a user installs a **.PFM** file residing in [ATM](#)'s default PFM directory, it will automatically install the corresponding **.PFB** file in [ATM](#)'s default PFB directory. That is assuming [Install Type1 fonts as autodownload for PS](#) has been enabled. Otherwise, only the **.PFM** file will be installed.

**See also:**

[Restart Windows](#)

- The print routines use previously created font groups.
- Use the right mouse button to insert variables into any text fields:

Variable	Description	Example
^a	Font file date & time	Tuesday, March 10, 1992, 3:10:00 AM
^d	Current date	Wednesday, February 2, 1994
^f	File name	arialbi.ttf
^g	Group name	Basic windows fonts
^l	Total fonts in the group	14
^m	Paragraph break	<i>(prints subsequent text on a new line)</i>
^n	Font name	Arial Bold Italic
^p	Path name	c:\windows\system\arialbi.ttf
^r	Current font number	3
^s	Font file size	71,880
^t	Font type	TrueType
^u	User name	Bill Smith
^#	Current page number	3
^^	Caret symbol	^

- Use the right mouse button to insert the text "(Don't print)" into any text field and that text field will not print.
- A font group doesn't have to be active in order for it to be installed. You can printout TrueType and Type1 (with [ATM 2.5](#) or higher) fonts in a font group even if they are not installed.
- Create a font group specifically designed for printing, but not for installing. Unlike when installing fonts, when printing, there is practically no limit to the number of fonts in a font group.
- You can select individual fonts in a group for printout by clicking the left mouse button (in combination with the Ctrl and Shift keys). Be sure to also click on the "Selected fonts only" box.
- When using the Font Print utility, font group links, and all other font installation settings, have no effect. Only the font names from a group are used.
- If your printer runs out of memory while printing a page, set your Windows [printer driver](#) to "Print TrueType as graphics", if supported. You may also need to set [ATM](#) (2.5 or higher) to "Print ATM fonts as graphics" if you are printing Type1 fonts with ATM.
- You can not print uninstalled Type1 fonts to a [PostScript printer](#), even if you use [ATM](#) (2.5 or higher). This is because the Windows PostScript printer driver must check the **WIN.INI** file for installed fonts, if it can't find a font there, it won't print it. Stupid huh?! Your best bet is to either install the fonts before printing, or switch your printer to a different mode, such as PCL, if possible.
- You can select more than one style of page to be printed during a single print job. For example, you can printout a [Character chart](#), a [Sample page](#), and a [Font catalog](#), all at the same time.
- All buttons and selections are "live" during printing. For example, if you change the Custom text during printing a font catalog, all subsequent text will be the changed text.
- The "STOP" button can be slow to respond during printing. This is due to the way Visual Basic handles printing. Be patient, [clicking once on the STOP button will eventually stop the print job](#). However, any pages already sent to the printer can not be stopped.
- Use "[Page pause](#)" to temporarily interrupt printing between pages. Some laser printers print more reliably if you do this.
- [Dot matrix](#) printers often print with different margins than what you might expect. If you get borders or text printing off the edge of the page, try experimenting with the [Page Margin](#) settings to optimize printing on your dot matrix printer.
- Each page during a printout is treated as a separate print job. Thus, if you look at Print Manager during printing you may see several print jobs queued up there. The reason for this is to force Windows and Visual Basic to clear all unneeded resources between pages. This increases printing speed and system reliability.
- All printouts automatically scale to the selected paper size and orientation. For example, you can adjust the page margins to allow a larger amount of space on the left side, then you can easily bind all the

pages later for future reference. Note that these settings are relative to the printable portion of the page, not the physical page; setting all the margins to "0" will use the maximum amount of printable area available to your printer, which may not necessarily be the entire page. Use the right mouse button to toggle between inches or centimeters.

- The "[Sample page](#)" function will use the custom text in a file called **FMONSTER.TXT**, which should be found in the same directory as the **FMONSTER.EXE** program. You can edit this text file by clicking on the "**EDIT...**" button, which will use your default text editor. Note that you can also use the variables, described above, in this text file. This file can be up to 8192 character long.



## Sound test...

Font Monster supports [Windows 3.1](#) multimedia sounds. Copy the following lines to the **[Sounds]** section in your **WIN.INI** file. Then use [Windows' Control Panel](#) to assign sounds to **.WAV** files already in your system. The [Font Monster Multimedia Upgrade Kit](#) includes a collection of interesting and original samples and will also do all the work of modifying your **WIN.INI** file for you. You can obtain the [Font Monster Multimedia Upgrade Kit](#) as freeware, probably from the same place you got [Font Monster 3.42](#).

```
FMActivate=,Font Monster-Activate group
FMAdd=,Font Monster-Add icon
FMCancel=,Font Monster-Cancel
FMClick=,Font Monster-Click
FMDelete=,Font Monster-Delete
FMExit=,Font Monster-Exit window
FMDrag=,Font Monster-Font list change
FMGrid=,Font Monster-Font grid
FMGroup=,Font Monster-Font groups
FMHelp=,Font Monster-Help
FMInstall=,Font Monster-Install font
FMKeep=,Font Monster-Keep image
FMNew=,Font Monster-New
FMOk=,Font Monster-Ok
FMOpen=,Font Monster-Open font
FMPrint=,Font Monster-Print fonts
FMCnfg=,Font Monster-Program config
FMQuit=,Font Monster-Quit
FMSave=,Font Monster-Save font
FMStart=,Font Monster-Startup
FMStop=,Font Monster-Stop!
FMUndo=,Font Monster-Undo changes
FMUninstall=,Font Monster-Uninstall font
FMView=,Font Monster-View font
FMWho=,Font Monster-Who?
```

- Drop any font group icon into your [StartUp folder](#) and every time you start windows that font group will take effect.
- You can use a previously created font group as a [template](#) for a new font group. Simply select the font group, type in a new name, and press the "SAVE" button. You can then add/delete fonts, change settings, etc.
- Use the "[Activate afterwards](#)" feature to link one Type1 font group marked as Autodownload, to a second Type1 font group marked as NOT Autodownload. This will allow you to install fonts, some of which already reside in your [PostScript printer's ROM](#), and some of which must be downloaded as soft fonts, as if they were all in a single group.
- If you have [a common set of fonts which you use regularly](#), create a font group containing just those fonts. Then use the "Activate afterwards" feature in other groups to ensure all your other font groups keep those fonts installed.
- If you need specific fonts only for a specific project; a newsletter, for example; use the "[Activate afterwards](#)" feature to install the fonts and then start your application and open your newsletter file -- all by clicking on a single icon.
- If you own [CD-ROMs](#) with collections of fonts, create a font group for each CD-ROM, and then add it to [Program Manager](#). After inserting the CD-ROM, activate its font group to install the CD-ROM fonts.
- [Create a font group containing just the standard font families that come with Windows 3.1](#); Arial, New Times Roman, Courier New, and WinDings. Uncheck the "Remove all TrueType" and "Remove All Type1" settings, then add the font group to [Program Manager](#). This way you can install those fonts quickly whenever they are needed, such as by this help file, but still retain the fonts you are using presently.
- Create a font group containing the same standard fonts as the above tip, but instead, check the "Remove all TrueType", and optionally check "Remove All Type1". You can use this group to quickly [uninstall all installed fonts](#), and reduce all your fonts to the bare minimum.
- When viewing fonts in the [VIEW](#) window, use the right mouse button to change the case of the user text. This is useful when viewing "Caps only" fonts.
- You can use Windows' [File Manager](#) to select fonts. Simply locate the font you want to view or edit, and double click on it. Font Monster will automatically start up and load in the data for that font.
- Setting the "Family Type" field to [Symbol](#) will allow your font to be recognized by [Word For Windows 2.0](#) or [CorelDRAW!](#) as a symbol font.
- Creating a [KEEP](#) window uses large amounts of Windows' system resources. Do not create too many, and close them when they are no longer needed.
- The [GRID](#) is relative to the current size of the View window. To get the largest grid, [maximize](#) the View window. The display point size will automatically adjust itself relative to the size of the grid.

#### **TrueType only:**

- When editing [TrueType](#) data, always enable "[SmartLink](#)". This can prevent you from changing names or style settings incorrectly.
- Some TrueType fonts originally created on the [Apple Macintosh](#) do not implement all of the displayed settings. These settings will be disabled (grayed) when you open such a font.
- Font Monster will always present the Platform table used by Windows to determine the font name, upon opening the font. If you edit a font name, you should similarly edit the other platform names in order to maintain compatibility with all other applications. For example, if you modify the Macintosh platform name of a font, but not the Microsoft platform, Windows will still use the original Microsoft platform name. If you later copy the font to the Macintosh, it will use the modified name.
- Changed fields in the name tables are colored red. Once changes are saved, the color will revert to black.

#### **Type1 only:**

- It is strongly suggested you do not change the "[PostScript Name](#)" field. Its primary use is to match the name of a PostScript printer's internal ROM font. If it does not match you will not be able to print.

#### **ATM (versions under 2.5) users only:**

- You can not view uninstalled Type1 fonts, or Type1 fonts that you have installed during the



current session. You will need to restart Windows before Type1 fonts can be viewed. Upgrading to ATM 2.5 would be a wise investment.

Although this list is rather long, I'm just trying to document every little thing I've come across. The fact is, Font Monster is fairly stable. Practically all these bugs are related to Font Monster having trouble interacting with OTHER applications that are not behaving properly. This version of Font Monster has been more extensively tested than any previous release. Big thanks to my beta testers around the world for doing such a fantastic job.

- Make sure you have the [Visual Basic 3.0](#) compatible **THREED.VBX** and **CMDIALOG.VBX**, supplied with Font Monster v3.42 in your **WINDOWS\SYSTEM** directory. Some older Visual Basic programs may reinstall an older version, which isn't compatible with Font Monster v3.42, in which case Font Monster will refuse to run. Also make sure you don't have an older version of those two **.VBX** files anywhere else in your PATH. A lot of people have reported this problem. You won't need the older versions anymore, so you can delete them without worry.
- Always run Font Monster from a drive or directory that is not write protected. Font Monster creates font groups, and temporary files, in its own directory. For example, you should not run Font Monster from a CD-ROM, or on a network without full read/write privileges. Instead, copy it to your own local hard disk first.
- Some video drivers may totally freak out Visual Basic and cause Font Monster to display the buttons out of place, and the startup screen may appear really off center, among other things. In fact Font Monster will look pretty bad. I've seen this happen on two systems which both were using a Super VGA resolution with large fonts, instead of the usual small fonts. Font Monster has been optimized for systems using the small fonts simply because it's the more common setup. I tried to optimize for both large and small fonts but had no luck. I don't know if the fault of this bug is due to Visual Basic, the **THREED.VBX** file (my most likely guess, considering other problems I've had with it), or the VGA drivers. **If Font Monster looks weird, change to small fonts.**
- Don't install or remove PostScript printers while Font Monster is running. The reason is Font Monster scans the **WIN.INI** file for PostScript printers when it starts up. If you must install or remove a PostScript printer, quit Font Monster first. Any changes of the PostScript printers while Font Monster is running may have unpredictable results.
- If you are previewing a TrueType font when you switch to the [font group](#) window, and you subsequently activate a font group which removes all TrueType fonts, when you quit Font Monster, or open another font, you may get a message box claiming that it "*Can't remove the previous font because it did not install properly*". This happens because Font Monster tried to remove the previewed font from the system but discovered, to its amazement, that it had already been removed. [Simply disregard this error.](#)
- You cannot run two copies of Font Monster at one time. Thus, you also cannot activate a font group icon from [Program Manager](#) while Font Monster is running.
- This is not a bug with Font Monster, but with Windows: Don't try to install too many fonts in your system. Windows is said to support only [253 font families](#). In addition, adding fonts adds a lot of lines to the **WIN.INI** file. If you add too many fonts, the **WIN.INI** will grow so large that it will become inaccessible, causing all sorts of problems for Windows.
- The View window may, on very rare occasions, forget which font it is displaying, particularly at large and small point sizes. It will instead try to display the first font in your font list, usually it starts with the letter "A", like "Arial". Click on the VIEW button again to restore the original font.
- Trying to open defective fonts can sometimes drive Font Monster nuts.
- Font Monster uses the standard Private **INI** API functions for writing the **.FM!** group files, therefore, two fonts with exactly the same name can only be entered once in a group. Since Windows doesn't support fonts with the same names anyway you can work around this "problem" by renaming the fonts before adding them to a group.
- If you are using **Norton Desktop v2.0** and you use the [font group](#) function to add or remove an icon, and then you exit Font Monster right away, Windows sometimes pops up a dialog box mentioning a DDE problem, usually around 1 minute later. Choosing "Close" gets rid of the dialog box and doesn't seem to cause any further problems.
- Also related to **Norton Desktop v2.0**, the custom icon for font groups do not work. To work around this, Font Monster checks the shell name and if it's not [Program Manager](#) it will use the regular

Font Monster icon for font groups. If you use **PCTools For Windows** you can still force Font Monster to use the group icon by changing the settings in the [CNFG](#) window.

- **PCTools For Windows** will insist on creating a new "Font Monster" folder on your desktop, even if one already exists elsewhere. This is a really lame bug, Central Point had better fix this.
- TrueType fonts containing UNICODE (DBCS) string data are not guaranteed to save properly under English language Windows 3.1 due to an as yet undetermined quirk in the Windows API. It is recommended you use an international version of Windows of the same language as the fonts, i.e., Chinese Windows 3.1 to edit Chinese language fonts.
- Traditional Chinese, Simplified Chinese, Japanese, and Korean are currently the only languages Font Monster supports when saving TrueType UNICODE (DBCS) strings. All other languages are assumed to be 8-bit ANSI characters, and will be translated to UNICODE by setting the high byte to 0 and the low-byte to the ANSI character. I may be wrong, but it looks like this is a workaround Windows 3.1 itself apparently uses in order to avoid doing real UNICODE encoding/decoding of European languages. In any case, such code conversion doesn't exist in the Windows 3.1 API, and Microsoft's own fonts use the same method, so I had to take this route.
- Adding way too many fonts to a font group may cause a GPF error and crash Font Monster. We're talking about more than 600 fonts. This is probably due to a Visual Basic 3.0 memory limitation.
- If you rename a TrueType font which is currently listed in a font group with the original name, installing that group will generate an annoying "Invalid TrueType font detected" error which immediately switches off all TrueType fonts in your system. To avoid this problem, simply remove that font from the font group, then add it again with its new name.
- You should have a default printer selected before you can run Font Monster. You can set your default printer from [Windows' Control Panel](#).
- Some printers will refuse to print very well with Font Monster. Many users have written in and included some pretty yucky looking samples. Unfortunately, so far no one has mentioned specifically which printer they were using. I can't personally test every possible printer, but it appears dot-matrix printers cause the most trouble.

Font Monster is distributed as shareware. This gives you the privilege of trying out this program before you pay for it. It doesn't mean it's free. Of course, you already know this.

***It's only \$25 !!!***

Registering Font Monster will give you peace of mind, and, it will also entitle you to the special code which will enable the **FMONSTER.INI** file, turn off the neon sign, and disable the printing of the reminder page from the print functions. Your registration code is valid for **all subsequent versions** of Font Monster!

You can register Font Monster with Master Card, Visa, American Express, or Discover, from [Public \(software\) Library \(PsL\)](#), a very reputable, and well established, shareware distributor which offers a registration service to us shareware authors. You can also order the current version of Font Monster from PsL for a few bucks more. Ask them for details. You can also send them a cheque by regular mail, make the cheque out to "Public (software) Library", not Leaping Lizards.

**Toll-free (voice)**  
1-800-2424-PSL

**Outside the US (voice)**  
1-713-524-6394

**Fax**  
1-713-524-6398

**CompuServe E-Mail**  
71355,470

**Internet E-Mail**  
71355.470@Compuserve.Com

**Regular mail**  
Public (software) Library  
P.O.Box 35705  
Houston, TX 77235-5705

**THE ABOVE NUMBERS ARE FOR ORDERS ONLY.**

*Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc., must be directed to Steven Fox at Leaping Lizards.*

*Please don't call PsL for anything except registering or ordering.*

PsL will notify me by e-mail the day of your order, and I will send your registration directly to you from Taiwan either by regular mail, or by e-mail. Please allow 2-3 days for delivery by e-mail, 2-3 weeks for delivery by regular mail. Your special code, and the latest news about Font Monster, will be delivered in a perfumed air-mail envelope all the way from Taiwan, with some pretty neat looking Chinese stamps on it! Not bad for 25 bucks, right? I don't send out a disk because the unregistered version is exactly the same as the registered version, only minus your ID code.

[How to obtain a new version of Font Monster](#)  
[How to contact the author for product support](#)

Wherever you obtained your copy of Font Monster is probably the best place to find updates. Updates are issued usually every two to three months.

Those of you with cheap long distance rates are welcome to call the local English language BBS, **World Data Exchange** (WDE), a PCBoard 15.x system, where the latest updates, and betas, of Font Monster will always be posted first: **886-2-695-2326**. Login with your real name, and use the password: **WDECHINAROC** to have instant, free, download access for Font Monster files, plus some limited access to other files and data on the BBS. Check the Conference 17 (TWNWINDOWS) upload directory for files named **FMON\*.ZIP**. *Please leave me e-mail and say "Hi" if you call!* WDE is also a useful BBS if you have any interest in Chinese, Taiwan culture, or being an expat in Taiwan.

Those of you on **FIDONET** can now file request Font Monster. Here's the details you will need:

- Request from node: "6:720/921"
- Request "FMONSTER" for the latest version of Font Monster.
- Request "MMSFX" for the latest version of the Font Monster Multimedia Upgrade Kit.
- Request "LLINFO" to obtain a very small text file describing the current versions available, and other Leaping Lizards programs which are currently file requestable. This file is updated whenever a new Leaping Lizards program or update is released.

**INTERNET** users can generally find updates in the usual Internet Windows archive sites, although I have no ability to post Font Monster myself, so I rely on others to help me. If you don't see the latest version, don't write to me to complain. I can do nothing about it.

**CompuServe** users can usually find the latest version of Font Monster in the DTPFORUM. But again, if you don't see the latest version, don't write to me to complain. I really can do nothing about it.

[How to contact the author for product support](#)

**By modem:**

I can respond to questions asked by **non-registered** users of Font Monster only by modem. I can be contacted on-line in the public networks RIME Windows (RIME Node: TWWDE) conference, the FIDONET-Windows conference, and the I-Link Desktop Publishing conference. Send the message addressed to **Steven Fox**. Sometimes the e-mail takes several days to get here, and sometimes it doesn't make it at all, but it's worth a try. The e-mail on I-LINK is particularly spotty out this way so avoid I-LINK if possible.

Perhaps the best and most reliable way to get send a private message quickly, and get a response back just as quick, is via FIDONET/UUCP, my e-mail address is:

**[steven.fox@f921.n720.z6.fidonet.org](mailto:steven.fox@f921.n720.z6.fidonet.org)**

This service is available to users of nearly all the major on-line services around the world, like CompuServe, BIX, Internet, AOL, as well as many local BBSs.

**By fax:**

I welcome comments and suggestions by fax. My fax number is: **886-2-729-0863**. However, due to the cost of overseas calls, I cannot respond via fax unless you are a registered user, you are offering huge sums of money, or you want to review Font Monster in your magazine.

[How to obtain a new version of Font Monster](#)

Font Monster and this documentation were written by me, Steven Fox. I am the sole owner of this piece of intellectual copyright and you must abide by all the legal mumbo-jumbo that always goes along with such things. Got it?

## **IF THIS PROGRAM MESSES UP YOUR SYSTEM, SUE ME.**

**Shareware dealers\*:** You are permitted to distribute Font Monster as long as you distribute the unaltered **FMONS342.ZIP** archive file you received. You may charge a fee for such distribution as long as it is less than US\$5, and that it is made quite clear before distribution that this software is shareware and that an additional fee is required by the author. **If you can not abide by this notice, I reserve the right to refuse further distribution of Font Monster by your company.**

**CD-ROM and book publishers\*:** You are permitted to publish the unaltered **FMONS342.ZIP** as long as you notify me in some way beforehand so that I can directly provide you with the latest update; and you must send me a copy of the CD-ROM or book on which Font Monster was included after it has been published. **Failure to do so is a violation of my copyright**, and will result in my refusal to allow inclusion of Font Monster on any further material published by your company, and you can expect to see your name here. I'm tired of being cordial about this, because far too many CD-ROM and book publishers are making zillions more \$\$\$ than me off my hard work, and most of you don't even attempt to contact me.

**Free or subscription on-line services, archive sites, and BBS's\*:** If you fall into this category, you can post FMONS342.ZIP. No problem.

### **\*Exceptions to the above notices:**

- If you received this program on a disk, directly from me, that means I am already familiar with your service and that I want you to distribute my software, even if you do not necessarily abide by my stated guidelines.
- If you are an on-line service, or some sort of on-line archive site, and you plan to issue a CD-ROM containing files from your archives, you have permission to include this version of Font Monster on your disk.

**Everyone else:** **Free distribution is most important** to the success of Font Monster. If you like Font Monster and have a modem, please do everyone a favor and upload the unaltered **FMONS342.ZIP** to as many sites or BBSs as you possibly can. Your effort will be much appreciated by everyone.

*Speaking in a third-person tense:*

After leaving school, for several years in the mid-80s he wrote utilities, not unlike this one, for his small company in London. In the late-80s he wrote MIDI software, designed several alternate operating systems for *Ensoniq* keyboards, and designed sounds, for his music-software company, *Leaping Lizards*, in Seattle. During this time in Seattle he also worked on the underground live TV program, "*The New Spud Goodman Show*", as their electronic graphics designer, and he also invented "*BLAST!*", a digital sampler car horn/car alarm. After a lengthy backpack tour of South-east Asia, he settled in Taipei where he is one of the few people his age who has never taught English there. He's presently working as a freelance computer and electronic publishing consultant for the relatively small foreign business community in Taipei, but he still refuses to wear a tie. He used to write the weekly *Computer Talk* section for the leading English language daily newspaper in Taiwan, *The China News*. However, he had to quit because he's currently suffering from a rather serious repetitive stress injury on both his wrists and he wants to warn fellow computer nerds that it CAN happen to you, so take care.

This release is dedicated to my late hard disk, "*CALIGULA*". If he hadn't died, Font Monster v3.42 might have been Font Monster v3.5. He will be truly missed.

**The top 5 audio CD's played while programming v3.42 (in no particular order):**

***A Night at the Opera, Queen***  
***Negotiations and Love Songs, Paul Simon***  
***Friends--20/20, The Beach Boys***  
***Powaqqatsi, Philip Glass***  
***The Beatles, The Beatles***

[How to contact the author](#)



Font Monster v3.42 is not free software. You are permitted to evaluate this program for a couple weeks after which you must either discontinue using it, or (preferably) register. There are reports that not registering shareware brings you lots of bad karma. Please feel free to give copies of Font Monster to your friends, if you have any.

Click on the icon to hear the assigned sound. If you hear no sound, either the Font Monster extensions have not been added, or no sound has been assigned, or system sounds are disabled, or you have no sound card, or you have no speakers, or possibly, you are deaf.

- |   |  |   |
|---|--|---|
|  Start program     |  Install font     |  Print button        |
|  Quit program      |  Uninstall font   |  Stop button         |
|  Open font         |  Ok button        |  Font group button   |
|  Save font         |  Cancel button    |  New button          |
|  Undo changes      |  Delete button    |  Activate font group |
|  View font         |  Exit button      |  Add font group icon |
|  Keep image button |  Font list change |  Help                |
|  Grid button       |  Button click     |  Who?                |
|  CNFG button       |  |   |



**Edit Control Panel sound settings...**

