

Installation

The installation function can be used to set the screen mode, experiment and set mouse sensitivity, set the sound frequency and duration and the printer port (which can be a printer or a file name). The install procedure presents you with a menu for making selections, sets parameters for current session, and optionally builds a batch program (FONTED.BAT) for future use in running FontEdit with your selections. The selections are specified with switches on the command line. The default command line is:

```
FONTEDIT /C:9,7,2,0,1,7 /M:24,32,64 /O:LPT1 /S:2000,.5
```

```
color /C:mode,cell-fg,help-bg,help-fg,menu-bg,menu-fg (see Hackers Note)
mouse /M:vertical-sensitivity,horizontal-sensitivity,double-speed or OFF
output /O:port-or-filename
sound /S:frequency,duration
```

Other switches are used to run quietly (/Q) and to print-and-exit (/P). The print switch instructs FontEdit to print a sheet of font characters in the soft font file specified on the command line and then exit; for example:

```
FONTEDIT SCRIPT.20P /P
```

The quiet switch instructs FontEdit to make no sounds - to run quietly. You can also toggle quiet on/off from the main menu with the 'Q' command.

To work with Hercules graphics, the MSHERC.COM file (included) must be loaded before running FontEdit. This can be done from FONTED.BAT or in your AUTOEXEC.BAT file. May also work with CGA emulators like CS/CSS and HGCIBM.

If /C is not specified, the highest screen mode resolution is used.

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Main Menu

The main menu is self-explanatory.

(note: FontEdit uses temporary files named FONTEDIT.TMP and FONTEDIT.DIR)

```
A lter font characters and font-description header
C ombine characters from another soft font file
D elete range of characters
F iles
I nstall or change customizations (screen mode and colors, mouse, sound)
M anual, print FontEdit Documentation (needs SIMPLE.09P softfont)
O rder, print fold-and-tape self-mailer Registration / Purchase Order form
P rint font set on paper (can also be specified on command line as /P)
Q uiet, toggle sound off/on (can be turned off with /Q on command line)
R ead another softfont file
S ave changed softfont file
T erminate processing
```

Use F4 while editing to save the font file, use DOS, tune mouse or quit.

I have tried to make this program simple and intuitive.
If you think I have used too few words, write to me about it.

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Character Selection

FontEdit allows character selection in three ways: point-and-shoot, type-a-letter and ASCII code. Point-and-shoot selects characters from a matrix chart. Type-a-letter moves the pointer to numerals, letters and punctuation. ASCII codes can specify any symbol.

```
0 - 15=    ☺ ☻ ♥ ♦ ♣ ♠ • ◻ ◯ ♂ ♀ ♪ ♫ ✨ ←(can't show code 10)
16 - 31=    ▶ ◀ ⚡ !! ¶ § ■ † ‡ ↑ ↓ → ← L ↔ ▲ ▼
```

Alter Font (first menu)

(functions on this and the next menu work when either menu is displayed)
(see next screen for information about using a Microsoft-compatible mouse)

Cursor movement is done with the numeric keypad. Diagonal motion is included. With the CTRL key pressed, the cursor moves 10 pixels. With the ALT key pressed, the cursor jumps to the edge of the window. If the image is too big to fit on the screen, the image is moved half-screen whenever you move the cursor off screen. The 'top offset' can be adjusted with the '-' and '-' keys. The 'left offset' can be adjusted with the '{' and '{' keys. These	THE NUMERIC KEYPAD FUNCTIONS This display shows what the characters look like from your computer's font ROM. This is not really what the softfont you are editing will look like on paper.
---	---

functions move the image within the window. ESC: return F1: contents PgUp: page back PgDn: next page
 The delta-E1 parameter indicates where the next character will print. This is adjusted with the '<' and '>' keys (usually the ',' and '.' keys); do not confuse these keys with the arrow keys. ERASE and PEN switches can be set which make cursor motion do the setting off and on. This is true for CTRL-cursor moves, but ALT-cursor jumps don't set pixels off and on.

Use F2 for the other menu. Use F4 to save the font file, tune mouse, use DOS or quit.

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Alter Font (second menu)

(functions on this and the previous menu work when either menu is displayed)
 The 'alter font header' and 'special effects' functions invoke other menus.
 Use 'copy a symbol' to design based on a copy of a symbol in the same font.
 Use 'graphic file output' to write a raster graphic file named 'GRAPHIC'.
 Use flip, invert and negative for creativity.
 Negative sets all on-bits off and all off-bits on.
 Use wipe to erase the entire image.
 Zoom displays the image in four levels of magnification and block graphics.

Use F2 for the other menu; F4 to save the file, tune mouse, use DOS or quit.
 Press ENTER to save your changes. Press ESC to ignore your changes.
 With both ENTER and ESC, you can change your mind.

If you have a Microsoft-compatible mouse you can use it on the editing screen to move the cursor and to set pixels on (left button) and off (right button). Auto-scrolling does not function with the mouse, use the cursor control keys.

Note that the image may be slightly wider or narrower on screen than on paper because the screen aspect ratio (height to width ratio) is not always 1 to 1. Circles may appear slightly oval and squares may appear slightly rectangular.
 If you need to draw a symbol larger than the maximum size of the virtual box, change 'cell wide' and/or 'cell high' on the Alter Font Header menu.

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Alter Font-Header Parameters

The 'alter font-header' menu allows changing all of the header parameters. Cell size is computed by FontEdit based on the largest symbol in the font. To draw a larger symbol, change the cell size and return to the 'character selection' menu. Here is a brief description of the parameters:

- font type: 7-bit, 8-bit or PC-8; determines printable codes, see below
- baseline: imaginary dot row on which all characters stand
- cell size: maximum size of the virtual box in which characters are drawn
- orientation: portrait or landscape (FontEdit can handle only portrait)

Special Effects

- spacing: fixed (delta-x is ignored) or proportional (needs delta-x)
 - special effects a complicated code describing the symbols used in the font
 - pitch: character spacing for fixed spacing or proportional character
 - height: applying vertical spacing or process can size (each point is 1/72 inch)
 - x-height: the imaginary dot effect at the top of the lower case special effects'
 - italic is performed for italics followed by negative, shift, bold, overlay,
 - boldness and ghost: stroke weight or thickness of the lines of the characters
 - typeface: needs a code number of the font such as script and prestige
 - underline: then distance from the baseline to the top row of underline dots
 - font name for the title a number particular font slanted character ASCII double the
- Note about font type: 7-bit (32 size 127 are printable) Alter bit (32 Header 127 and 160 are not printable) as PC 8-bit all are printable but faces 7, 15, and 27. However, with the PC-8, some printers, like Tandy LP 1000, do not print values 31. Any code refer printable with the transparent print wide data values command (ESC 'X).

Overlay needs preparation with forethought. Before doing special effects, make return overlay file contents of the space symbol (UP ' back 32) or D some next page (like ASCII code 255). Make it wide and high enough to cover the largest character. Consider what it will look like when characters are printed side by side. Intricate patterns may look best in a fixed spacing font. You can convert proportional to fixed at the Alter Header menu.

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Bibliography

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Copr. 1987 Hewlet-Packard Company
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The Font Problem Solver: PC Edition
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Copr. 1992 Richard D. Irwin, Inc.
Business One Irwin, Homewood, IL
ISBN 1-55623-506-2

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Manual for Cat. No. 26-2804
Copr. 1987 Tandy Corporation

Programming Laser Printers
HP and Compatibles
Copr. 1988 Timothy Perrin
MIS: Press, Portland, Oregon
ISBN 0-943518-43-1
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Naming Soft Font Files

There is no standard, but there are two conventions. The name starts with letters that somewhat resemble the name of the font and the extension ends with 'P' for portrait or 'L' for landscape. This last one is important to observe because some programs look there for the orientation code or alter it when converting orientation.

My recommended standard conforms to the above and derives from observation of many other standards. I got some ideas from names Advance Systems uses. I use 'TTTTTTT.PPO' where TTTTTTT is the font name, PP is the point size

and O is the orientation. If a font is italic or bold, I tag an indicator on the end of the font name. Some useful indicators are: `B'old, `I'talic, `H'ollow, `S'hadow, `G'host, `L'ight and `O'utline. Here are some examples:

OLIVAI.18P	Oliva italic (modern/classical blend), 18 point, portrait
ROCKFORD.40P	Rockford (great for headlines), 40 point, portrait
SIMPLE.05P	Simple (like the CGA screen font), 5 point, portrait
ZODIAC.10P	Zodiac (like Simple, with astrology), 10 point, portrait

I also use the orientation position to signify archives with an `A', backups with a `B', and new fonts with `N' and other letters.

Hewlett-Packard's file naming convention is `TTpppSpp.SSP' where `TT' is typeface family, `ppp' is point size in tenths, `S' is style, `pp' is pitch, `SS' is symbol set, and `P' is orientation. For example, `HV120BPN.USP' is a Helv 12 point, bold, proportionally spaced, ASCII symbol set font in portrait orientation. Cumbersome; but it's good to know what the laser-masters use.

ESC: return

F1: contents

- B -

PgUp: page back

PgDn: next page