FontEzy

FontEzy - Information

Font Special Effects Generator.

Overview

FontEzy is an easy-to-use graphics utility for Windows 95, which produces <u>rendered text</u> as Windows <u>bitmap files</u>. Especially when used in conjunction with other programs that can convert between the various graphics formats, **FontEzy** can be useful in a wide variety of programs that use <u>bitmapped graphics</u>.

Imagine any situation in which you could use a beautifully rendered piece of text as a title, or even just a capital letter to start a paragraph. Other possibilities include the 'bullets' and small graphics provided by special purpose <u>fonts</u> such as WingDings. Some of these can be very effective when rendered at large <u>point sizes</u>.

For programmers, **FontEzy** could be used to spice up large customized buttons, icons or even splash screens and large text in games.

For website developers, the *.bmp* files could be converted to *.gif* or *.jpg* files and the color depth reduced if neccesary with one of the many available graphics conversion utilities.

This Help file is very detailed, so if you are a new Windows user, you will actually learn quite a bit about Windows basics by reading through it all. For more experienced users, **FontEzy** should prove pretty intuitive, and this Help file should only be needed as an occasional reference to clarify details.

Particularly for novice users, doing the tutorial is highly recommended. It will efficiently make you familiar with all aspects of using **FontEzy**. In fact, it is probably worth doing the <u>tutorial</u> before you bother reading any more of this Help file!

Installing a Shortcut

You need a handy way to get at **FontEzy** at a moment's notice. With a shortcut icon sitting on the <u>Windows Desktop</u>, you can just double click it anytime to start producing graphics.

If you don't already know how to install a shortcut to this program on your Windows Desktop, here's one method (you might want to print this by clicking the *Print* button above):

1) Click on the *Start* button in the <u>Windows Taskbar</u>, then select *Programs*, then *Explorer*.
2) When Explorer comes up, find the directory that you installed **FontEzy** into, and double-click on it. (This will probably be *C:*).
3) The list of files should include one with an icon that looks like a capital *F*, called *FontEzy*. <u>Right click</u> on the filename, and <u>drag</u> it onto the Windows Desktop. In the menu that pops up, select *Create Shortcut Here*.
4) If you want the icon to have a more appropriate caption, just <u>click</u> inside the caption area, and you can type in whatever you want. For example *Font Rendering*.

Display Windows

FontEzy uses 2 display windows to achieve its effects. The upper display window displays the text to be <u>rendered</u>, while the lower one displays the final image. The upper image also stores information that **FontEzy** uses to speed up its operation.

You will notice that if you only change settings in the *Areas* or *Shadows* groups of <u>controls</u>, **FontEzy** works much quicker. This is because **FontEzy** 'remembers' information that it calculated when you last changed the <u>font</u> or text characters, and doesn't have to re-calculate it.

Menu Items

- File|Save As...
- File|Copy To Clipboard
- File|Exit
- Help|Index...
- Help|About...

File|Save As...

This brings up the standard Windows file save <u>dialog box</u>. Hence you can give a name to the graphic you last created, and save it on your hard disk (or floppy) as a <u>bitmap file</u>. This makes it available to any other graphics program that can use *.bmp* files.

File|Copy To Clipboard

This saves the graphic you last created to the <u>Windows Clipboard</u>. After doing this, you can paste the graphic into any other program that can import <u>bitmap files</u>. For example, painting or desktop publishing programs.

File|Exit

This closes down the **FontEzy** program.

Index...

This brings up the top level of the Help system, from where any topic of interest can be found.

About...

This brings up the *About Box*, which contains information such as the version number of the program, the author's name and a copyright notice.

Controlling FontEzy with the Mouse

Text Controls

Just over halfway down the main **FontEzy** window, you will notice three underlined controls in a row. The *Render* button, the *Font* button and an editable field called *Text*.

As its name suggests, the *Render* button causes **FontEzy** to begin rendering the text that appears in the upper display window. During rendering, none of the controls in the *Areas* group or *Shadows* group are usable. However, you can stop rendering at any time by clicking the button again.

Clicking the *Font* button will bring up the standard font selection dialog box. Here, you can select a new font and do all the things to it that you can do in a word processing program. For example, enlarge its size or underline it. However, there is no point in trying to change the color, since **FontEzy** takes control of all coloring.

The *Text* edit control is where you enter the text that you want to render. However, you must then press the <Enter> key on the keyboard to update the upper display window. Otherwise, rendering will take place on the previous text.

Areas Group of Controls

Tot Width Control

The main point that you should understand about this <u>scroll bar</u> <u>control</u> is that it should not be changed too often, after you have found an ideal setting.

If set too low, you will not be able to get all the effects you want since the *transition* and *outside* scroll bars will not have enough variation. Low values are OK for thin or small text.

If set too high, your computer will spend far too much time making unnecessary calculations when <u>rendering</u> a new piece of text. High values might be required if you are looking for spectacular effects on very thick or large text or symbols.

Inside Controls

These controls determine the color or pattern of the innermost regions of the text you are rendering.

With the *Plain* <u>radio button</u> selected, you can click on the *Select* <u>push button</u> to bring up a palette of colors. Just click on a color then click *OK* to make it the *inside* color.

With the *Bitmap* radio button selected, you can click on the *Select* push button to bring up a file selection dialog box. This will list all the <u>bitmap files</u> in your **FontEzy** directory. Just click on a filename then click *OK* to make it the *inside* pattern.

When using bitmaps, you are not limited to the bitmaps supplied with **FontEzy**. Any *.bmp* file accessable on your computer may be used. However, for best effect, a bitmap's dimensions should be less than the height of the preview box. The preview box is the area just to the right of the radio buttons that is always filled with a color or a pattern. Ideally, the bitmap should also be 'seamless', meaning that when copies of it are put together like tiles, you can't see where they join up.

Transition Control

This control is a <u>scroll bar</u> that determines the distance (in pixels) over which the *Outside* color or pattern should blend into the *Inside* color or pattern.

For example, imagine the *Outside* scroll bar is set to 3, and the color is dark green. Also, imagine that *Inside* is set to a marble pattern and the *Transition* scroll bar is set to 5. When you render the text, there will be 3 <u>pixels</u> of dark green on the outside, then a 5 pixel wide region where the dark green gradually turns into the marble pattern that fills the inside. In other words, there is no sharp boundary, the dark green and the marble blend together.

Of course, if you set the *Transition* scroll bar to 0, then you would get a 3 pixel wide band of dark green surrounding marble. You would be able to see exactly where the dark green stopped, and the marble started.

Background Control

This <u>control</u> is a <u>push button</u> which, when clicked, brings up a color palette of solid colors. Just click on a color, then click *OK* to change the background color of the lower <u>display window</u>.

Outside Controls

These controls determine the color or pattern of the outermost regions of the text you are rendering.

With the *Plain* <u>radio button</u> selected, you can click on the *Select* button to bring up a palette of colors. Just click on a color then click *OK* to make it the *outside* color.

With the *Bitmap* radio button selected, you can click on the *Select* button to bring up a file selection dialog box. This will list all the <u>bitmap files</u> in your **FontEzy** directory. Just click on a filename then click *OK* to make it the *outside* pattern.

When using bitmaps, you are not limited to the bitmaps supplied with **FontEzy**. Any *.bmp* file accessable on your computer may be used. However, for best effect, a bitmap's dimensions should be less than the height of the preview box. The preview box is the area just to the right of the radio buttons that is always filled with a color or a pattern. Ideally, the bitmap should also be 'seamless', meaning that when copies of it are put together like tiles, you can't see where they join up.

Shadows Group of Controls

- [Definition Control](#)
- [Color Control](#)
- [Enable Control](#)
- [Offset Controls](#)

Definition Control

This is the vertical <u>scroll bar</u>, to the left of the other shadow controls. This enables you to set the fuzziness of the edge of the shadow.

If set to *sharp*, the edge of all shadows are sharply defined.

At the other extreme, *diffuse*, the edge of the shadow fades from very light on the outside to its true color on the inside. Hence, for parts of the text that are very thin, the shadow might almost disappear completely.

Color Control

Clicking the *Select Color* push button brings up a color palette. Just click on a color then click the *OK* push button to set the shadow color. This will be the color of the shadows at their darkest.

Enable Control

If this <u>check box</u> is checked, then shadows will be drawn. Otherwise, there are no shadows at all.

Offset Controls

These are 2 <u>scroll bars</u>, labelled *X* and *Y*. They describe how far, in pixels, the shadows are to be offset from the text. So, if they are both set to 1, the shadows will be only be visible as a thin line next to the text. With higher values, you can see much more of the shadows.

The X value represents distance to the right, the Y value represents distance down.

Moving and Sizing the Window

To move the window, just click inside the <u>title bar</u> and <u>drag</u> the window to the new location.

To size the window, move the cursor over the edge of the window until a little 2-ended arrow appears. Now drag it as far as required. If you position the cursor over a corner instead of a side, you can size in 2 directions at once.

Note: The next time you run **FontEzy**, the window will be exactly as it was when you closed it down. Same position on the screen, same size.

Controlling FontEzy with the Keyboard

There are two reasons to become familiar with how **FontEzy** can be controlled via the keyboard:

1) You are using a portable or laptop computer which is probably more practical to use via the keyboard.

2) You might find some things are actually easier and quicker using the keyboard rather than the mouse.

Wherever you see something like <Alt>+<X> in this Help file, it means 'hold down the *Alt* key on the keyboard while pressing the *X* key.' More examples: <Alt>+<F> <Ctrl>+<S>.

- Using the Controls
- Short Cuts
- Moving and Sizing the Window
- Using the Main Menu
- Color Selection Dialog Boxes
- Select Bitmap Dialog Boxes
- Font Dialog Box

Using the Controls

There are a variety of <u>controls</u> on the main window, but they are all accessible via the <Tab> button on the keyboard. When you start **FontEzy**, the *Tot Width* <u>scroll bar</u>, at the top left corner of the main window, has the <u>focus</u>. By tapping the <Tab> key, the focus passes to every control in turn. A slight exception are the <u>radio buttons</u> - the focus will pass to whichever one of the pair is checked. Holding down the <Shift> key while tabbing will cause the focus to go in the opposite direction.

When a scroll bar has the focus, you can move the thumb tab with the arrow keys - either left and right, or up and down, whichever feels more natural. Tapping the <Page Up> and <Page Down> keys will move the thumb tab in bigger jumps.

If a radio button has the focus, the arrow keys can be used to flip from one radio button to the other.

If a <u>push button</u> has the focus, just press the space bar to push the button.

Similarly, a <u>check box</u> may be checked or unchecked by pressing the space bar.

When the focus arrives at the *Text* <u>edit box</u>, any text in it is highlighted. If you immediately start to type something, it takes the place of the old text. However, if you first press an arrow key, you can move the cursor within the old text. Then you can insert more characters by typing, or delete them using the <Back Space> or <Delete> keys.

Short Cuts

By pressing <Alt>+<A>, the focus jumps straight to the first control in the *Areas* group of controls. Similarly, <Alt>+<S> takes you to the *Shadows* group of controls.

<Alt>+<R> will press the *Render* button.

<Alt>+<T> will give the focus to the *Text* edit box.

Moving and Sizing the Window

To move or size the window, press <Alt>+<Space Bar>. The system menu at the top left corner of the window will appear, and you can select *Move* or *Size* by pressing the <M> or <S> key respectively. Having done this, you can move or size by pressing the arrow keys. To cancel the change, press the <Esc> key. To make the change, press <Enter>.

Using the Main Menu

Notice the underlined characters in the main menu. So, to bring up the *File* menu, press
<Alt>+<F>. Then press the underlined character of the item you want. For example, <X> for
Exit. You can quit the menu anytime by pressing <Esc>.

Alternatively, there are <Ctrl> key shortcuts for most menu items, which appear next to the
menu items themselves. For example, <Ctrl>+<X> to exit.

Color Selection Dialog Boxes

When a color selection <u>dialog box</u> comes up, you will notice an array of colored squares. The black square will be surrounded by a dark line. This is the selected color. By tapping the appropriate arrow keys to skip from box to box, then pressing the space bar, a new color can be selected, and the dark line will appear around it.

If the *Define Custom Colors >>* button is not disabled, you can press it by pressing <Alt>+<D>. Notice that the *D* is underlined in the word *Define*. When you do this, the dialog box enlarges to the right and displays several more fields. To get to the Red, Green or Blue fields respectively, press <Alt>+<R>, <Alt>+<G> or <Alt>+<U> (not <B>) - again, just look at the underlined characters in the words. Any number from 1 to 255 may be entered in these fields to specify a custom color. Unless you are more familiar with the *Hue* system, don't bother with these other fields.

When you have a custom color specified, you can press <Alt>+<A> to add it to the array of custom colors that appears below the array of basic colors. To select one of the custom colors, first press <Alt>+<C> to shift the focus to the custom colors array. Now, just like for the basic colors, you can press the arrow keys and then the space bar, to select one of the custom colors.

Pressing <Enter> on the keyboard has the effect of clicking the *OK* push button on the dialog box. Pressing <Esc> on the keyboard has the effect of clicking the *Cancel* push button.

Select Bitmap Dialog Boxes

To select a *.bmp* file from the list presented in this <u>dialog box</u>, firstly press <Shift>+<Tab> to shift the focus back to the top line of the list. Then use the up and down arrow keys to highlight a particular filename. Press the space bar, this selects the filename.

Alternatively, if you know the complete pathname of a *.bmp* file in some other directory, you can just type it straight into the *File name:* edit box, as soon as the dialog box appears.

Pressing <Enter> on the keyboard has the effect of clicking the *OK* button on the dialog box. Pressing <Esc> on the keyboard has the effect of clicking the *Cancel* button.

Font Dialog Box

When you bring up the font <u>dialog box</u> by pressing the *Font* button, you will see it is divided into 6 sections. The first 4 enable you to alter the look of the font, and are named *Font:*, *Font Style:*, *Size:* and *Effects*. You can jump from section to section by tapping the <Tab> key, and back the other way with <Shift>+<Tab>. To select an item in a list, just use the arrow keys to go up and down in the list, then press the space bar. This even applies in the *Effects* section - use the arrow keys to select *Strikeout* or *Underline*, then press the space bar to check or uncheck the <u>check boxes</u>. Ignore *Color*, since **FontEzy** forces it to be black.

Alternatively, you can type straight into the section <u>edit boxes</u>. For example, tab across to *Size:* and type in 110 to get a 110 point font size.

Pressing <Enter> on the keyboard has the effect of clicking the *OK* push button on the dialog box. Pressing <Esc> on the keyboard has the effect of clicking the *Cancel* push button.

Special effects are applied to the text, in as much detail and color as your PC can handle. For example, filling the text with patterns and casting fuzzy shadows.

The standard graphics format for pictures displayed in Windows is the *.bmp* file, *bricks.bmp* for example. Many programs exist to convert between this and other formats. For example, Web pages can use *.gif* files.

There are two basic types of graphics on computers, bitmapped and vector. Bitmapped graphics are where each individual block of color making up the picture is stored. For example, an icon might consist of a square, 32 blocks across and 32 blocks deep. Vector graphics are produced by drawing lines and filling shapes, based on points and other information saved in the file.

A font is a style of text that you can select from those available on your computer. For example, *Arial* or *Times New Roman*. However, additional sets of fonts can be bought in shops or found on the Internet. **FontEzy** can act on any font that gets displayed on your computer.

The standard unit of size for fonts. Text like this usually has a point size around 9 or 10. With **FontEzy**, you may at times blow characters up to a point size of between 100 and 150 or so.

The background area of your computer's screen, on which folders and icons are displayed.

The bar at one edge (probably the bottom) of the screen that contains the *Start* button and icons representing any open folders or currently running programs.

This means to click the right-most button on the mouse, trackball or similar device. Most computers have a mechanical mouse that you move around a pad.

This means to move the mouse or trackball *while holding down* one of the buttons.

Unless otherwise specified, just click the *leftmost* mouse or trackball button.

Controls include push buttons, scroll bars, radio buttons and edit boxes.

A dialog box is a non-sizable window that pops up and allows you to specify some settings. In most cases (as in **FontEzy**), you have to close the dialog box before you can continue using the rest of the program.

This is an area of your computer's memory where information, such as graphics or text, can be shared between programs.

A pixel is the smallest block of color that can be displayed on the computer screen. All text and graphics are made up of these tiny blocks, which can at times make slanted lines look jagged.

A control consisting of a slider, called a *thumb tab* and small arrow buttons at each end. You can move the thumb tab by dragging it, or by clicking on the arrow buttons. If you click between the thumb tab and the arrow buttons, the thumb tab will move in bigger steps.

A control that flips between being *checked* or *unchecked* every time you click on it.

Radio buttons come in groups, and only one button in the group can be checked. If you check one button, all the others become unchecked. **FontEzy** has radio buttons in groups of 2.

Push buttons are controls that depress when you click on them with the left mouse button, then spring back when you release the mouse button.

An edit box is like a minature word processor, except you can only edit one line of text. So you can use the arrow keys, the <BackSpace> key, the <Delete> key, the <Home> key and the <End> key. Try them all and see what happens.

The colored strip going across the window at the top. At its right end, there are small buttons for minimizing, maximizing and closing the window.

The focus is a light line or dotted line surrounding a control which tells you that this (and only this) control will be activated by a keypress on the keyboard. For example, a push button with the focus will be pressed in when you press the space bar.

The cursor is the small image, often an arrow, that moves around when you move the mouse or trackball.

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Tutorial

The easiest way to use this tutorial is to print it out so you can refer to it while using **FontEzy**. Just press the *Print* button above.

Run **FontEzy**, then click the middle button at the top right of main window. This will maximize the window so it uses all the available space on the screen.

The top half of the window contains the graphics manipulation controls. These controls are grouped under the headings *Areas* and *Shadows*.

Looking at the first control in the *Areas* group, there is the *Tot Width* control. Click on the left arrow of the scroll bar until it shows a value of *4*. By the time you finish this tutorial, you will understand what this control does and why it is useful.

Next along are the *Inside* controls - a couple of circular radio buttons and a push button called *Select*. Click on the *Plain* button, then click on the *Select* button. In the color dialog box that pops up, click on a bright red color, then click the *OK* button.

Dropping down to the next row of controls, there are the *Transition* and *Background* controls. Click on the left arrow of the *Width* scroll box until it reads *0*. The meaning of this control will become clear later. Now click the *Select* button to set a background color. As before, a color selection dialog box will pop up. This time, click on a light blue color before clicking *OK* to close down the dialog.

The bottom row contains the *Outside* controls. Click on the left arrow of the *Width* scroll box until it reads *0*, then click on the *Plain* button. Now click the *Select* button and select a bright green color. Click on *OK* to close the dialog box.

Lastly, go across to the *Shadows* group of controls at the top-right corner of the window. Move the scroll bar to the top, that is, the *Sharp* end.

Click on the *Select Color* button and select the color black (or anything that looks close).

Click on the *Enable* check box until it contains nothing.

Move the *X* and *Y* scroll bars until they both show *2*.

Example 1.

The first text example will be a short sentence. To fit it in the upper window, the font cannot be too big. Click on the *Font* button between the 2 display windows. When the font selection dialog box comes up, select a *Times New Roman* font, make it *bold italic* style, and give it a 24 point size. Click on *OK*.

Now type into the *Text* edit control (next to the *Font* button) the words *A line of text which demonstrates FontEzy*, and press <Enter>. Now click the *Render* button, and watch what happens.

Notice that there are 2 display windows. The upper one is used to store compressed color information for optimization purposes, while the bottom one shows the rendered image. This is likely to change to just one window in future versions of this program, thus giving you scope for much larger graphics if required.

Since you specified 0 pixels for both the *Transition* and *Outside* areas, the entire text is colored with the *Inside* color, bright red.

And the text does not cast any shadows because you turned shadowing off by unchecking the *Enabled* check box.

Example 2.

This example will use larger text. First click in the *Text* edit control, and then any way you know how, delete text so it ends up reading just *demonstrating FontEzy*.

Now click the *Font* button and change the font size to 36 points, then click *OK*.

To put a thin border of bright green around all the characters, click on the right arrow of the *Outside* scroll box until it reads *1*. You have already set the *Outside* color to bright green.

To give a subtle 3D appearance to this text, a dark shadow, very close to the text will do the trick. You have already set these characteristics in the *Shadows* group of controls at the top right of the screen, just click on the *Enabled* check box now to turn shadowing on.

Click the *Render* button now to see the results of these settings.

Notice how the letters are ringed with color - the color is thin because you specified just 1 pixel of green for the outside area. There is a sharp boundary between the green and red because you specified 0 pixels for the *Transition* area between the 2 colors. The inside is bright red because you picked that color for the *Inside* area.

In the *Shadows* group box, click on the *Enabled* check box to turn shadowing off again.

Here's an interesting way to get some extra effects out of FontEzy -   make the inside or outside color the same as the background color.

Firstly, change the *Inside* color. Click on its *Select* button, and select the color that you chose for the background. Click *OK* then click on the *Render* button. You will see the text appear 'hollowed out', it looks like you are seeing straight through the center portions of the text.

Now click on *Select* again and change the *Inside* color back to bright red again.

Next, make the text appear thinner by making the *Outside* areas disappear. Click on the *Select* button, and select the same color that you chose for the background, then click on *OK*. Now click the *Render* button. See how the text is thinner, and the parts that were only 2 pixels thick are missing altogether - although it is still readable.

Now change the *Outside* color back to bright green - click on the *Select* button.

Example 3.

In the previous example, only a thin portion of the text near all the edges was affected, but more elaborate effects are possible. This will work best on bigger, fatter text. So, using the *Tot Width* scroll bar, change it to read *8*. This means the program can go up to 8 pixels into a character, from the edge. Why shouldn't the control be left on a high setting? Because it creates more work for the program, making it somewhat slower. But for this example, using bigger text, it will be worth the wait!

Click in the *Text* edit field and delete most of the text, just leaving the word *FontEzy*.

Click on the *Font* button to bring up the font selection dialog box. Type *90* into the *Size* edit box, then click on *OK*.

Finally, set the *Transition* scroll bar so it reads *6*, and set the *Outside* scroll bar to *2*. Click the *Render* button. As the text gets painted in the bottom display window, you will notice that the band of green is still there, as before. But now, it **gradually** fades into the bright red color instead of changing sharply. The bigger the transition value you set, the more gradual the change.

With this fading of colors happening, the 'thinning' and 'outline' effects you did earlier become more interesting. So, try making the *Outside* area color the same as the background color now, then render it.

When you have had a look at the result, set the *Outside* color back to a **darker** green and try setting the *Inside* area color to the background color. Render it, and have a look at the result.

Set the *Inside* color back to bright red.

Now to make some changes to the shadow. First, turn the shadows back on, via the *Enable* check box.

Next, move the scroll bar so it is about halfway between *Sharp* and *Diffuse*. This will make the shadows somewhat fuzzy in appearance.

Also set *X* and *Y* to 6. This will push the shadow a little further out from the text.

Finally, click on *Select Color* and set the shadow color to a dark purple color.

Click on *Render* to look at the result.

Here's a good trick - can you guess how you might show **just** the shadow? That's right, set both the *Inside* **and** *Outside* areas to the background color! This gives an effect that just hints at the shape of the text characters - but it is enough for it to be readable. Try it now.

You will notice that next to each *Plain* radio button, there is a *Bitmap* radio button. Yes, this means you can use bitmaps wherever you have used plain colors in all the examples so far. This includes gradually fading from one bitmap pattern to another. Remember that you can use any bitmap you like here, but small ones designed to be used as wallpaper will work best. Search your hard disk, or the Internet, for wallpaper files!

To illustrate, try changing the *Outside* color to dark green. Also, reduce the *Transition* area to a width of 1. Now, for the *Inside* area, click on the *Bitmap* radio button then click the *Select* button. This time, a file selection dialog comes up, showing all the bitmap files in the **FontEzy** directory. Click on the filename *jade.bmp*, then click on the *Open* button.

Now make the following changes to the shadow. Set the scroll bar all the way to the *Diffuse* end, select a gray color, and change the *X* value to *12*.

Render this, and see how the characters are filled with a jade   pattern.

Example 4.

Now type *MS* (in capitals) into the *Text* edit box, and press <Enter>. For this example, the following settings work nicely:

  Tot Width = 32
  Inside: select the bitmap *marble.bmp*
  Transition: width = 28
  Background: color = dark blue
  Outside: width = 4, color = light blue

Some fonts contain symbols, rather than characters. One such font that comes with Windows is called *WingDings*. Click on the *Font* button and select *WingDings* with a style of *bold*, then close the dialog box. This will transform the letters *MS* into a bomb and a raindrop silhouette.

Click *Render*, then get a cup of coffee unless you have a very fast machine!

When finished, you should see a nice 3 dimensional effect which emphasizes the roundness of the objects.

Now this program would not be very useful if you could not use its images elsewhere on your computer. So, you are able to save the images you create as bitmap files, or you can copy

them to the Windows clipboard.

Try this. Go to the menu and select *File|Copy to Clipboard...*. Now bring up the Windows *Paint* program. If you have not modified your Windows *Start* button structure, you should be able to find Paint under *Start|Programs|Accessories*.

With *Paint* running, go to the menu and select *Edit|Paste*. Click OK on any dialog that comes up, but you should then see your **FontEzy** image in the *Paint* window. You can now do anything you like with it, for example, space the letters a little further apart, or cut them out and place them on top of another image.

That completes this tutorial. You should now have a good idea of what **FontEzy** can do. Remember, this program will make use of **any** fonts and bitmaps that you can get your hands on - the possibilities are endless!

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