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## Text Style Module



While the Text module is used mainly for entering, editing and formatting text, the Text Style module allows you to change the appearance of individual letters, entire words, paragraphs, frames or even piping chains. By producing characters in the computer (and not in the printer, as is the case with PostScript® devices), Calamus opens up more possibilities than almost any other DTP program. The selection of character size is practically unlimited, since any character can be up to 999.99 points high, without sacrificing quality, speed or precision.

In addition to text effects like underlining, outlining and shadow, Calamus lets you kern characters closer together or farther apart, and slant them to any angle. For number tables, you may turn proportional spacing on or off. You can also write from right to left. Character and word spacing are adjustable, as are colors used in text fills, underlining, outlining and shadow.

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## Working in the Text Style Module

Working in the Text Style module is much like working in the Text module. In the Text Style module you can switch between Text mode and Ruler mode, although to change text rulers you must enter the Text module. See the beginning of Text Module earlier in this chapter for information about Text mode and Ruler mode

In the Text Style module, text styles are applied to individual words, text blocks or entire piping chains. Methods for marking text are described at the beginning of the Text Module section. In summary, there are five methods: drag the Ibeam cursor over text; use the Start Block and End Block functions in the Text Macro command group; quickclick on a word, line, paragraph or piping chain; press [Shift] and use the cursor keys; use Select All in the Options menu.

Text styles contain settings for font, color, point size, and various text effects (bold, italic, underline, etc.). The settings for each text style can be changed at any time, thereby affecting any text to which the particular text style is applied.

There are two kinds of text style: Internal and List. These are explained in detail in the Text Style List section. If you are using List text styles, Calamus will ask whether a new style should be added to the style list. Internal text styles are automatically added to the Text Style List when in use; they are automatically deleted when no longer in use. Text styles may be saved in custom lists which can be loaded into any document. This ensures consistent text styles from one document to another.

## Change Text Style - Overview



In six of the eight command groups in the Text Style module, you will find this icon in the bottom row, along with the icon for Check Text Style which we will describe next. The Change Text Style icon allows you to apply style changes to selected text. If you have not selected any text when you click this icon, Calamus will ask if you want to apply the new style to the entire piping chain. Changes to text style do not take effect until you select this icon.

This function is not limited to the current command group; you can choose a different font in the Font Selection command group, then choose a smaller font size in the Font Size command group, then click the Change Text Style icon. Calamus will apply both changes at the same time.

Too many text styles in a document are difficult to work with and hard on the eye. A good guideline is to have no more text styles than you can see in the text style list. If you have to scroll, you should think about deleting some styles.

## Check Text Style - Overview



This function examines the style information of the first character in the currently selected text block and enters it in the various input fields of the Edit Text Style dialog box. You can then change the elements you wish to, and apply the revised settings to the text with a click on the Change Text Style icon. This function may also be used for comparing styles within a document. If two text styles are the same, one may be replaced and then removed entirely from the text style list.

Change Text Style and Check Text Style are two of the most frequently used functions in the Text Style module. Use the assigned key bindings to access these functions quickly as you work with a document. Applying too many text styles can be confusing; Check Text Style helps you to compare one style with another.

A related function is Document Parameters in the Options menu. As you experiment with different fonts to create text styles, you can accumulate a large and confusing list. The function to delete Unused Fonts in Document Parameters is a handy way to remove all unused fonts instantly or before you save a document.

## Font Selection Command Group

### Functions:

[Select Font](#)

[Change Text Style](#)

[Check Text Style](#)

[Load/Delete Fonts](#)



This command group allows you to load font(s) for use in your document. Individual fonts can then be selected from the font list.

## **Select Font**

Calamus can display up to 11 of the currently loaded fonts within the command group window. Use the vertical scroll bar or arrows to move through the rest of the list. You may choose any font by clicking its name.

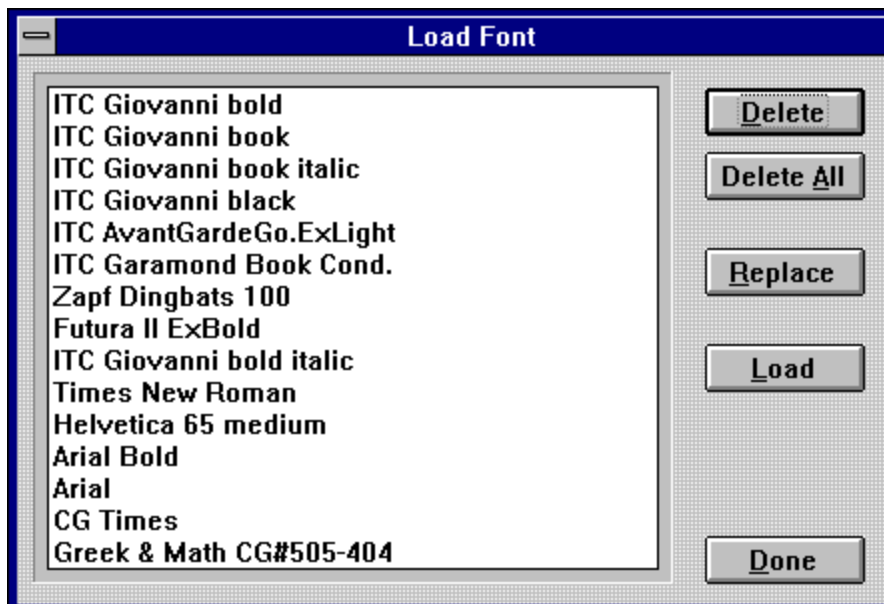
## Load/Delete Fonts



When you click this icon, the Load Fonts file selector will appear.

Select the fonts you wish to use in a document. When you load a previously saved document, the necessary fonts will be loaded automatically. You may load several fonts at a time by pressing [Shift] while clicking the filenames.

**To load Calamus typesetter fonts in CFN format, ensure the Font Load module is present.**



To delete a font, select the font, then click the Delete button. If the font is in use, an alert will prompt you to select a replacement font. Click OK or press [Enter]; then click the name of another font to replace the one you are deleting. If you select the font that you are trying to delete, the operation will be cancelled. You can delete all fonts but one. Select the font you wish to keep; then click Delete All. The selected font will replace all deleted fonts in the text styles.

The Replace button allows you to highlight a single font and replace it with another. The replacement font will be automatically inserted throughout the document wherever the previous font was used.

## Font Size Command Group

### Functions:

[Select Size](#)

[Enter Size](#)

[Em Height](#)

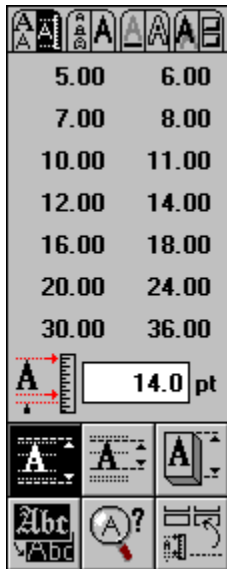
[Versal Height](#)

[Designer Height](#)

[Change Text Style](#)

[Check Text Style](#)

[Enter Size in List](#)



This command group allows you to set font sizes. In addition to the 14 preset (but re-definable) font size fields, you can enter a size in increments of 1/10th of a point. Furthermore, you can select which system (Em, Versal, Designer) will be used to measure font height.



## Select Size

You can select any of the 14 preset sizes shown in the font size list by clicking the corresponding field. To change a preset size, see Enter Size in List, on the next page.

To apply the chosen size to a text block or piping chain, click the Change Text Style icon; see next page.

## **Enter Size**

Font size is displayed in the input field. Text will be formatted to the size entered when you click the Change Text Style icon. The unit of measurement is the one selected in the Set Units of Measure in the Page module. The methods for measuring font size are Em height, Versal height and Designer height; see immediately below.

## Em Height



This function and the next two determine how Calamus will measure the height of a character. Only one of the three icons may be selected at a time.

Em height is the height of a complete line including space for ascenders and descenders. It corresponds to the height of the lead type once used for typesetting. When lead type was set without extra lead between lines (leading), Em height was the same as line spacing.

## Versal Height



Versal height is the height of a versal or uppercase character. Thus, a character printed at 12point Versal height is larger than one at 12point Em height.

## Designer Height



Designer height is preset in the font, and varies from font to font. It is the ideal display size for the font. Some fonts are designed to look better in large sizes, while some look better in small or medium sizes.

## Enter Size in List



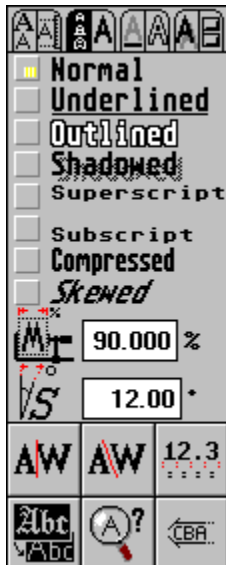
This function allows you to place the font size displayed in the Enter Size input field in one of the 14 font size fields. Enter a font size in the Enter Size input field and press [Enter]. Click the Enter Size in List icon and then click one of the 14 font sizes; it will change to the size shown in the Enter Size input field. Once you have entered font sizes in the list, select the desired size by clicking it in the Font List. If you have a set of custom font sizes, you can save them with the current text style list. See Load/Save Text Style List at the end of the Text Style section.

**Use Save System Setup to save the font sizes you have created, as your default.**

## Text Effects Command Group

### Functions:

[Normal](#)  
[Underlined](#)  
[Outlined](#)  
[Shadowed](#)  
[Superscript](#)  
[Subscript](#)  
[Compressed](#)  
[Skewed](#)  
[Distortion Factor](#)  
[Skew Angle](#)  
[Proportional Spacing On/Off](#)  
[Automatic Kerning On/Off](#)  
[Numeric Table Mode On/Off](#)  
[Change Text Style](#)  
[Check Text Style](#)  
[Writing From Right to Left](#)



These functions allow you to apply various effects to text. The range of functions is possible because Calamus uses vector fonts which are easily manipulated. In addition to text effects, you can also control proportional spacing and kerning. There is even a function which allows you to write from right to left.

### Text Effects

You can turn any effect on or off by clicking the button in front of its name. There are two special cases: Normal which turns off all effects, and Superscript and Subscript which are mutually exclusive.

## **Superscript/Subscript**

Superscript and subscript are half of regular text size and are lined up with the top or bottom of the baseline, respectively. These styles are mutually exclusive because smaller text cannot be both at the top and bottom of a line. If desired, these effects can also be achieved using vertical kerning; see the Text Module section.



## Skewed

Skewed text is not the same as italic text. Italic text has a different set of character shapes for each font. Skewed means that regular characters have been slanted. You can set the angle of slant; see [Skew Angle](#) below.

## **Distortion Factor**

When you apply Compressed text style, the number entered in this field will determine how far characters are expanded or compressed. A factor over 100% will make text wider, while a factor under 100% will make it narrower.

## Proportional Spacing On/Off



This command allows you to turn proportional spacing on or off. Nonproportional spacing, such as a typewriter produces, results in every letter occupying the same width, whether it is narrow like i or wide like m. Only certain fonts work well with nonproportional spacing.

## Automatic Kerning On/Off



This function tells Calamus to kern letters. Kerning means moving letters closer together or farther apart. In the word *Were*, Calamus fits the *e* into the space beside the *W*. When you select this icon, you automatically turn on proportional spacing.

## Numeric Table Mode On/Off



This effect lets you to turn proportional spacing on or off for numbers. Nonproportional spacing is useful for tables where columns of numbers must align.

Nonproportional spacing means that each number occupies the same width.

## Writing from Right to Left



Calamus lets you change the direction in which you write, left to right or right to left. This is not done by using mirror images. Rather, the characters can be directly input from right to left. You may turn this feature on or off by clicking the icon. Calamus handles kerning appropriately for text written from right to left:

Using this function allows you to change the direction of text within the same line.

## Text Attributes Command Group

### Functions:

[Color List](#)

[Character Spacing](#)

[Word Spacing](#)

[Change Text Style](#)

[Check Text Style](#)



In addition to character and word spacing, the functions in this command group control the color and fill pattern of text.

## **Color List**

Calamus can style text with any of the color and fill patterns shown in the color list. For a description of the function and its elements, see the Color Settings module, chapter 4.



## Character Spacing

Character spacing controls the minimum space between two letters after they have been kerned. Normally, there should be no gap between letters, but you can add space to create special effects using this feature.

You can measure character space in the font measurement system (as selected in Set Units of Measure, Page module) or as a percentage of font size. Click the measurement unit beside the input field to toggle between the two methods. To change the spacing, click the input field and enter a new value; then press [Enter].

## **Word Spacing**

This value determines the default space between words. Word Spacing is defined in the same way as Character Spacing, described above.

## Underline Command Group

### Functions:

[Color List](#)

[Underline Weight](#)

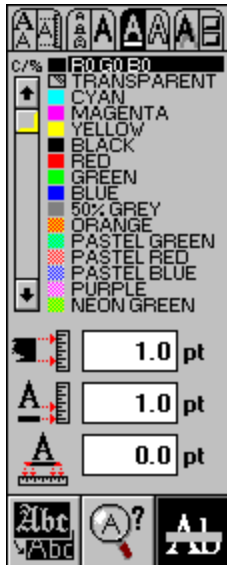
[Underline Offset](#)

[Underline Overhang](#)

[Change Text Style](#)

[Check Text Style](#)

[Underline in Foreground](#)



## **Underline Weight**

You can specify underline weight in the current font measurement system or as a percentage of font size. To switch between these two systems, click the unit beside the number. To set the weight, enter a value in the input field.

## Underline Offset

The offset value determines the distance between the baseline and the underline. As with underline weight, you may enter the offset in the current font measurement system or as a percentage of font size. A negative offset will print the underline above the baseline.

**Printing inverted (white on black) text: select an underline weight of 100%, an offset of -40%, and an underline overhang of 10%. Choose Underlined and define text color as white and underline color as black.**

## **Underline Overhang**

An underline can extend to the left and right of a character or series of characters. You can set the amount of overhang with this function which works the same way as Underline Weight and Underline Offset, above.

## Underline in Foreground



When you display outlined text, or when the underline is a different color than the text, you may use this function to make the underline appear in front of the text instead of behind it. This function also allows you to strikethrough any text. Turn this function on or off by clicking the icon.

## Outline Command Group

### Functions:

[Color List](#)

[Outline Weight](#)

[Change Text Style](#)

[Check Text Style](#)

[Transparent Outline](#)



This command group controls the appearance of outlined text. The functions are similar to those in the Underline command group.



## **Outline Weight**

You can specify outline weight in the current font measurement system or as a percentage of font height. To switch between these two systems, click the unit beside the number. To set the weight, enter a value in the number field. As mentioned previously, an outline is evenly divided on each side of a character's vector path; e.g. a 2pt outline will add 1pt to the outside edge of a character, and 1pt to the inside.

## Transparent Outline



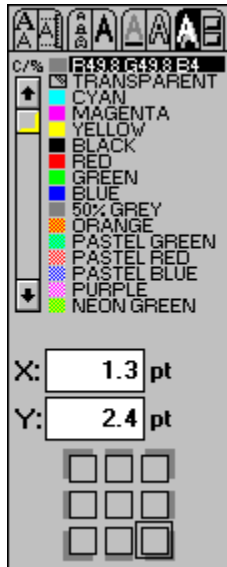
Outlines are created on both sides of a character's vector path. This function permits the inner half of a text outline to be transparent so that the text fill color will overprint it. This feature aids legibility when using heavy outlines.

## Shadow Command Group

### Functions:

[Color List](#)

[Shadow Settings](#)



These functions control the appearance of a shadow behind text. You can define the color, fill pattern, direction and offset of a text shadow.

## Text Style List Command Group

### Functions:

[Text Style List](#)

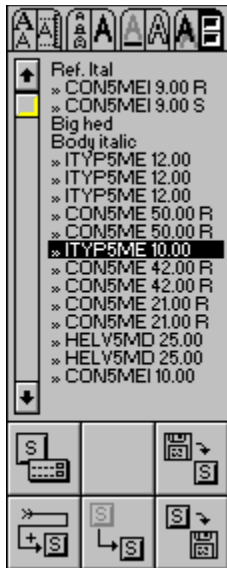
[Text Style List Parameters](#)

[Load Text Style List](#)

[Add Text Style to List](#)

[Change Text Style Settings](#)

[Save Text Style List](#)



Text style lists contain userdefined styles which allow quick and easy formatting of a document. This function also permits access to previously saved text style lists.

Calamus can retain a long list of text styles in any text style list, but can only display 18 at a time. Use the vertical scroll bar to view additional text styles in the list.

To change the style of a text block, mark text by using any of the five methods described at the beginning of the Text Module section.

## **Text Style List**

Once you have marked a text block, you can change its style by clicking a different text style name in the text style list. There is no need to click the Change Text Style icon; the marked text will be changed to the selected text style.

If you have not marked a text block, you will be asked if the entire piping chain should be modified. Selecting Yes will change the piping chain to the selected text style.

## Text Style List Parameters



This function controls the manner in which text styles are managed in the text style list.



There are two options for handling and creating text styles: Internal and List.

When you use the Add Text Style to List function, the current settings (font, size, effects) are applied from their respective command groups of the Text Style module and a new text style appears in the text style list. We refer to this as a List text style.

**Internal text styles appear in the text style list with a double-arrow before the style name.**

You can also create a text style using the Change Text Style function which also reads current settings in the respective command groups. This method creates an Internal text style which appears in the text style list with a doublearrow in front of its name.

The two sections in the Text Style List Parameters dialog box have different purposes. The first is rather obvious: Internal Text Style Visible or Invisible is used to show or hide all Internal text styles. This is useful if you have a number of Internal styles that you do not need to see - perhaps because they are only used once for a special effect. By comparison, List text styles are those which you may want to use several times and hence they need to be seen in the text style list.

**Internal text styles are automatically deleted from the text style list when not in use.**

The second section affects the creation of new text styles when using the Change Text Style function. Internal will create a new text style as an Internal one. If you select List and use the Change Text Style function, Calamus will check if an Internal style already exists with the same settings. If it does not, you will be asked if the new text style should be added to the text style list as a List style. If you choose No, an Internal text style will be created.

## Add Text Style to List



The Edit Text Style dialog box appears when you click this icon:

**Edit Text Style**

Style Name:   Internal

Font:

Size:  pt  Em  Versal  Designer

Numeric Table Mode  Off  Spacing  Esthetics

**Color Attribute:**

Text:

Underline:

Outline:

Shadow:

Normal  
 Underlined  
 Outlined  
 Shadowed  
 Superscript  
 Subscript  
 Compressed  
 Skewed

Compress Factor:  %

Skew Angle:  °

Underline in Front  
 Right->Left  
 Transparent Outline

**Weight:**

Underline:  %

Outline:  %

**Spacing:**

Letters:  pt

Words:  pt

Underline:  %

Overhang:  %

Horiz. Shadow:  %

Vert. Shadow:  %

This dialog box contains the settings of all text style settings (font, size, effects). The settings are taken from the other seven Text Style command groups. If you click OK, a new List text style is created and its name appears in the text style list.

You can also create text styles while working in the Edit Text Style dialog box. It is important to click the New button before defining a text style. The current settings will be copied to the new style and Calamus will enter a suggested name in the Style Name field of the dialog box.

The suggested name will bear information about the font, font size and color. If the suggested name already exists, Calamus will add #2 to the Style Name to distinguish the new style from its predecessor. If you wish, you may edit the style name. The name must be unique.

You may now define the new text style. For details about using the various elements of text style, refer to the Text Style command groups earlier in this chapter, and the following

information.

[Defining Text Style](#)



## Defining Text Style

The Edit Text Style dialog box contains dropdown lists for text style names, fonts and colors. Input fields allow entry of settings for font size and text effects.

If you click the arrow button beside Style Name, the current list of text styles will drop down in the window; if you click the Font arrow button, a list of current fonts will appear; if you select one of the boxes in the Color Attribute area, the current color list will appear.

If you select a text style from the text style list, all settings in the dialog box will change to show the settings (font, size, effects) of the selected text style.

You may change any text style setting. Click the appropriate arrow button for a dropdown list or enter a value in the appropriate input field. Select any text effect by clicking its button (Underline in Front, Writing from Right to Left, Transparent Outline) When you have finished defining a text style, click OK and the new style will be added to the text style list.

If you want to restore previous settings, click the Cancel button.

## Change Text Style Settings



You can change or delete styles in the text style list. First, click the Change Text Style Settings icon; then click the text style you wish to alter. The Edit Text Style dialog box will appear for you to make changes.

If you wish to delete a text style, click its name; then click the Delete button. If you try to delete a text style that is in use, you will be prompted to select a replacement style from the text style list.

You may delete all text styles but one; at least one text style must remain in the text style list.

## Load/Save Text Style List



These functions allow you to load a text style list or to save the current one. When you click one of these icons, the file selector appears. To load a text style list, select a file with a CSL extension; to save a text style list, enter a filename on the Selection line of the file selector and click OK.

When loading a text style list, you will be asked to Merge or Replace the current list. If your document contains any colors or text styles that are duplicated in the text style list you are loading, a Name Conflict will occur. See Name Conflict in Standard Elements, chapter 1, for more information.

## Change Text Style



The Change Text Style function lets you apply style changes to selected text. If you have not selected any text when you click this icon, Calamus will ask if you want to apply the current text style settings to the entire piping chain.

## Check Text Style



This function reads the text style settings for the text in which the Ibeam cursor is located or for a block of text. Text style settings are displayed in the various input fields of the Edit Text Style dialog box and in the Text Style command groups.

## **Normal**

When you click Normal, all other styles and fields become inactive.

## **Underlined**

Calamus will underline text. You can define underline parameters in the Underline command group.

## **Outlined**

When you activate this function, a line will appear around the characters' shape. Outlines are calculated as center strokes: half the outline's weight is inside the vector path of a letter; half is outside. Therefore, an outlined letter is larger than a regular character. You can define outline parameters in the Outline command group.



## **Shadowed**

When you activate this command, characters will have a shadow behind them. You can define shadow parameters in the Shadow command group.

## Compressed

If you select this effect, text will be expanded or compressed by the given amount. [See Distortion Factor](#), below. This function affects not only the characters themselves, but letter spacing and word spacing.

## **Skew Angle**

This input field lets you set the skew angle for text when Skewed style, see above, is selected. Zero degrees will have no effect. Ten degrees will create a mild slant to the right, while 350 degrees will create a mild slant to the left.

## **Shadow Settings**

These functions allow you to control the direction and offset of a text shadow; see Shadow Settings in Standard Elements, chapter 1.

