Fontographer 3.5 Online Help

To navigate to a given section of this help file, simply click on a menu name.

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Edit
View
Path
Point
Special
Window

How to use Fontographer 3.5's online help.

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Using Fontographer Help

Fontographer 3.5's online help system is easy to use.   Either:

- choose Index... or Topic Search... from Fontographer's Help menu
- type F1 to jump into the top level of Fontographer's help file
- type Shift + F1 and then choose a menu command to learn about that command
- type F1 while in a dialog box to learn about that dialog box

Within help screens, words or phrases that are green and have dotted underlines (for example, here) are pop-ups and display explanatory text when clicked with the mouse.   Words and phrases in green that have solid underlines (like this) jump to other topic screens when they are clicked.

Many of the help screens contain images of Fontographer's dialog boxes .   Clicking on the various regions of the image will display pop-ups with information about that option.

Specific topics can be located by searching for keywords.   Click the Search... button on the button bar and enter a search word.   Click Show Topics to see which screens are associated with your keyword and then click Go To to navigate to that screen.

Top level of Help

Pop-up

This is a pop-up.

Jump

And this is a jump.

[Return](#)

help using

Fontographer 3.5

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269 West Renner Road
Richardson, TX   75080

214 680-2060
214 680-0537 FAX

76004,2071 CompuServe
D0590 AppleLink

<u>Top level of Help</u>

windowchild

Keyword Searching

To search for a given keyword, select Topic Search... from Fontographer's Help menu or click on the Search button on the WinHelp button bar.

Enter a keyword and a list of the topic screens associated with that keyword is displayed.

Double click the topic screen name or choose Go to... to navigate to that particular help screen.

How to use Fontographer 3.5's online help.

Top level of Fontographer Help

jwhiting@igc.org   72627,746

New font...

Creates a new font file.   Begins by displaying the Font Attributes dialog box, where you specify the overall characteristics of the font.

For more information on specific options, click on the controls within the Font Attributes dialog box.

Font Attributes	
Family name: New2	**OK**
Full name: New2	**Cancel**
Ascent: 800 **Underline position:** -133	**More...**
Descent: 200 **Underline width:** 20	
Leading: 0 **Italic angle:** 0	**Style**
Weight: Normal 400	☐ Italic
Character set: ANSI 0	☐ Underline
Windows font type	☐ Strikeout
○ Dontcare ⦿ Roman ○ Swiss	☐ Fixed pitch
○ Modern ○ Script ○ Decorative	☒ Autohint
Notice:	☐ Use flex
Generated by Fontographer 3.5	

The keyboard shortcut for New font... is Ctrl + N.

Enter the <u>family name</u> of the current font.

The full name of the current font, e.g. GoudyOldstyle-Italic.

The line that marks the top of the capital letters.   It is expressed in em-units.

The line that marks the lowest point of the descenders of letters like "j" and "q."   It is expressed in em-units.

The space between the descent of one line of text and the ascenders of the line below it.   It's the space between lines.   It is expressed in em-units.

The position of the underline line postion in relation to the baseline.   Expressed in em-units.

The width of the underline stroke expressed in em-units.

The angle of skew for italic type.   Measured in degrees from vertical.

The stroke weight for the font expressed in em-units.

Enter a stroke weight expressed in em-units.

Select the character set for the current font.   The options are:

Unknown
ANSI
OEM
Symbol

Character Set field

Select a Windows font type for the current font.   The options are:

Dontcare
Modern
Roman
Script
Swiss
Decorative

Creates a fixed pitch (monospaced) font

Applies hints to the font to improve the output on low resolution devices.

Applies subtle effects to cupped serifs and tapered stems.   This maintains proper serifs at both small and large sizes.

Identifies the current font as italic, underline and/or strikeout.

Copyright and information notice that will be stored within the generated font.

Open font...

Opens an existing <u>Type 1 font</u> (.PFB), <u>TrueType font</u> (.TTF), or <u>Fontographer database</u> (.FOG) file.

The keyboard shortcut for Open font... is Ctrl + O.

Save

Saves the current file.   If this file hasn't been saved yet or has changed since it was last saved, Fontographer will prompt you for a filename.

To rename a file or to save it to a different location, use <u>Save as...</u>

The keyboard shortcut for Save. is Ctrl + S.

Save As...

Saves the current file with a different filename or saves it to a different location.

Revert

Cancels any changes made since a file was opened and reopens the original, unchanged file.

Open outline char

Opens the outline character editing window for the selected character.   It is here that the outline is edited using Fontographer's tools.

For more information on specific options, click on the controls within the character edit window.
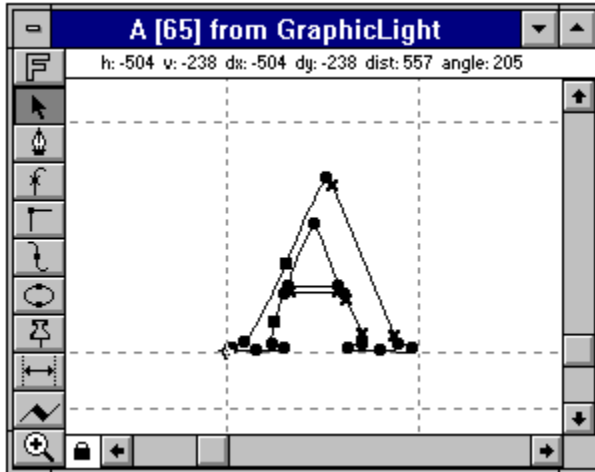
The keyboard shortcut for Open outline char. is Ctrl + H.

Select a tool from the tool palette:

Drawing planes - toggles between the foreground, background, guideline layers
Selection pointer - selects and moves points
Pen tool - creates tangent, corner, and curve points
Tangent - connects straight lines to curves with a smooth tangent join
Corner - joins straight and curve segments at an angle, or curve segments at a cusp
Curve - smoothly joins curves to other curves
Circle - draws circles
Basepoint - sets the basepoint to a new location
Width - sets the character width
Calligraphy - draws with calligraphic pen
**Magnifying glass** - enlarges and reduces the character edit window

Locks the current character into the window so that another character window can not be opened accidently.   If the icon is black it is locked; if it is white, it is unlocked.

The position display shows the horizontal and vertical displacements from the origin and distance from the base point.

Open bitmap char

Opens the bitmap character editing window for the selected character.   It is here that the bitmap is edited using Fontographer's tools.

For more information on specific options, click on the controls within the bitmap window.
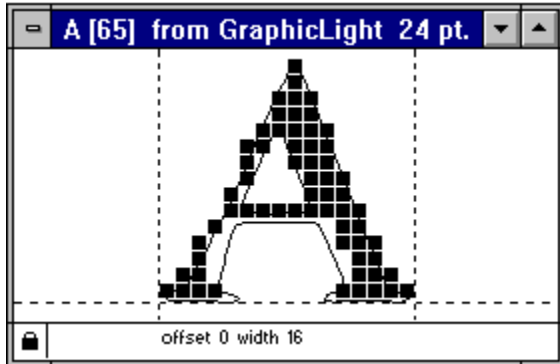
The keyboard shortcut for Open bitmap char is Ctrl + J.

Locks the current character into the window so that another character window can not be opened accidently.   If the icon is black it is locked; if it is white, it is unlocked.

The offset and width values for the character.

Open metrics

Opens the metrics editing window for the selected character.   The width indicator or T-bar indicates a character's width and can be moved to adjust width and kerning pair information.

For more information on specific options, click on the controls within the metrics editing window
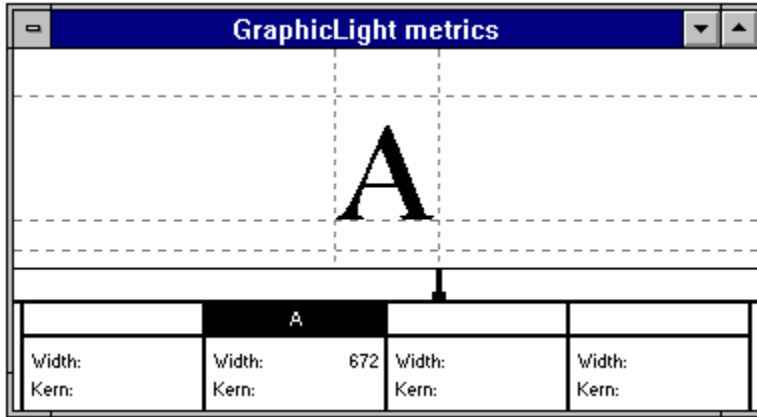
The keyboard shortcut for Open metrics is Ctrl + K.

The width indicator or T-bar indicates a character's width.

The width indicator can be moved to adjust width and kerning pair information.

The metrics display area displays the width and kern measurements.

Import kerning...

Imports kerning tables from existing Adobe Font Metric (AFM) and Printer Font Metric (PFM) files.

Import EPS...

Allows you to import Encapsulated PostScript (EPS) files to be used as part of a character outline. They can be either generic Encapsulated PostScript files or Adobe Illustrator PostScript files.

Import Bitmap...

Allows you to import a bitmap (.BMP) file into the background drawing plane while in the character edit window.

Generate fonts...

Displays the Generate Fonts dialog box where you can specify what type of font Fontographer will generate.

For more information on specific options, click on the controls within the Generate Fonts dialog box.

Generate Fonts	
☐ Windows TrueType	**OK**
☐ Encapsulated PostScript	Cancel

Type 1 format
⊠ PostScript Type 1   ⊠ Windows format
Unique PS ID: 4704028   ☐ Unix format

Bitmap format
☐ Windows FON   ☐ Regenerate bitmaps
Sizes: 24   points

○ Changed characters   ◉ Selected characters
☐ Adjust bitmaps to match outlines

Creates a Windows TrueType font (FONTNAME.TTF).

Creates an Adobe Illustrator 1.1 Encapsulated PostScript file (FONTNAME.EPS).

Creates a Type 1 PostScript font (FONTNAME.PFM, FONTNAME.PFB, FONTNAME.AFM, FONTNAME.INF, FONTNAME.CFG).

Sets the unique ID encoded within the font.

Generates a Windows format font (FONTNAME.PFB, FONTNAME.PFM).

Creates a UNIX format font (FONTNAME.NXT, FONTNAME.AFM) for use on machines like the NeXT.

Creates a .FON file for use as a screen bitmap under Windows.

Regenerates bitmaps for the selected or changed characters.   This is necessary if the outlines have been changed since the current bitmaps were generated.

Fontographer will create sceen bitmaps for the sizes entered.

When selected, Fontographer will generate a for the currently selected outline characters only.

Do not select this option if the character widths have changed.

When selected, Fontographer will generate a bitmaps for the characters that have changed since you last generated the font.

When selected Fontographer adjusts the bitmap font to match the outline ???if part of the bitmap extends above the ascender.

Print...

The Print... command has five options: sample text, a PostScript file, a key map, kerning pairs and characters.
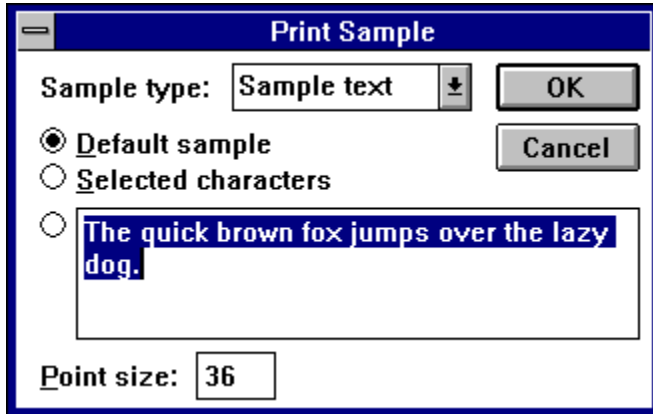
The keyboard shortcut for Print is Ctrl + P.

This list box displays five options:

Sample text prints either the default sample of all the characters in the font, the currently selected characters or a sample that you enter yourself.   You can change the default of 36 points by entering a new value.

PostScript file prints out a PostScript file on disk.   Fontographer 3.5 ships with a sample PostScript file or you can substitute one of your own.

Key map prints either all of the characters in the font or the currently selected ones.   The key format can be presented as either decimal, octal or hex values.

Kerning pairs prints out a list of the kerning pairs for the font.

Characters has three options: printing a full page sample of the currently selected character, printing assorted sizes of the selected character or the selected character showing the X/Y coordinates.

Prints a standard PostScript sample, which shows all the characters in the font in 36 point size (or any other point size you designate).

Prints the characters selected in the font window at the designated point size.

Prints the text in this text box at the designated point size.

Prints the sample text at this point size.

Printer setup...

Displays the standard Windows Printer Setup dialog box where you can set the options for your printer before printing.

Exit

Quits Fontographer and prompts you to save the current font(s) if they have changed since they were last saved to disk.

The keyboard shortcut for Exit is Alt + F4.

Undo

Reverses the last action.   Undo can cancel the last eight operations.

The keyboard shortcut for Undo is Ctrl + Z.

Redo

Cancels a previous undo command.   Redo can cancel the last eight undos.

The keyboard shortcut for Redo is Ctrl + Y.

Cut

Removes the currently selected objects and places them on the Windows Clipboard.   From there they can be placed somewhere else.

The keyboard shortcut for Cut is Ctrl + X.

Copy

Copies the currently selected objects and places them on the Windows Clipboard.   From there they can be placed somewhere else.

The original object is left untouched.

The keyboard shortcut for Copy is Ctrl + C.

Paste

Pastes a copy of the objects on the Windows Clipboard into the current window.

The keyboard shortcut for Paste is Ctrl + V.

Delete

Deletes the currently selected objects without placing a copy of them on the Windows Clipboard.

The keyboard shortcut for Delete is the Del key.

Duplicate

Makes a copy of the currently selected objects and places it on the screen slightly offset from the original.

The keyboard shortcut for Duplicate is Ctrl + D.

Select all

Selects everything on the currently active window and plane.

The keyboard shortcut for Select All is Ctrl + A.

Get part

Copies a reference to a selected character into the Clipboard.   From there it can be pasted to create layered objects or reused in several different characters.

Get part must be used instead of Copy when creating a layered character.

The keyboard shortcut for Get part is Ctrl + G.

Font Attributes...

Displays the Font Attributes where you specify the overall characteristics of the font.

For more information on specific options, click on the controls within the Font Attributes dialog box.

Font Attributes	
Family name: New2	**OK**
Full name: New2	**Cancel**
Ascent: 800 **Underline position:** -133	**More...**
Descent: 200 **Underline width:** 20	
Leading: 0 **Italic angle:** 0	**Style**
Weight: Normal 400	☐ Italic
Character set: ANSI 0	☐ Underline
	☐ Strikeout
Windows font type	
○ Dontcare ◉ Roman ○ Swiss	☐ Fixed pitch
○ Modern ○ Script ○ Decorative	☒ Autohint
Notice:	☐ Use flex
Generated by Fontographer 3.5	

Char info...

Displays the Character Information dialog box which displays the character width, Unicode number and character name for the currently selected character.

For more information on specific options, click on the controls within the Character Information dialog box.
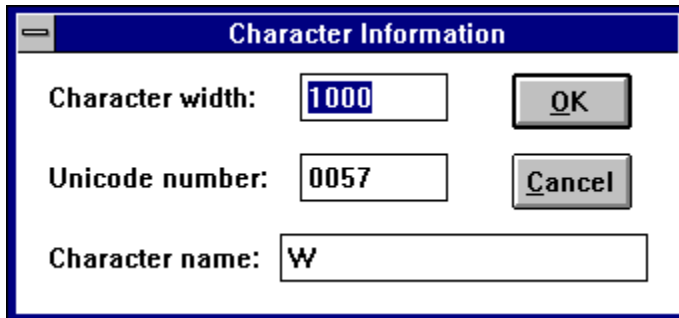
The keyboard shortcut for Char info is Ctrl + I.

The selected character's width, expressed in em-units.

The selected character's Unicode number.

The selected character's name.   Useful when working with symbol fonts.

Clear kerning pairs

Removes all of the kerning pairs from the current font.

Enlarge

Enlarges the view within the character edit window.

An alternative is to use the Magnifying glass tool to enlarge the view of a character or the keyboard shortcut Ctrl + E.

Fit

Scales the character so that its em-square height just fits into the character edit window

The keyboard shortcut for Fit is Ctrl + T.
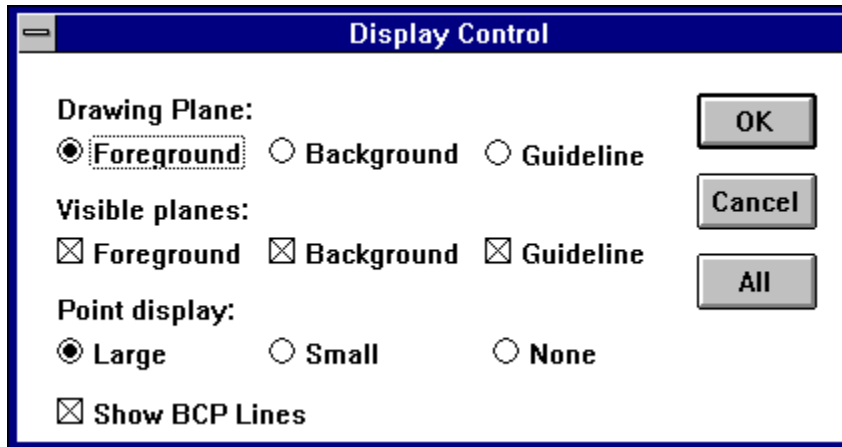
Reduce

Reduces the view within the character edit window.

An alternative is to use Shift + the Magnifying glass tool to reduce the view of a character or the keyboard shortcut Ctrl + R.

Display control...

For more information on specific options, click on the controls within the Display Control box.

Display Control

Drawing Plane:
◉ Foreground   ○ Background   ○ Guideline

Visible planes:
☒ Foreground   ☒ Background   ☒ Guideline

Point display:
◉ Large   ○ Small   ○ None

☒ Show BCP Lines

[OK]

[Cancel]

[All]

Select the drawing plane you want to display: foreground, background, or guidelines.

Select the visible plane(s) you want to display: foreground, background, and/or guidelines.

Select whether to view the BCP points large, small or not at all.

Select whether to view the bezier control point lines for selected points.

Select whether the display options selected in this dialog box should be applied to all of the planes in the font.

Previous Char

Displays the previous character in the font.

The keyboard shortcut for Previous Char is Ctrl + 1.

Next Char

Displays the next character in the font.

The keyboard shortcut for Next Char is Ctrl + 2.

Prev kern pair

Displays the previous kern pair in the font.

The keyboard shortcut for Prev kern pair is Ctrl + 6.

Next kern pair

Displays the next kern pair in the font.

The keyboard shortcut for Next kern pair is Ctrl + 7.

Clockwise

Changes the path direction of the selected point to clockwise.

Counterclockwise

Changes the path direction of the selected point to counterclockwise.

Bring to front

Moves the selected objects to the front of other elements.

The keyboard shortcut for Bring to front is Ctrl + F.

Send to back

Moves the selected objects to the rear of other elements.

The keyboard shortcut for Send to back is Ctrl + B.

Bring forward

Moves the selected objects forward one layer in relation to the other elements.

Send backward

Moves the selected objects back one layer in relation to the other elements.

Trace background...

Traces any bitmap pasted into the background layer or brought in as a background composite.

For more information on specific options, click on the controls within the Trace tool box.

	Trace Tool	
Curve fit:		OK
○ tight ● normal ○ loose		Cancel
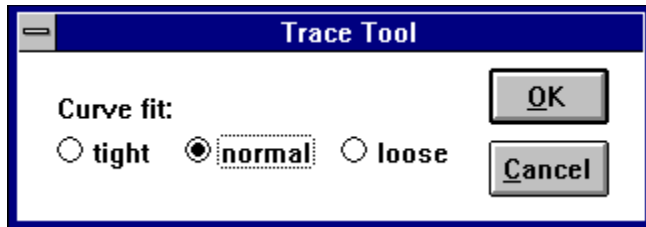
Tight makes the trace follow every possible countour of the image.   Use this on larage size backgrounds.   This option may result in a large number of points.

Normal is the default and is in general the best selection.

Loose ignores little jagged edges and attempts to fit only the largest features in the background.   Use this on smaller backgrounds.   This option may result in very few points.

Correct path direction

Corrects the path direction of the selected character so that the proper PostScript fill can be applied.

The outermost path will be set to clockwise and the innermost path will be set to counterclockwise. This continues with the next path be set to clockwise and the one inside of that set to counterclockwide, etc.

Location

Depending upon in one context a point is selected, different information is displayed.

For more information on specific options, click on the controls within each of the point location dialog boxes.

Point Location

	Horizontal	Vertical	
Point: 12/12	636	294	☐ Origin
Incoming BCP:	636	583	☐ On point
Outgoing BCP:	636	52	☐ On point
Path number:	1/2		

OK
Cancel
Prev
Next

Picture Location

Top:	800	Left:	0
Bottom:	-200	Right:	2367

OK
Cancel

Composite Information

Character number:	68
Horizontal offset:	0
Vertical offset:	0
Character name:	D

OK
Cancel

The keyboard shortcut for Location is Ctrl + L.

Indicates which point on which path is currently selected.   For example 2/6 indicates the second point on the sixth path.

The horizontal and vertical coordinates of the selected point.

The horizontal and vertical coordinates of the selected point's incoming BCP.

The horizontal and vertical coordinates of the selected point's outgoing BCP.

The path number within the whole character the selected point lies on

Select this option when you need to manually order points, for example when creating points for interpolation.

Moves the incoming BCP on top of the selected point.

Moves the outgoing BCP on top of the selected point.

Selects the previous point on the current path.

Selects the next point on the current path.

Specify the location in em-units of the top of the background layer picture.

If the top and bottom edges are not moved the same amount, the image will be scaled.

Specify the location in em-units of the bottom of the background layer picture.

If the top and bottom edges are not moved the same amount, the image will be scaled.

Specify the location in em-units of the left side of the background layer picture.

If the right and left edges are not moved the same amount, the image will be scaled.

Specify the location in em-units of the left side of the background layer picture.

If the right and left edges are not moved the same amount, the image will be scaled.

Tangent point

Changes the selected point to a tangent point.

Tangent points connect straight lines to curves with a smooth tangent join.

The keyboard shortcut for Tangent is Ctrl + 3.

Corner point

Changes the selected point to a corner point.

Corner points join straight and curve segments at an angle, or curve segments at a cusp.

The keyboard shortcut for Corner point is Ctrl + 4.

Curve point

Changes the selected point to a curve point.

Curve points smoothly join curves to other curves.

The keyboard shortcut for Curve point is Ctrl + 5.

Merge point

Merge Point removes all selected points from the path.

The keyboard shortcut for Merge point is Ctrl + M.

Set basepoint

Resets the basepoint to the currently selected point's coordinates.

Show points

When selected, displays the points and their BCPs on the current path.   When not selected, the points and BCPs are not visible.

Snap to guides

When selected, objects being moved will snap or align to a guideline if it is within three pixels of the guideline.

Autosnap

Horizontal and vertical guides extend through each point on a path.   With Autosnap turned on, if a point is moved over one of these horizontal or vertical guides, Fontographer will snap the point to the guide.
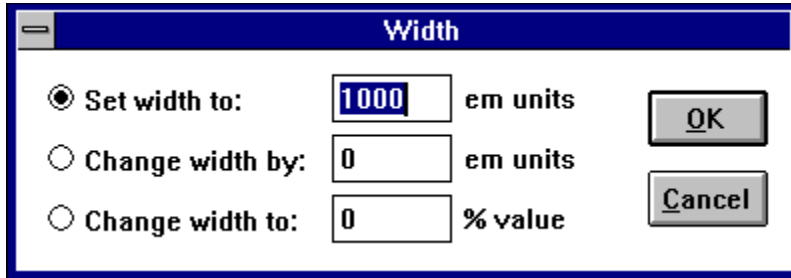
This feature is useful for aligning points on the same horizontal or vertical line as an existing point.

The keyboard shortcut for Autosnap is Ctrl + U.

Set width...

Changes the selected character's width.

For more information on specific options, click on the controls within the Width dialog box.

Width
⦿ Set width to: [1000]   em units   OK
○ Change width by: [0]   em units
○ Change width to: [0]   % value   Cancel

Sets the character width to this width, expressed in em-units.
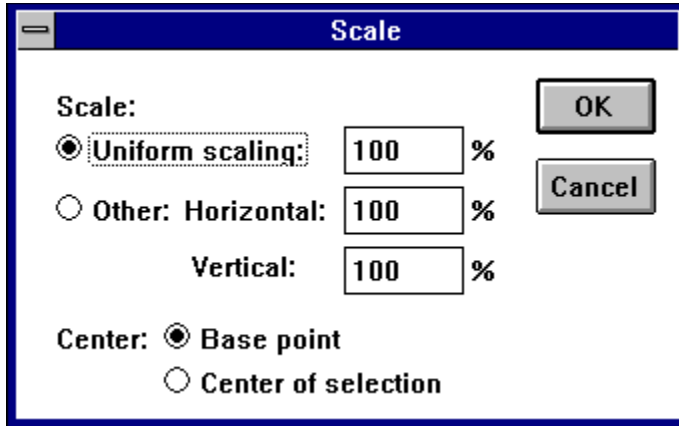
Changes the character's width by this amount, expressed in em-units.

Changes the character's width by this percentage of the current width.

Scale...

Increases or decreases the size of an image by a specified scale factor.

For more information on specific options, click on the controls within the Scale dialog box.

```
┌─────────────────────────────────────────────┐
│ ⊟            Scale                           │
├─────────────────────────────────────────────┤
│                                             │
│  Scale:                      ┌──────────┐   │
│  ⊙ Uniform scaling:  100  %  │    OK    │   │
│                              └──────────┘   │
│  ○ Other: Horizontal:  100  %  ┌─────────┐  │
│                                │ Cancel  │  │
│            Vertical:   100  %  └─────────┘  │
│                                             │
│  Center: ⊙ Base point                       │
│          ○ Center of selection              │
│                                             │
└─────────────────────────────────────────────┘
```

Uniformly scales the image by this percentage.

Non-uniformly scales the image by this amount in the horizontal and vertical dimensions.

The aspect ratio of the image will be different if the image is scaled by a different value in one dimension, relative to the other.

Specify whether the scaling should be done relative to the basepoint or relative to the center of the image.

Rotate...

Rotates the selected points a specified number of degrees.

For more information on specific options, click on the controls within the Rotation dialog box.
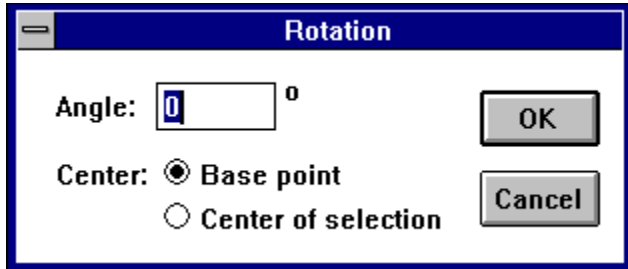
The desired angle of rotation.   A negative number rotates to the right and a positive number rotates to the left.

Specify whether the rotation should be done relative to the basepoint or relative to the center of the image.

Skew...

Performs an oblique transformation of the image.

For more information on specific options, click on the controls within the Skew dialog box.
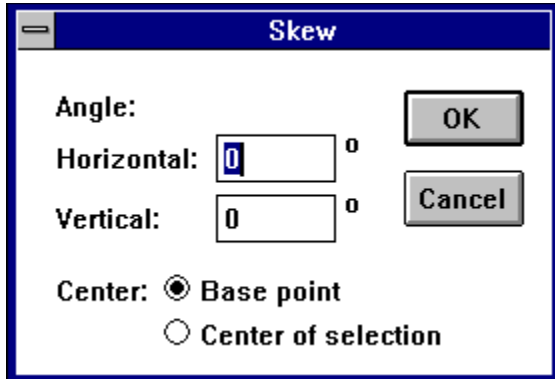
The angle the selected points should be transformed in the horizontal axis.   A negative number rotates to the right and a positive number rotates to the left.

The angle the selected points should be transformed in the vertical axis.   A negative number rotates to the right and a positive number rotates to the left.

Specify whether the skewing should be done relative to the basepoint or relative to the center of the image.

Move...

Displaces the selected points by a specified horizontal and vertical amount.

For more information on specific options, click on the controls within the Move Points dialog box.
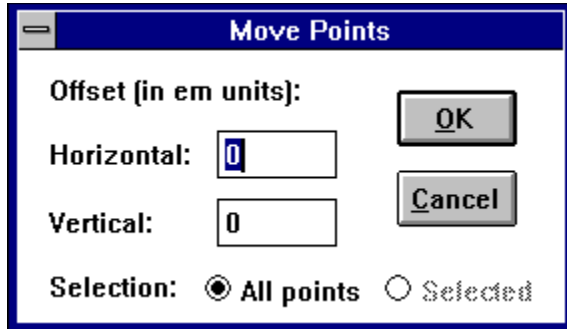
Moves the selected points horizontally by this amount, expressed in em-units.   A negative number moves the points down and a positive number moves them up.

Moves the selected points vertically by this amount, expressed in em-units.   A negative number moves the points to the right and a positive number them to the left.

Select whether you want to move all of the points or just the currently selected ones.

Flip...

Flips the image to the opposite side of an imaginary horizontal or vertical line.

For more information on specific options, click on the controls within the Flip dialog box.

Flip
Axis: ◉ Horizontal
○ Vertical
Center: ◉ Base point
○ Center of selection

OK

Cancel
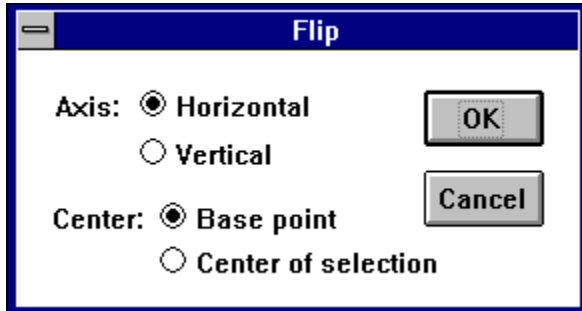
Select which axis, horizontal or vertical, you want to flip the image over.

Specify whether the skewing should be done relative to the basepoint or relative to the center of the image.

Remove overlap

Removes the overlapping areas of a complex path.

Expand stroke...

Expands the strokes of a character's path into contoured or filled characters.

For more information on specific options, click on the controls within the Expand Stroke dialog box.
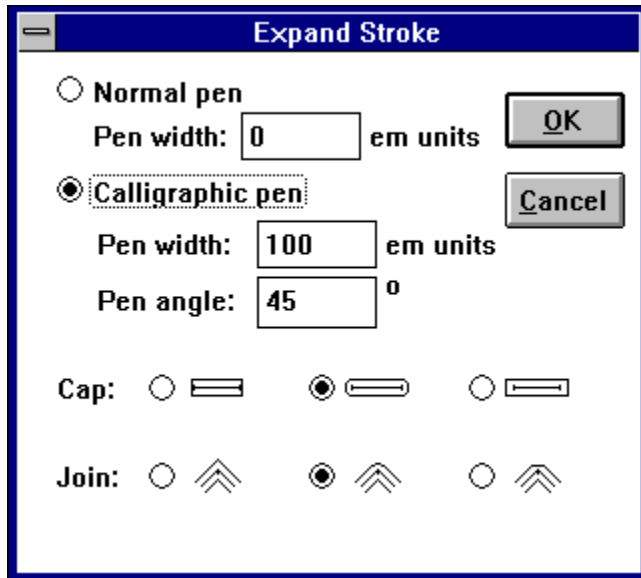
Specifies the pen width in em-units when using a normal pen.

Specifies the pen width in em-units when using a calligraphic pen.

Specifies the pen angle when using a calligraphic pen.

Defines the cap on the endpoints of a stroked path.

Defines the shape of the joins along a path.

Decompose composite

Breaks an internal composite into explicit paths.   This breaks the reference link to the composite's orignal, resulting in an editable path as opposed to an uneditable reference.

This is sometimes necessary to create a proper Type 1 font.

Change weight...

Changes the current points stroke weight, apart from the value specified in the Change Weight dialog box.
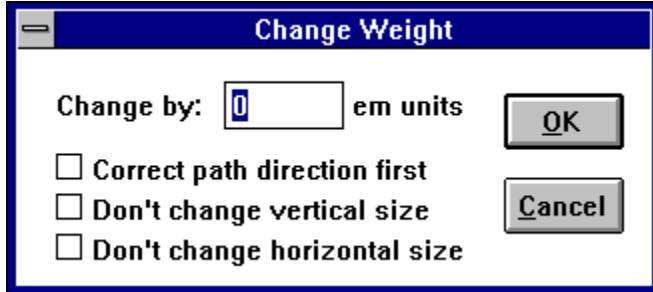
Changes the stroke weight by this number of em-units.

Corrects the path direction before changing the weight of the character.

Changes the weight of the font without changing the vertical size of the character.

Changes the weight of the font without changing the horizontal size of the character.
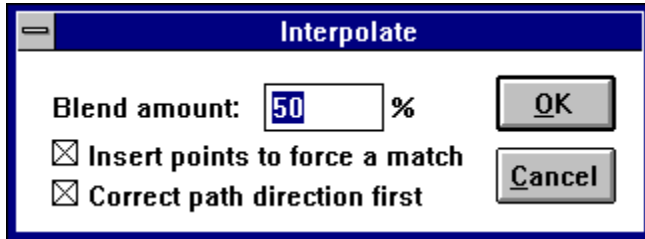
Interpolate setup

Interpolate setup is used to specify which two source fonts will be used as to create a new interpolated font.   The interpolated font is a variation of the two source fonts.   An example would be to create an Extra Light and an Extra Bold version of a font and then create three weights that are between them (Light, Normal, Bold).

The source fonts are dynamically linked to the new font.   Both source outlines will appear in the background plane in a character edit window.

Interpolate

Interpolate causes Fontographer to create a new font that is a blend of the two source fonts selected with the Interpolate setup command.   An example would be to create an Extra Light and an Extra Bold version of a font and then create three weights that are between them (Light, Normal, Bold).
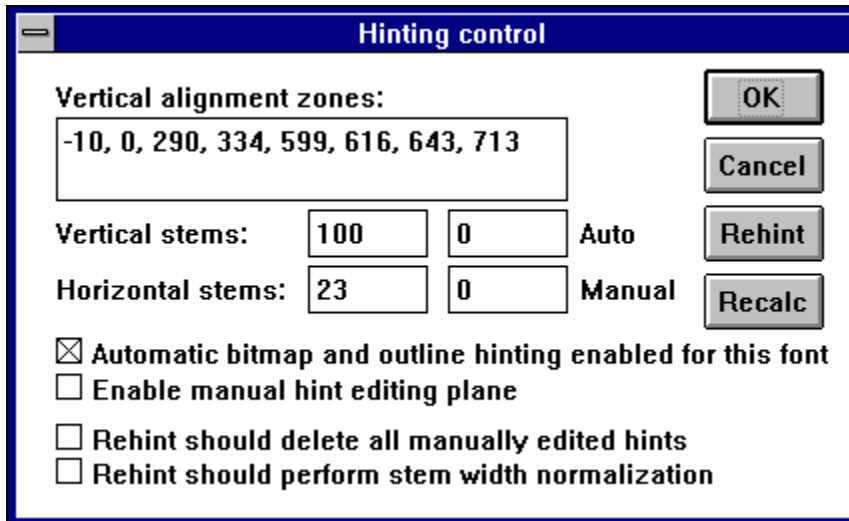
The interpolation percentage between source 1 font and source 2 font.

When checked, Fontographer will insert points into the interpolated font to create a match between the two source fonts.

Sets the rightmost point as the origin point.

Hinting setup

For more information on specific options, click on the controls within the Hinting Control dialog box.

Hinting control

Vertical alignment zones:

-10, 0, 290, 334, 599, 616, 643, 713

Vertical stems: 100　0　Auto

Horizontal stems: 23　0　Manual

OK

Cancel

Rehint

Recalc

☒ Automatic bitmap and outline hinting enabled for this font
☐ Enable manual hint editing plane

☐ Rehint should delete all manually edited hints
☐ Rehint should perform stem width normalization

hinting_vertical_alignment

hinting_vertical_stems

hinting_horizontal_stems

hinting_auto

hinting_manual

Hints will automatically applied for the bitmaps and outline for this font.

Enables the manual hinting plane from within the outline character editing window.

hinting_rehint_delete

Normalizes stem widths when generating fonts. Useful for eliminating rounding errors across a character.

hinting_rehint

hinting_recalc

Tile

Displays any open windows side by side for easy comparison.

The keyboard shortcut for Tile is Shift + F5.

Cascade

Displays any open windows on top of and offset from each other.

The keyboard shortcut for Cascade is Shift + F4.
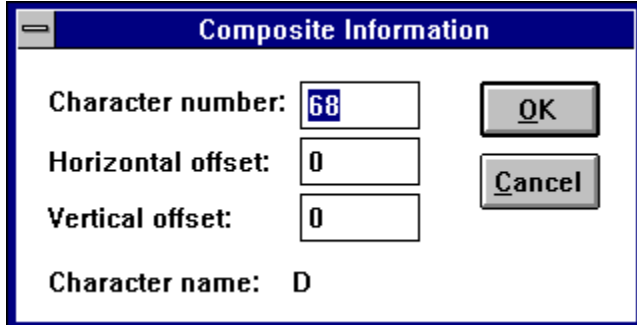
Arrange icons

Aligns the icons of any open font files.

Close all

Closes any open windows.   Fontographer will prompt you to save an open file if it has been changed since it was last saved.

Composite Information

For more information on specific options, click on the controls within the Composite Information dialog box.

Composite Information	
Character number: 68	OK
Horizontal offset: 0	Cancel
Vertical offset: 0	
Character name: D	

The character number referenced when this composite character was made.

The distance in em-units that the pasted part is horizontally offset from the referenced character.

The distance in em-units that the pasted part is vertically offset from the referenced character.

The name of the character referenced when this composite character was created.

More Font Attributes

For more information on specific options, click on the controls within the Composite Information dialog box.

More Font Attributes

TrueType preferences:

☒ Apply vertical and horizontal hints   ☒ Apply diagonal hints

☐ Confine screen characters to em-square

Name table: Font manufacturer name ▾

alts

TrueType parameters: xAvgCharWidth ▾   0

TrueType extra: caretSlopeRise ▾   0

Dropout prevention: ○ None ○ Standard ◉ More

Help

Caret slope rise.
1 for vertical cursor.

[OK] [Cancel] [Defaults]

Applies vertical and horizontal hints to the generated TrueType font to make better stems and serifs.

Applies diagonal hints to the generated TrueType font.

Scales the generated bitmaps to the underlying em-square if the outline extends above the ascent or below the descent.

morefa_name_table

- **Font manufacturer name**
- **PostScript font name**
- **TrueType subfamily name**
- **TrueType unique name**
- **TrueType release name**

morefa_box

morefa_truetype_parameters

morefa_truetype_parameters_box

morefa_truetype_extra

morefa_truetype_extra_box

Dropouts occur when both sides of a character's line or curve fall between pixel boundaries and an important feature doesn't appear.   You can control how Fontographer handles these situations.

None - Fontographer won't find or correct dropouts.

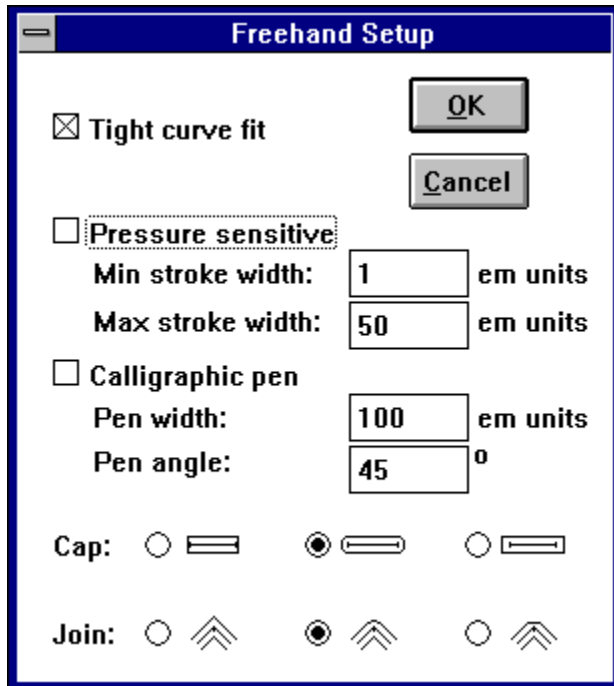**Standard** - elminates almost all dropouts.

More - eliminates all dropouts but sometimes turns on unwanted bits.

Displays information about the TrueType parameters and TrueType extra options you select.

Sets the values to Fontographer's defaults.

Freehand Tool Setup

For more information on specific options, click on the controls within the FreeHand Setup dialog box.

Freehand Setup

☒ Tight curve fit

OK

Cancel

☐ Pressure sensitive

Min stroke width: `1` em units

Max stroke width: `50` em units

☐ Calligraphic pen

Pen width: `100` em units

Pen angle: `45` °

Cap: ○ ◉ ○

Join: ○ ◉ ○

Characters will contain more control points when this option is selected.

Specify the minimum stroke width in em-units.   Experiment with 5 em-units to begin with.

Specify the minimum stroke width in em-units.   Experiment with 80 em-units to begin with.

Makes the Freehand tool pressure sensitive when using a pressure-sensitive pen or digitizing tablet.

When using a mouse, the left and right arrow keys can be used to get the same effect.   Each time you press the right arrow key while you're drawing, the stroke width increases in size up to the specified maximum stroke width.   Each time you press the left arrow key, the stroke width reduces in size up to the specified minimum stroke width.

Makes the Freehand tool a "calligraphic pen", with variable pen width and pen angle.

Specifies the pen width in em-units.

Specifies the pen angle in degrees from vertical.

Specifies the cap used at the endpoints of a stroked path.

Specifies the shape of the joins used along a path.

Glossary

Click on a word to learn its meaning.

Adobe Type Manager
Ascent

Baseline
BCP
Bézier control point
Bézier curve
Bitmap font

Descent

Em-square
Em-units

Family Name
Flex
Font
Font attributes
Fontographer database

Hints

Kerning
Kerning pairs

Leading

Metrics
Monospaced type

Outline font

Path
Pica
Point
PostScript
Printer font
Proportionately spaced type

Sans serif
Screen font
Serif
Spacing

T-bar
Type 1 font
TrueType
Typeface

Weight

x-height

Adobe Type Manager

Adobe Type Manager (ATM) is a font utility that rasterizes a font for display on the screen and output from the printer.

Ascent
A font's maximum distance above the baseline.

Baseline
The line upon which the captial letters of a font rest.

BCP
Bézier Control Point, one of two points which guide a Bézier curve.

Bézier control point
One of two points which guide a Bézier curve.

Bézier curve
A particular type of cubic spline curve defined to make it easy to join to other cuves and straight lines wiht smooth tangent joins.

Bitmap font
A character set created by turning on or off individual dots in a rectangular array of dots.

Ignores the changes made within this dialog box.

Descent
A font's maximum distance below the baseline.

Em-square
A square the size of a capital letter "M."   Also the height of the ascent added to the height of the descent.

Em-units
Dimensionless distance-measuring units used in Fontographer.

Family Name

A group of related fonts, like Goudy Oldstyle.   This font family includes Goudy Oldstyle-Plain, Goudy Oldstyle-Bold, Goudy Oldstyle-Italic, and Goudy Oldstyle BoldItalic.

Flex
Applies subtle effects (hints) to cupped serifs and tapered stems.

Font
A particular size of a typeface.

Font attributes
Characteristics which apply to the font as a whole, such as the ascent, descent, leading, etc.

Fontographer database
Fontographer's native file format that it uses to save its font files data.

Hints
Proprietary algorithms which enhance the appearance of characters printed at low resolutions (150-600 dpi).

Kerning
Manually moving pairs of letters closer or further apart to adjust and improve the space between them.

Kerning pairs
Combinations of letters where the space between them has been decreased to improve legibility.

Leading
The space, measured from baseline to baseline, added between successive rows of text in a document.

Metrics
Font information such as ascent, descent, leading, character width and kerning.

Monospaced type
Type whose characters are all of the same width.

Accepts the values within this dialog box and executes the command.

Outline font
A font created by drawing outlines of each character.   PostScript and TrueType fonts are outline fonts.

Path

A sequence of points which may be connected, unconnected or closed.

Pica
A unit of typographic measurement equal to 0.166 inches or 12 points.

Point
A unit of typographic measurement equal to approximately 1/72 inch (0.1383 inches).

PostScript
Adobe System's page description language.

Printer font
A font that resides in the printer used to draw characters.

Proportionately spaced type
Type whose character widths vary from character to character.

Sans serif
A typeface with no counterstrokes at theend of each stroke.

Screen font
Bitmap fonts used for screen display.

Serif
A typeface with counterstrokes at the end of each stroke.

Spacing
Used to describe the amount of unused area that exists between characters.

T-bar
An upside down "T" which is used in the metrics dispaly area to adjust character width and kerning.

Type 1 font
A Type 1 Font is a PostScript font that adheres to Adobe's Type 1 font specification and is designed to be used with Adobe Type Manager.

TrueType
A TrueType font is designed to be used with Windows 3.1.   TrueType fonts can also be used on the Macintosh.

Typeface
A set of characters which share a similar appearance.

Weight
The measurement of a stroke's width.

x-height
The height of the lower case letters of a font, specifically the "x."