

FontDT

Michael Letowski

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Chapter 1

FontDT

1.1 FontDT 1.1

FontDT 1.1

FontDT package is Copyright © 1995
Michael Letowski

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All rights reserved.

The author's native language is Polish, so please forgive bad spelling,
grammar mistakes etc. Or better - correct them.

Copyright notice

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1.2 FontDT Copyright

Copyright

FontDT package is Copyright © 1995
Michael Letowski

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FontDT is freely distributable under the following conditions:

- no more than a reasonable fee is charged for copying/downloading;
- this distribution is not a part of other non-free distribution;
- the distribution is complete - it contains all the files (full list at the end of this chapter);
- no file in the distribution is changed.

Distribution without meeting conditions specified above requires written permission from me.

The

 DataType

 from the package works, but no guarantee is given nor implied. In no case will I be liable for any results of using supplied

 DataType

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The source code is provided only for informational purposes and is also under copyright. It is based on source for bmp.datatype by David N. Junod.

This documentation is based on CatEdit.guide, which is Copyright © 1993 Rafael D'Halleweyn.

Compugraphic, CG and Intellifont are registered trademarks of Agfa Corp.

List of all files in the distribution:

```
Install FontDT.info
Install FontDT
FontDT.guide.info
FontDT.guide
Libs (dir)
  DataTypes (dir)
    font.datatype
Devs.info
Devs (dir)
  DataTypes.info
  DataTypes (dir)
    Bitmap Font.info
    Bitmap Font
    Outline Font.info
    Outline Font
Prefs (dir)
  Env-Archive
  DataTypes
    font1.prefs
    font2.prefs
    font3.prefs
    font4.prefs
Presets
  def_font1.info
  def_font2.info
Src (dir)
  classbase.c
  dispatch.c
  otag.c
```

prefs.c

1.3 Introduction to FontDT

Introduction

FontDT is a
DataTypes
subclass for loading and viewing
Amiga fonts
.
Once installed it will let all
DataTypes
aware programs to recognize and
load
Amiga fonts
as pictures.

1.4 Requirements for FontDT

Requirements

FontDT requires AmigaDOS 3.0 or higher (datatypes.library and diskfont.library V39+). Outline fonts subsystem (bullet.library V39+) is required for accessing Compugraphic fonts. 3rd party libraries are necessary for viewing non-Compugraphic outline fonts (eg. type1.library by Amish S. Dave for Adobe Type1 fonts).

1.5 Installation of FontDT

Installation

Use supplied Installer script to copy necessary files. Activate class by double-clicking on DEVS:DataTypes/Bitmap Font and DEVS:DataTypes/Outline Font icon or use AddDataTypes REFRESH from Shell.

Please note, that neither sample config files nor icons will be installed by the script (if you want to use them, you must copy them manually).

1.6 Configuring operation of FontDT

Configuration

You can use config files with FontDT to customize appearance of fonts on the screen. These files are PROGDIR:Prefs/DataTypes/font.prefs (PROGDIR: is a standard system assign and denotes drawer where given application resides) and ENV:DataTypes/font.prefs (searched in that

order). Such setup seems to be standard across 3rd party
DataTypes

Each config file should consist of one text line following standard
AmigaDOS rules for passing parameters.

SYNOPSIS

```
[Strings] [CENTER] [INVERSE] [FONTNAME] [DPI=DPI]
[FOREGROUND=ForegroundColor] [BACKGROUND=BackgroundColor]
```

TEMPLATE

```
"STRINGS/M,CENTER=CENTRE/S,INVERSE/S,FONTNAME/S,DPI/K,
FG=FOREGROUND/K,BG=BACKGROUND/K"
```

PARAMETERS

Strings - strings to display instead of default text. By default, FontDT will show a text consisting of all characters present in a given font. You can change this by supplying your own strings which will be used in place of this default string. Each string (separated by spaces) will be displayed as one line. If you want your text to contain spaces, enclose it in "".

CENTER - this option causes each line to be centered before displaying. Only useful if you have supplied more than one own string or are trying to display font with more than one size.

INVERSE - for two-colour fonts this causes FontDT to swap foreground and background colours. Does not work for colour fonts.

FONTNAME - if this option is given a line containing font's name and size will be printed before user strings. FontDT to use font's name and size to make default string.

DPI - this strings describes font's aspect ratio. It should contain values for XDPI and YDPI (as described in Workbench manual), in "XDPI/N,YDPI/N" format. The whole string must be enclosed in double-quotes. Default values for aspect ratio are DiskFont's defaults. At present this option is only useful with outline fonts.

FOREGROUND - describes foreground colour. The string should contain amounts of red, green and blue, respectively. The template is "R=RED/N,G=GREEN/N,B=BLUE/N". The whole string must be enclosed in double-quotes. Default foreground color is black. This option doesn't work for colour fonts.

BACKGROUND - describes background colour. The string should contain amounts of red, green and blue, respectively. The template is "R=RED/N,G=GREEN/N,B=BLUE/N". The whole string must be enclosed in double-quotes. Default background color is white. This option doesn't work for colour fonts.

EXAMPLES

FontDT is great will produce:

```
FontDT
is
great
```

"FontDT is great" will produce:

```
FontDT is great
```

"FontDT is" "great" CENTER will produce:

```
FontDT is
great
```

"FontDT is" "great" CENTER INVERSE will produce:

```
FontDT is
```

```
great
  FONTNAME will produce:
Times.font 12
ABCDEFGHIJKLMNO...
Times.font 15
ABCDEFGHIJKLMNO...
Times.font 18
ABCDEFGHIJKLMNO...
  " " FONTNAME will produce:
Times.font 12
Times.font 15
Times.font 18
  "FontDT is great" FONTNAME will produce:
Times.font 12
FontDT is great
Times.font 15
FontDT is great
Times.font 18
FontDT is great

SAMPLE CONFIGS
  Config 1
  Config 2
  Config 3
  Config 4
```

1.7 FontDT Notes

Notes

FontDT shows all available sizes of a given font.

The font which you want to view must be somewhere in your FONTS: assign. I know this is not the best solution, but other implementation is not possible without operating system conformance.

If you have bitmaps created for outline fonts, the DataType will only show the sizes for which the bitmaps exist. Otherwise, it will try to show all sizes specified with Intellifont utility. If you have many sizes (or don't have any) this will likely fail.

If you get "Out of memory" messages from your

 DataTypes
 application,

then this is probably caused by too wide default string (which is made of all available font characters). Use config files to change default string. Choose shorter string or the one made of several lines.

For colour fonts with many sizes colour is set for biggest size.

You can use pictures produced by FontDT as Workbench patterns, but then only ENV:DataTypes/font.prefs config file will be used.

Obviously, FontDT support only OM_NEW method.

1.8 FontDT History

History

Version 1.0 (22.4.95) - initial release.

Version 1.1 (8.7.95)

Improvements:

- FOREGROUND and BACKGROUND configuration options added;
- FONTNAME can be used together with user text;
- Included two icons for easier fonts viewing (one normal style, one colour by Barry McConnell).
- DPI configuration option added;

Bug fixes:

- Two hypothetical bugs fixed.
- Fonts containing all ASCII characters weren't showed at all;
- Fixed bug in outline fonts opening code;
- No longer displays PROGDIR: requester when used by IPrefs.

1.9 To do in FontDT

To do

FontDT will not deal correctly with some of the less used fonts formats. If you find that your font is not displayed correctly (this particularly applies to color fonts) please send it to me so I can improve the code.

Future versions may have ability to show fonts outside FONTS: assign and to show just specified size. The format of config files will be more flexible.

1.10 DataTypes Information

DataTypes

DataTypes is an AmigaDOS subsystem (introduced in AmigaDOS 3.0) for dealing with different types of files found on different machines (PC's, Macs and Amigas). DataTypes can be used for recognizing types of files and interpreting informations in this files. An example of the latter is MultiView, which can show many types of data.

DataTypes divide all files into the following main categories:

- syst (System) - system files;
 - text (Text) - textual files;
 - docu (Document) - documents (spreadsheet data, text with pictures etc.);
 - soun (Sound) - sound samples;
 - inst (Instrument) - musical instruments;
 - musi (Music) - songs;
 - pict (Picture) - graphics;
 - anim (Animation) - animations;
-

- movi (Movie) - animation with sound.

Each category is further divided into subclasses. Each subclass interprets one type of file, converting it to some universal format. font.datatype is an example of such subclass.

1.11 Amiga fonts

Amiga fonts

Amiga fonts come in three basic varieties:

- traditional bitmap fonts are two-colour fonts. For each size there exists separate file containing bitmap description of all characters designed for that size.
- colour fonts are stored like bitmap ones, but they may contain additional informations about colour palette used when putting them on screen.
- outline fonts were introduced with release 2.04 of the operating system. Each outline fonts contains vector description of its characters which can be reproduced at any size - therefore they are scalable. From release 3.0 of the operating system it is possible to use outline fonts other than Compugraphic (with additional software).

Each font has a description file (xxxxx.font) containing informations about available sizes and their properties. FontDT operates on such files only.

1.12 About the Author

About the Author

FontDT package was written by Michael Letowski, who is a Software Engineering student at Technical University of Wroclaw and has A1200.

If you have something to say me (questions, remarks, suggestions, wishes, bug reports) please contact me (I like receiving mail!):

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POLAND

You can get my other free software:

MCommands - 7 useful AmigaDOS CLI commands
(Aminet://util/cli/MCommands-1.2.lha);

MCEd - 8 great ARexx scripts for CygnusEd users
(Aminet://text/edit/MCEd-1.2.lha);
ClipHandler - easily exchange data between AmigaDOS and applications
(Aminet://util/misc/ClipHandl-1.0.lha);
MREKO - DataType for viewing REKO cardsets
(Aminet://util/dtype/MREKO-1.0.lha).

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