# Instructions for Fontconverter

**COLLABORATORS**

| | TITLE : Instructions for Fontconverter | | |
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| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
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# Chapter 1

# Instructions for Fontconverter

## 1.1   Instructions for Fontconverter

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        Fontconverter by Martin Hoffmann
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          Version 1.1 fom 12th May 1996

   Works on Amigas with Kickstart 1.2 or higer



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## 1.3   Introduction

This Programm is a powerful Fontconverter, wich can convert Pagestream
Fonts to tree dimensional objects as used in Videoscape 3D or Cinema 4D
it has a comfortable user-interface to make it very easy to use this
pogram. The font data in the Pagestream fonts is only the shiluette of
the characters, so the program has to divie them into triangles for use
in 3D programmes.

## 1.4   Program steering

The program has some menues for easy use. They are in detail:

Project:
  This menu contains all functions for loading/saving etc.

  Load font
  A requester appears and you can choose a font from any of your devices
  (Floppy, Harddisk etc.) to load into this program. Please be sure that
  the font must end with .dmf and a file with the ending .fm is available.

  Set 3D savepath
  A requester appears and you can choose a Path, the Program will save the
  data during convertion to. If you also enter a name in the requester,
  this name will be the used as the filename (but endig with the choosen
  pattern). If no savepath is set, the program will save the data in the
  ram: device.

  Start convertion
  Starts the convertion of the characters between first charcter and last
  charcter displayed on the gadgets. Is exactly the same as the gadget with
  this name.

  Preview
  A window will open, and show all charcters loaded in memory. Of course

not all of them have enough space on the screen, so only 48 are diplayed, starting with the capitals and you can move up or down the display to have a view on all of them.

Info
Gives a short info about this program

Quit
This will leave the program.

Save Format
This menu is for setting the format, the data will be saved.

Videoscape Bin
The data will be saved in videoscape binary format

Videoscape Asc
The data will be saved in Videoscape ascII format

Cinema 4D
The data will be saved in Cinema 4D format

C4D Subobjects
The data will be saved in Cinema 4D format. All sides will be in own subobjects. The Advantage is, that atributes of special faces can be changed easyly. The disadvantage is, that much more memory will be used.

Asc.XYZ
The name of the outputfiles will be added the AscII code in decimal and .XYZ, which depicts the format of save. (e.g. 65.ASC is the capital A saved in Videoscape AscII format). If no savename is set, this will be the only name.

Asc
Same as above, but without the .XYZ

Character
Same as above, but not the decimal AscII code is the name, but the Character itself. Warning! Not all of the characters can be used as a correct savename, so it would be best to use this only for Letters.

Characters
This menu makes it easy for you to choose certain ranges for convertion without searching in an AscII tabe for the correct beginnings and endings.

Langage
You can choose a Language, the programm will work with (engish is also available)

Now to the gadgets:
I will explain them roughly from the left to the right.

Simple,Extrude,Edges:
 The three posibilities to save a character.
 Simple  is only a plane object.
 Extrude is a thickened object with to sides, and faces they are connectet

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          with.
 Edges    produces also edges to make the character more interesting.

The best is to try what happens, and you will see.

Testtext:
 You can enter a testtext here to see how the characters look like. (this
 is also possible with preview but here they will be shown more detailed).

First character:
 The ascII code of the first character to be converted.

Last character:
 The same for the last character.

Depth (only with extrude and Edges)
 The depth of the character in Z-axis. This value is a percentage of the
 size. Useful is a value about 10-20%.

Inside
 Will shrink the character to the inside without changing the size. Only
 useful if you want to produce edges on very fat characters. Warning!
 it is possible that the character is unconvertible if you set this value
 too high - use only if really necesarry. Useful values are 0 to 20.

Outside (only with edges)
 Will blow up the shiluette of the character and produce edges. There are
 no limits, but best looks something between 10 and 40.

Depth (second gadget only with edges)
 The deep of the faces (try and you will see). Maximum Value is 50 % for the
 halve of Deep (the first Gadget).

Angle (only with edges)
 The angle of the edges. This Value will be automatically calculated, when
 changing inside, outside, deepth (I&II). Setting an angle will change the
 second depth.

Size:
 The size (usually in meters) on the file.

Start Convertion:
 Will start the convertion. A Window will appear and you can follow the
 convertion (sorry but it is the fastest as possible). This gadget will
 change to a make it possible to abort the convertion

Rough,Medium,Fine,X-Fine:

 Selects how fine the curves of the characters will be divided to make
 best results. The testtext will also change to show you the effect.

Sizing gadget:

Changes the size of the window and the shown testtext.
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## 1.5 Copyright

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                     All Rights for this program are reserved. But this program can be  ←
                        freely
copied for personal use. I am not responsible for any damage done by
this program.

I hope this Instructions are clear enough, so you can easyly use the
program. If you have more ideas for this program or want something to
be improved, (or you have found an program error) be free to write to me.
If you like the program and have enough money to send me, you can semd me
a donation of about 20 DM for this wonderful program. You are not forced
to do this, and I reccomend not to do it if you are poor student as I am,
but I would be glad if my work would be rewarded. Write to the
                     Author
                     I will hopefully notify all people, who send me something about  ←
                        new
versions and support them as good as I can.
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## 1.6 Author

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enjoy this program!
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