FontNamer — The Font Handler

INTRODUCTION

Windows 3.1is great! It lets you use a wide variety of fonts in its applications. Sometimes, though, you want to be able to delete a font from your system. If you're using *TrueType* and *Adobe Type Manager* fonts, it's easy to delete any font from your Windows environment, but difficult to delete the font file from your hard disk. That's because the font's filenames don't accurately reflect the font names shown in your *Windows* font lists. *FontNamer* handles that job for you, by digging out the real font names in your font files and then some.

It can look inside your font files and find the font name for you. You can view the font names on the screen, one at a time, or print a list containing the names for every font on your system, whether it's a *TrueType* or PostScript Type 1 font used by *Adobe Type Manager*. You can even delete font files from within the program.

System Requirements

FontNamer requires *Windows* 3.1 and a computer capable of running *Windows* in enhanced mode. *FontNamer* was written in *Microsoft Visual Basic 2.0*. For that reason, it requires that a copy of VBRUN200.DLL be in your main *Windows* directory. If you did not obtain this file with the program, you may obtain it as VBRUN200.ZIP on the *OsoSoft* BBS, at the number listed below, or from CompuServe, in the MSBASIC forum as VBRUN2.ZIP.

System Limitations

FontNamer works only with *TrueType* and *Adobe Type Manager* fonts. Your version of *ATM* must be 2.0 or later, and a copy of ATM.INI must be in your main *Windows* directory, it's normal location.

License Information

Although *FontNamer* is a free program, it is Copyright, 1992 by *OsoSoft* and George Campbell. You may use it as you wish, but may not alter it in any way. If you distribute this program on a BBS or in a shareware catalog, you must include FONTNAME.EXE and FONTNAME.WRI without changes. You must also either include VBRUN200.DLL or make that library file freely available to your clients or users. You may not distribute this program in conjunction with any commercial program without express written permission from *OsoSoft*.

Installation

To install *FontNamer*, copy the files, FONTNAME.EXE and FONTNAME.WRI into your *Windows* directory, or into another directory of your choice. You must also copy the *Visual Basic* runtime library file, VBRUN200.DLL into your main *Windows* directory. You need only one copy of this file to run all Visual Basic 2.0 programs, which is the reason that file may not be included in a compressed version of *FontNamer*.

After copying the files, start the *Windows* Program Manager. Click inside the program group where you want the *FontNamer* icon, then select <<File/New>> in the Program Manager. Select [OK]. In the dialog box, type FontNamer in the Description field, press <Tab>, then type the complete path and filename for FONTNAME.EXE in the Command Line field. Press <Tab>, and enter the path to FONTNAME.EXE in the Working Directory field. Select [OK] and the OK Font

icon will appear. If it is not visible, scroll the program group window until you find it, then drag the icon to a new location.

Running *FontNamer*

To start *FontNamer*, double click its icon. You'll see the *FontNamer* main window after a short delay. Using the program is simplicity itself:

Selecting Font Types

Start by selecting the type of font you want to examine with the option buttons. If you don't have *Adobe Type Manager*, the [PostScript] button will be grayed out. After selecting the type of font, *FontNamer* will find the default directory for that font type, and show you a list of fonts in the file list window. Naturally, you can change directories to find other font files as well, but you cannot change the file search pattern.

Note: If you change from the default directories for your fonts, you cannot use the [Delete Font from Disk] button. If you try, you'll be returned to the program after a warning message. Since both types of fonts consist of two files, it's dangerous to delete any fonts not in their normal, default directories. If you wish to delete these files, use another method. *FontNamer* will, however, print lists of these files and their names.

Seeing Font Names on Screen

To see the actual *Windows* font name for any file in the list, just click the file once. The name will appear near the bottom of the window.

To view the other type of font files at any time, just click the appropriate option. The screen will update in a moment.

Deleting Font Files

When a font file is selected, you may choose to delete the file from the disk by clicking the [Delete Font from Disk] button. If you answer [Yes] in the confirmation dialog box, the font will be deleted with no further warning. *FontNamer* deletes both .FOT and .TTF files for *TrueType* fonts and .PFM and .PFB files for *Adobe Type Manager* fonts. **Be extremely careful when deleting fonts, to make certain that you really want to delete that font's files!**

Note: Use the [Delete Font from Disk] button with great caution. If you delete a font from disk without deleting it inside *Windows*, unexpected results could occur, including *Windows* crashes and General Protection Faults. It's best to first delete a font from *Windows*, then use *FontNamer* to delete the files associated with that particular font. Also, since it's very difficult to know where both types of files are in other than default situations, you cannot delete font files if you have changed directories from the defaults. If you wish to delete files in other directories, use the File Manager or the DEL command at the DOS prompt.

Printing Font Name Lists

To print a list of the fonts shown in the file list, just click the [Print] button. You'll get a full list of font names with their associated .FOT or .PFM files. This list may be several pages long if you have many fonts. You can then use this list as a reference for font operations.

Help Menu

This menu command shows you a brief summary of *FontNamer* operations.

About Menu

This menu offers information about *FontNamer* and has a command which will inform you about other *OsoSoft* products. If you enjoy this program, you'll want to try some of the other *OsoSoft* programs listed. To order, you can simply fill out the on-screen order blank and print it out.

About *OsoSoft*

OsoSoft is a small shareware publisher, dedicated to providing low-cost, but powerful software for DOS and *Windows*. *OsoSoft* also publishes a number of free programs to introduce users to its products. You'll find a list of *OsoSoft* shareware programs and an order blank by clicking the *OsoSoft* Info... menu entry under the About menu. For descriptions of each program, click the [Info] button to the left of that program's entry. To order *OsoSoft* products, fill out the order blank on the screen as you would a database record, then click the [Print] button.

All *OsoSoft* products come with a 100% satisfaction guarantee. If you order a product, then discover that it doesn't suit your needs, simply return it for a full refund. Shipping and handling are always prepaid.

To try out any *OsoSoft* product, call the *OsoSoft* BBS at (805) 528-3753. The BBS supports 300-2400 baud. Set your communications parameters to 8 bits, No parity, and 1 stop bit. The *OsoSoft* BBS uses *Wildcat!*. You can also find *OsoSoft* programs on CompuServe in the WINADV and IBMHW forums, and on GEnie in the IBM and WINDOWS areas.

If you like *FontNamer* and find it useful, you're sure to want to try other *OsoSoft* products. Please download or order other programs.

OsoSoft
1472 Sixth Street
Los Osos, CA 93402
BBS: (805) 528-3753
CompuServe ID: 71571,222

The *FontNamer* program and documentation are Copyright, 1992, by OsoSoft and George Campbell