



HGP HELP for Ver.1.11E

(C) 1995 by Eiji Wakimoto

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(Japanese version of HGP HELP is available. Please contact the [developer](#) to obtain a copy.)

HGP(Hieroglyph Processor) is a symbolic editor supporting pictorial character-sets such as Hieroglyphics used by the ancient Egyptian.

Features

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About This Icon



The icon to the left is the Hieroglyphic representation of a symbol meaning to write. Its figure is shaped after writing instrument used in ancient Egypt.

Features

- Symbols may be entered in any order.
- Size of symbols may be changed from 1x1 dot to 256x256 dots.
- Symbols may be rotated 90 degrees and they may also be reflected along the y-axis.
- HGP documents only preserve size, rotation, and location of symbols. Column and row information are deemed irrelevant. However, standard symbol size and orientation may be defined to assist data entry.
- There are 3 input methods - code, key-assignment, and transfer.
- HGP was originally developed to write Hieroglyphics characters, but they may also be used to write your own symbols. Just create your fonts and define them in a dictionary!

Liability

The author and the developer of this software will not take any responsibilities for any damages that may occur with the use of this software. The files contained in HGP.LZH are distributed "as is" and without any expressed and implied warranties. The user assumes the entire risk of using the software.

Installation

1. VBRUN300.DLL (Visual Basic Ver.3 runtime) and CMDIALOG.VBX (Visual Basic Common dialog) files required to run this program. CMDIALOG.VBX file is included in the HGP.LZH file, but VBRUN300.DLL file is not included. Please ask your sysop for location of this files.
2. Copy or move VBRUN300.DLL and CMDIALOG.VBX files to the \WINDOWS\SYSTEM directory.
3. Copy or move the HGP.INI file to the \WINDOWS directory. It is possible to run HGP without copying or moving the HGP.INI file. In this circumstance, font and dictionary will not loaded when the HGP is started.

NOTES:

If you have several sets of character files, it is possible to create a different .INI file for each of these files.

- (1) Create an INI file. Refer to "Example of .INI file" for details of HGP.INI.
It is recommended that settings be change from the program and HGP.INI file renamed.
- (2) To load these new characters during HGP start-up, append the INI=INI file option to the command line.
Example: To load characters in ANOTHER.INI file, enter HGP INI=ANOTHER.INI

WARNINGS:

- (1) If the INI file is not located in the \WINDOWS directory, full drive and path name must be entered.
- (2) Enter the file name after the INI=file name option.

Development Environment and Required Files

This version of HGP was developed using Microsoft Visual Basic Version 3.
Microsoft Visual Basic Version 3.0,
Copyright (c) 1987-1993 Microsoft Corp.

Following files are required to run HGP:

1. **VBRUN300.DLL** -Visual Basic Ver.3.runtime routine
Copyright (c) 1990-1993 Microsoft Corp.
2. **CMDIALOG.VBX** : -Visual Basic Common dialog. Custom Control Version 2.1 (included in the HGP.LZH file)
Copyright (c) 1991-1993 Microsoft Corp.

Example of an .INI file

Section names and parameters are colored in blue.

[HGP]

TempFileDir=C:\WINDOWS\TEMP\Path of a temporary work-files directory.

If this parameter is omitted, temporary files will be created in the directory set by the environmental variable TEMP.

FontFile=C:\HGP\HIERO.HGF

Font file name(If the file is located in the same drive and in the directory as the HGP.EXE file, it may be omitted)

DicFile=C:\HGP\HIERO.HGD

Dictionary file name(If the file is located in the same drive and in the directory as the HGP.EXE file, it may be omitted)

FrameType=0

Text-Sheet type(The number is in the same order as the menu.)

CharDirection=0

Character orientation (same as in a menu)

FRAMESIZE_Y=200

Vertical size of a sheet

StdCharSizeX=32

Horizontal size of a character

StdCharSizeY=32

Vertical size of a character

StdClmnDistance=0

Spacing between characters

StdLineDistance=0

Spacing between lines

CodeType=0

Code Type; 0: A1 type, 1: 11 type

ToolbarSize=0

Size of toolbar (0: Small, 1: Large).

LeftMargin=0

Left-margin (printing)

TopMargin=0

Top margin (printing)

HPGLXMargin=0

Left margin (HP-GL)

HPGLYMargin=0

Bottom margin (HP-GL)

ScalingPercent=100

Scaling for printing and HP-GL output(%).

CopyPict=1

Objects to copy/cut (0: Text only, 1: Include picture.)

AutoScroll=1

Auto Scroll (0:Off,1:On)

AutoLineFeed=1

Auto line feed (0:Off,1:On)

Proportional=1

Proportional cursor movement (0:Off,1:On)

SaveIni=1

Save parameters to .INI file on exit (0:No,1:Yes)

Exiting HGP

To exit HGP:

1. Select **File** from the menu.
2. Select **Exit** from the pull-down menu.

If a document or a font has been changed, a message box appears asking if you want to save change before exiting.

To automatically save options to the INI file before exiting, check the **Save options when exiting** option in the **Option** menu.

Loading Fonts

To load a new font:

1. Select **Font** from the menu.
2. Select **Load Font** from the pull-down menu.

Loading a Dictionary

To load a new dictionary:

1. Select **File** from the menu.
2. Select **Load Dictionary** from the pull-down menu.

When a dictionary is loaded, objects are re-displayed with the new symbol.

To merge a dictionary to a currently loaded dictionary:


1. Select **File** from the menu.
2. Select **Dictionary** from the pull-down menu.
3. Select **Merge Dictionary** in the sub-menu.

If there is a common word, a new word is appended after the common word already in the dictionary.

Creating a New Document

To create a new document:

1. Select **File** from the menu.
 2. Select **New** from the pull-down menu.
- OR

Choose the  button in the toolbar.


Creating a new document will clear the current document from memory. To confirm your choice, a dialog box appears. Choose the **OK** button to create a document or **Cancel** to return to the current document. If the **OK** button is chosen, another dialog box appears with an option to erase special character set from memory.

Opening Documents

To load a document:

1. Select **File** from the menu.
2. Select **Open Document** from the pull-down menu.

OR

Choose the  button in the toolbar.

Sheet size, character size, and direction are changed to those set in the loaded document.

WARNING:

Currently defined Special characters will be overridden with those defined in the loaded document.

Page Operations

During editing, each page of a document is saved to temporary files. These files are concatenated and deleted when a document is saved to a file.

Move

To move to a previous or to a next page, click the left mouse button on the double-arrows or press the PageUp or the PageDown key respectively.

To move to the first or to a last page, press the Ctrl key with the PageUp or the PageDown key.

Jump

To jump to another page:

1. Select **Page** from the menu.
2. Select **Move To...** from the pull-down menu.
3. Enter the page to move to. (Moving to a page after the last page will create a new page.)
4. Choose the **OK** button.

Append

To append a new page to the end of the document, jump to the page after the last page. There is no option to create multiple pages at once.

Insert

To insert a new page before the current page:

1. Select Page from the menu.
2. Select Insert Page from the pull-down menu.

Clear

To clear contents of a page:

1. Select **Page** from the menu.
2. Select **Clear This Page** from the pull-down menu.
A confirmation message will appear.
3. Choose the **OK** button.

Delete the Last Page

To delete the last page, delete all symbols and move to the previous page.

Delete

To delete the current page:

1. Select Page from the menu.
2. Select Delete This Page from the pull-down menu.
A confirmation message will appear.
3. Choose the **OK** button.

Document Formats

Following properties may be set:

Default page and symbol size

Text entry flow

Default symbol orientation

Document summary information

Default Page and Symbol Sizes

To set sheet and symbol sizes, open the HGP[Set Values] dialog box by

1. Selecting **TextSheet** from a menu
2. Selecting **Size** from the pull-down menu.

| | |
|-----------------|--------------------------|
| Cursor-Size-X | Width of a cursor |
| Cursor-Size-Y | Height of a cursor |
| Std-Char-Size-X | Default character width |
| Std-Char-Size-Y | Default character height |
| Clmn-Distance | Default column spacing |
| Line-Distance | Default line spacing |
| Text-X-Size | Width of a sheet |
| Text-Y-Size | Length of a sheet |

Text Entry Flow

To set the direction to which symbols are entered:

1. Select **TextSheet** from the menu.
2. Select **TextDir** from the pull-down menu.
3. Selection on the the selections:

| | | |
|---------|---------------|---------------|
| L_R,T_B | Left to right | Top to bottom |
| R_L,T_B | Right to left | Top to bottom |
| T_B,R_L | Top to bottom | Right to left |

Default Symbol Orientation

To set symbol orientation, open the dialog box by:

1. **TextSheet** is selected from a menu and
2. **ChrDir** is selected from the pull-down menu.

| | |
|-----------|---|
| Normal | Normal, No rotation |
| R90deg | Normal, Rotate 90 degrees clockwise |
| 180deg | Normal, Rotate 180 degrees |
| L90deg | Normal, Rotate 90 degrees clockwise |
| Mirror | Reflection, No rotation |
| MirrorR90 | Reflection, Rotate 90 degrees clockwise |
| Mirror180 | Reflection, Rotate 180 degrees |
| MirrorL90 | Reflection, Rotate 90 degrees clockwise |

Document Summary Information

To enter, to display, and to change document summary information:

1. Select **File** from the menu.
2. Select **Note On The Document** from the pull-down menu.
3. Enter or edit the summary information. (Summary information must be less than 80 characters.)
4. Choose the **OK** button to save the change

OR

Choose the **Cancel** button to end Input dialog box without saving changes.

Editing Documents

The current position or the current symbol being edited is marked by the Cursor-Box.

Viewing a page

Input methods

Moving the cursor box

Advancing the cursor

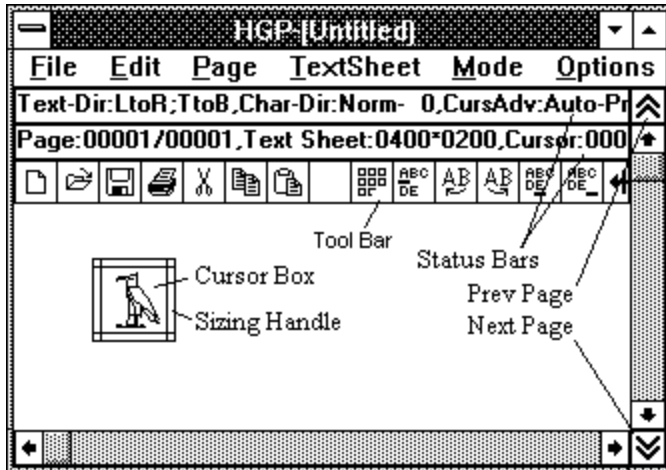
Moving and sizing symbols

Copy, Cut, Delete, and Paste

Block Mode

Cursor Box

The cursor box is a rectangular area displayed in a sheet to show the current area where a symbol may be entered or edited.

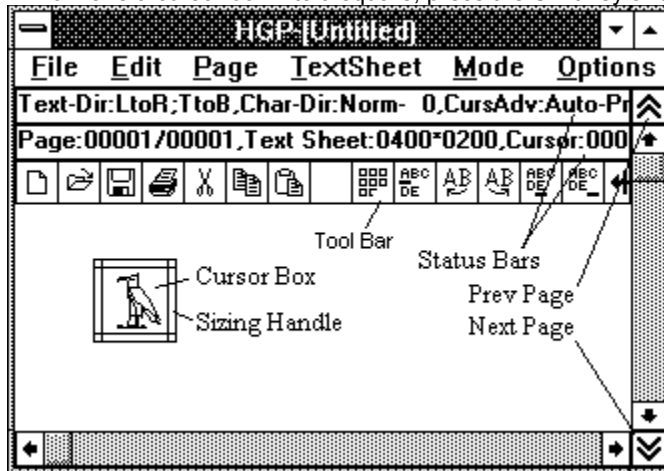


Sizing Handle

Sizing handle is a frame around the cursor box that may be dragged with a mouse to modify the shape and size of the cursor box.

NOTE:

To make a cursor box into a square, press the Shift key and drag the corner to the cursor box.



Viewing a Page

To scroll through a page:

To scroll through a page, use horizontal and vertical scroll bars located at the bottom and at the right side of the window.

To jumping to the cursor box:

To jump to an area in a page where the cursor-box is displayed, press **Ctrl** and **W** keys.

OR

Choose the {bmc center.bmp} button on the toolbar.

To redrawing a page:

To redraw a page, press **Ctrl** and **D** keys.

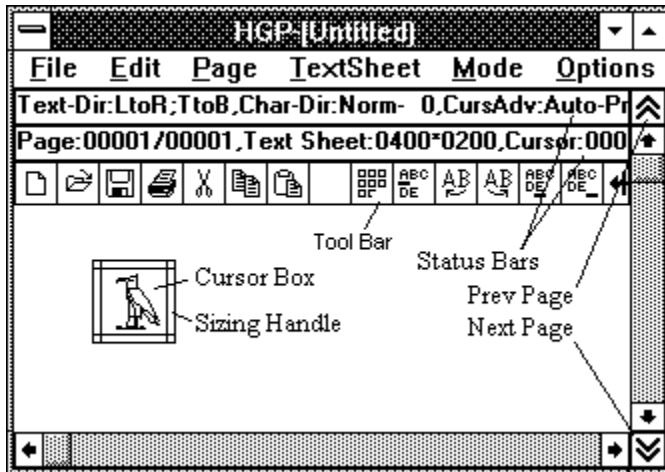
OR

Choose the {bmp redraw.bmp} button on the toolbar.

WARNINGS:

1. Redraw the page after a symbol is moved or deleted if some symbols are not properly displayed.
2. The size of the Main Window may be changed, but there is a limit to its minimum size. (It is, however, possible to minimize the window.)
3. If a size of a sheet is smaller than the size of the window, margins are colored light green.
In this case, scroll bars will not scroll through the page.

Main Window



Input Methods

Symbols may be entered using one of the 3 input methods: code, key assignment, transfer.

To enter a symbol using key or transfer method, corresponding dictionary needs to be defined. Code entry method does not require such definition and is readily available.

Code input

Key assignment

Transfer

Input method may be changed by selecting **Mode** from the menu or by pressing a corresponding numeric key while pressing down the **Ctrl** key (code: **0**, transfer: **9**, key assignment: **1-8**).

Code Input

Each symbol is assigned to a code. By entering these codes, symbols may be entered.

To entering a symbol:

1. Enter a code corresponding to a symbol to be entered. They are displayed above or below the Cursor-Box.
2. Press the **Space key**. Corresponding symbol is displayed in the Cursor-Box.
3. Press the **Enter** key to insert the symbol to the document.

To find the code of an entered symbol:

1. Move the Cursor-Box to the symbol.
2. Press the **Space key**.
Code of the symbol is displayed.

NOTE:

1. Code will increment by each press of the space key.
2. Symbol code type is determined by the first character in the code.

Symbol Codes

HGP supports 2 sets of codes:

1. A1 code set

A1 code set consists of a character followed by an integer. A character must be an ASCII code between 64 and 126 or a + and an integer must be a number between 0 and 255.

2.11 code set

11 code set consists of an integer between 0 and 16383

NOTE:

1. @0 in the A1 code set is equivalent to 0 in the 11 code set.
2. ~255 in the A1 code set is equivalent to 16127 in the 11 code set.
3. Special characters are assigned to +0 to +255 in the A1 code set and to 16128 to 16383 in the 11 code set.

Key Assignment

Symbols may be entered pressing a key pre-defined in the dictionary file.
A key may be assigned to up to 8 symbols in a dictionary.

Transfer

A symbol may be entered by entered by pressing a sequence of pre-user defined keys.

WARNING:

1. Transfer dictionary must be defined before using Transfer method to enter symbols.
2. HGP is not capable of analyzing sentence to automatically select the best symbol.

To enter a symbol

1. Enter the key associated to the symbol as defined in the dictionary.
They are displayed above or below the Cursor-Box.
2. Press the **Space key**. Corresponding symbol is displayed in the Cursor-Box.
If several symbols are associated with the key, press the **Space** to display the next symbol. To move back through symbols, press the **Space** key while also pressing the **Shift** key.
3. Press the **Enter** key to insert the symbol to the document.

NOTE:

The order symbols are displayed corresponds to the order that they are entered in the dictionary.

Moving the Cursor Box

The current position where a symbol may be entered or the current symbol that may be edited is displayed by the Cursor-Box.

To move to a symbol:

Click the left mouse button on the symbol to move to.

If symbols are overlapping, the top most symbol is selected. To move to other symbols in the same location, press the **Shift** key.

To move to a next symbol:

Press **Ctrl+Tab** keys.

OR

Choose the  button on the toolbar.

To move to a previous symbol:

Press **Shift+Ctrl+Tab** keys.

OR

Choose the  button on the toolbar.

To move to the first symbol in a page:

Press the **Home** key

OR

Choose the  button on the toolbar.

To move to the last symbol in a page:

Press **Shift+Home** keys

OR

Choose the  button on the toolbar.

To move to position after the last symbol in a page:

Press **Ctrl+Home** keys

OR

Choose the  button on the toolbar.

Advancing the Cursor

To move Cursor-Box automatically after entering a symbol:

1. Select **Mode** from the menu.
2. Select the **Auto Cursor Advance** option in the pull-down menu so it is checked.
Select the **Auto Cursor Advance** option again, to uncheck it.

When the **Auto Cursor Advance** option is not checked, Cursor-Box will not advance to the next position after each entry. If position and size of a symbol are to be modified after each entry, it may be better to keep the **Auto Cursor Advance** option unchecked.

To set interval between symbols:

1. Select **TextSheet** from the menu.
2. Select **Size** in the pull-down menu.
3. Set the interval in the **Clmn-Distance**.

To space proportionally between symbols:

1. Select **Mode** from the menu.
2. Check **Proportional** in the pull-down menu.

To move to a new line:

Press the **Enter** key. Cursor-Box moves to the top of the next line.

To set the line spacing:

1. Select **TextSheet from the menu**.
2. Select **Size** from the pull-down menu.
3. Enter the line spacing in the **Line-Distance** field.

WARNING:

Line Feed code is not entered into the document. They are only used to assist users enter symbols. Only information on position of symbols is actually saved.

To scroll automatically:

1. Select **Mode** from the menu.
2. Check **AutoScroll** from the pull-down menu.

To move to a new line automatically:

1. Select **Mode** from the menu.
2. Check **AutoScroll** from the pull-down menu.

Moving and Sizing Symbols

To move symbols using arrow keys:

Each press of an arrow key moves the selected object 1 dot to the direction of the arrow. Press the **Shift** key while pressing an arrow key to move in 8 dot interval.

To setting default symbol size and orientation:

Specify parameters from option in the [TextSheet](#).

To move a symbol:

1. Select the symbol to be moved.
Cursor-Box will surround the symbol
2. **Drag** the Cursor-Box with a mouse or use **arrow keys** to move the symbol.

To move a **Block**:

1. **Drag** lines surrounding the block with a mouse or use **arrow keys** to move the line.
2. **Double click** the left mouse button inside the block or press the **Enter** to key.

WARNING:

Moving a symbol does not change its order within the document.

To change size of a symbol:

Drag the Sizing Handle.


OR

Press **arrow keys** while pressing the **Ctrl** key.

To reflect a symbol:

Press the **M** key while pressing the **Ctrl** key.

OR

Choose the  button on the toolbar.


NOTE:


1. If Blocked symbols are selected, the total block is reflected.
2. To reflect individual symbols within the block, press the Shift key while performing reflection operation.

To rotate a symbol:

1. Select the symbol to be rotated.
2. To rotate it clockwise (counter-clockwise), press the **R** (or **L**) key while pressing the **Ctrl** key.

OR

Choose the  (

) button on the toolbar.

NOTE:

1. If Blocked symbols are selected, the total block is rotated.
2. To rotate individual symbols within the block, press the Shift key while performing rotation operation.

To snap symbols to a grid:

A symbol may be snapped to grid composed from default symbol width and height.

If symbols are entered horizontally, grid is at:

$n \times (\text{default symbol height} + \text{default line spacing})$; where n is an integer.

Press the **F** key while pressing the **Ctrl** key.

OR

Choose the  button on the toolbar.

To align symbols to a previous symbol:

To align both horizontally and vertically:

Press the **A** key while pressing the **Ctrl** key.


OR


Choose the  button on the toolbar.

To align only horizontally (vertically):

Press the **H (Y)** key while pressing the **Ctrl** key.

OR

Choose the  (


 button on the toolbar.

NOTE:

If Block Mode is selected, symbols are aligned to the first symbol in the block. To align to the last symbol in the block, press the **Shift** key while executing the alignment operation.

Copy, Cut, Delete, and Paste


Symbols may be copied, cut, deleted, and pasted using standard Windows commands in the **Edit** pull-down menu or

by choosing a button in the toolbar - ,



and



 corresponds to copy, cut, and paste.

To copy symbols in metafile format to a clipboard:

1. Select **Options** from the menu.
2. Check **Copy Picture With Text** from the pull-down menu.

To paste objects to an another application:

1. Select **Options** from the menu.
2. Select **Copy Picture With Text** option so it is checked.

WARNING:

Checking this option will slow copy and cut operations.

NOTE:

In the Block Mode, "Copy", "Cut", and "Delete" apply to the entire block. Symbols are pasted beginning from the location of the Cursor Box.

WARNING:

Above operations use the Windows Clipboard to transfer objects and font settings are not transferred.

To paste a most recently entered symbol:

Press the **S** key while pressing the **Ctrl** key.

OR

Choose the  button on the toolbar.

NOTE:

This operation does not use Clipboard and may only be used within the same document.


Block Mode

A group of adjacent symbols may be manipulated from the block mode.

To define a block:

1. Move the Cursor Box to the first (or the last) symbol to be included in the block.
2. Simultaneously press **Ctrl** and **B** keys.
Sizing handle will disappear from the Cursor Box.
3. Move the Cursor Box to the last (or the first) symbol to be included in the block.
4. Simultaneously press **Ctrl** and **B** keys or just press the **Enter** key.
A rectangle with dotted lines will enclose all symbols included the block.

NOTE:

Instead of pressing **Ctrl** and **B** keys,  button in the toolbar may be selected.

WARNING:


Only symbols between the selected symbols are actually included in the block. Some symbols that are not actually included in the block may be enclosed within the dotted rectangle.

To Move a block:

1. Define a block.
2. Press the **left mouse button**. A rectangle with solid lines will appear with the same dimensions as the block.
3. Keep the **left mouse button** pressed while dragging the solid rectangle to a location the block is to be moved.
OR
Use the **arrow keys** to move the solid rectangle.
4. **Double-click** the left mouse button within the solid rectangle or press the **Enter** key. The block will be moved to where the solid rectangle is located.

To exit a block mode:

Simultaneously press **Ctrl** and **B** keys or press the **Esc** key.

OR
Press the  button in the toolbar.

Output

HGP documents may be printed to a printer or they may be written as a HP-GL file, bitmap file, metafile, or as a code file by:

1. Select **File** from the menu.
2. Select **Output** from the pull-down list.

Printer

HP-GL

Bitmap

Metafile


Dump Code

Printer

To output a document to a printer:

1. Select **File** from the menu.
2. Select **Output** from the pull-down menu.
3. Select **Print** from the sub-menu.

OR

Choose the  button in the toolbar.

HGP[Set Values] dialog box is opened.

4. Set the printing options.
5. Choose the **OK** button.

Options

Scaling(%)

Size of the printer output may be enlarged or reduced from those displayed on the screen.

To print 1 point for each dot on the screen set Scaling(%) to 100%.

Line Width

Enter the width between lines.

Value **1** is recommended for **180** dpi printer.

Value **2** is recommended for **360** dpi printer.

Left Margin(mm)

Enter the left margin of the printer output in mm.

Top Margin(mm)

Enter the top margin of the printer output in mm.

First Page

Enter the page number to print from.

Last Page

Enter the page number to print to.

Refer also to:

[Q&A:It does not print correctly.](#)

HP-GL

To output a HGP document as HP-GL commands (absolute coordinates):

1. Select **File** from the menu.
2. Select **Output** from the pull-down menu.
3. Select **HP-GL** from the sub-menu.
HGP[Set Values] dialog box is opened.
4. Set the printing options.
5. Choose the **OK** button.
6. Enter the name of output file.

Options

Scaling(%)

Size of the printer output may be enlarged or reduced from those displayed on the screen.

To print 1 point for each dot on the screen set Scaling(%) to 100%.

Pen

Enter the pen number. This number depends on the output device (i.e. plotters). Enter **1**, if the number is not known.

X Margin(mm)

Enter the x-axis margin of the plotter in mm.

Y Margin(mm)

Enter the y-axis margin of the plotter in mm.

WARNING:

This margin is the distance from the **bottom** of a paper.

Line Width

Enter the width between lines.

Value **1** is recommended for **180** dpi printer.

Value **2** is recommended for **360** dpi printer.

Left Margin(mm)

Enter the left margin of the printer output in mm.

Top Margin(mm)

Enter the top margin of the printer output in mm.

First Page

Enter the page number to print from.

Last Page

Enter the page number to print to.

WARNING:

1. HGP output Feed Sheet command as PG. This command differs of various plotters. Please use a text editor to change this command after outputting a document to a file.
2. If the plotter does not support sheet feeding, please output each page to a different file and plot each file separately.

Refer also to:

[Q&A:How can I use the HP-GL output?](#)

Bitmap

To output the current page as a bitmap (BMP) file:

1. Select **File** from the menu.
2. Select **Output** from the pull-down menu.
3. Select **Bitmap** from the sub-menu.
HGP[Set Values] dialog box is opened.
4. Set the output options.
5. Choose the **OK** button.
6. Enter the name of output file.

Options

Scaling(%)

Size of the bitmap image may be enlarged or reduced from those displayed on the screen.

To have the output to be the same as the original document, set Scaling(%) to 100%.

WARNING:

Maximum dimension (either width or height) of scaled bitmap page must be less than 1024 dots. For example, if document is 500 dots by 200 dots, the maximum scaling is 200%.

Metafile

To output the current page as a metafile (WMF) file:

1. Select **File** from the menu.
2. Select **Output** from the pull-down menu.
3. Select **Metafile** from the sub-menu.
HGP[Set Values] dialog box is opened.
4. Set the output options.
5. Choose the **OK** button.
6. Enter the name of output file.

NOTES:

1. If the screen resolution is 72 DPI, metafile is scaled to the same dimensions.
2. To copy symbols to other applications using the Clipboard:
 - a) Select **Options** from the menu.
 - b) Check **Copy Picture With Text**.
 - c) Copy symbols.

Dump Code

Output a document as list of codes of symbols to a file.

If it is necessary to display HGP document from a text editor or it is necessary to send files, this output method is recommended.

Output file name must be entered.

Saving Documents

To save a document by overwriting the currently opened file:

1. Select **File** from the menu.
2. Select **Save** from the pull-down menu.

OR

Choose the  button in the toolbar.

NOTE:

To save a document to a different file, select **Save Document As...** from the pull-down menu.

Editing Fonts

To edit a font, open the HGP FontEditor dialog box by:

1. Select **Edit** from the menu.
2. Select **font Editor** from the pull-down menu.

[Creating a symbol](#)

[Merging symbols](#)

[Copying and pasting a symbol](#)

[Symbol type](#)

[Font set description](#)

[Loading and saving fonts](#)

[Special symbols](#)

WARNING:

A mouse or a similar pointer device is required to use a FontEditor.

Creating a Symbol

When a mouse pointer is moved to the Work Area, it turns to a cross hair. Move this cross hair to draw a symbol.

To draw a line:

1. Move the cross hair to the beginning of a line.
2. Click the **left mouse button**.
3. Move the cross hair to the end and click the **left mouse button** once again.
Each click of the left mouse button draws another line.
4. To discontinue a line, **double-click** the left mouse button.

NOTE:

To undo an operation, click the **right mouse button**.

WARNING:

Maximum number of nodes per symbol is limited to 255 nodes. Number of nodes in a symbol is displayed at the Counter.

To set the height and width of a symbol:

Drag lines in the scroll bar at the top and to the left of the work area. There are 4 lines corresponding to up, down, left, and right borders of a symbol. Boundaries of the current symbol being drawn are displayed in black while those of the referred symbol are displayed in red. When they overlap, they are displayed in green. These boundaries become effective when symbols are proportionally spaced:

1. Select **Mode** from the menu.
2. Check **Proportional** from the pull-down menu.

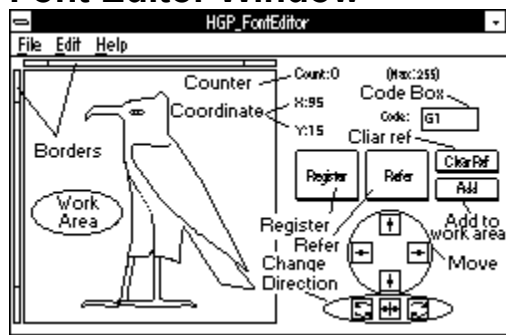
To move, rotate, and reflect symbols:

Choose the buttons in the Font-editor window.

To assign a symbol code

1. Enter a code in the Code Box.
2. Choose the [Register] button.

Font Editor Window



Merging Symbols

To merge a symbol with the figure in the Work Area:

1. Enter a symbol code in the code box.
2. Choose the [\[Refer\]](#) button.
3. The symbol corresponding to the entered code will be displayed in red.
4. Choose the [\[Add\]](#) button.

OR

Choose the [\[Clear Ref\]](#) button to clear the symbol from the work area..

WARNING:

1. Total number of nodes should not exceed 255 nodes after merging symbols.
2. Merging symbol does not effect the original symbol.

Copying and Pasting a Symbol

A symbol in the Work Area may be copied and pasted using a clipboard. A symbol in the clipboard may be merged with the symbol currently being created by choosing the **Add** button. (Refer to Reference to Other Symbols.)

Symbol Type

Symbol type is saved in a document file as well as in the dictionary file. When a document is opened, symbol types in these two files are checked for consistency. Even if symbols have a different style, they should have the same symbol type name if they share common code type and are used in common documents. Otherwise, they should have a different symbol name.

Symbol type may be set or changed by:

1. Open the **Font Editor** window.
2. Select **File** from the menu.
3. Select **Type** from the pull-down menu.
An Input dialog box appears.
4. Enter the name of the symbol type (up to 20 characters).
5. Choose the **OK** button.

Font Set Description

To associate a memo to a font:

1. Select **File** from the menu.
2. Select **Note** from the pull-down menu.
An **Input** dialog box appears.
3. Enter a memo (maximum of 80 characters) in a field provided.
4. Choose the **OK** button.

NOTE:

1. This memo is not related to font types.
2. Memos may be used to enter font and designers names without effecting operation..

Loading and Saving Fonts

To load a font:

1. Select **File** from the menu.
2. Select **Load** from the pull-down menu.

To save a font:

1. Select **File** from the menu.
2. To overwrite to the currently opened font file, select **Save** from the pull-down menu.
OR

To save to a new file, select **Save As...** from the pull-won menu.

WARNING:

Special symbols will not be saved to a font file. (Refer to [Special Symbols](#).)

Special Symbols

Special symbols defined in the symbol codes are saved in the document instead of to a font file. However, special symbols are used in the same manner as other symbols and may be defined in a dictionary.

To delete all special symbols from a document:

1. Open the **Font Editor** dialog box.
2. Select **Edit** from the menu.
3. Select **Clear External Characters** from the pull-down menu.
A confirmation message box will appear.
4. Choose the **OK** button.

NOTE:

When a new document is to be created (when **File** is selected from the menu and **New** is selected from the pull-down menu), a message box will appear to select if special symbols in the current document are to be deleted.

Defining Dictionaries

Beside key assignment and transfer entry modes definitions, a dictionary also contains information of which symbolic sets they correspond to and comments displayed when **About Dictionary** is selected.

A dictionary file may be created and maintained using a text editor, but a spreadsheet program with sorting capabilities is a better choice. In this case, be sure to save data to a text file. In either cases, transfer mode dictionary should be defined using the definition/deletion command in HGP.

A dictionary file should contain following sections:

Header

Following 3 lines **must** always be defined:

Line 1: Enter **HGP_DICTIONARY**:

Line 2: Enter the name of corresponding The font-type label as defined in the font file.

Line 3: Enter a description (less than 256 characters) that is to be displayed when **About Dictionary** is selected.

Key Assignments

1. **Must** always follow the **Header** section.
2. Each set of definition should begin with **KEY=?????** (where **?????** is a character string less than 16 bytes that is displayed in the menu) and end with **KEYEND**.
3. A default selection is specified by appending **:INITIAL** after the **KEY=?????** assignment.
4. A transfer key is specified by appending **:TRANSFER** after the **KEY=?????** assignment

NOTE:

1. If a key is both a default and a transfer key, **:TRANSFER:INITIAL** should be appended.
2. Maximum of 8 sets of key assignments are possible.

WARNING:

To input symbols using the transfer entry mode, a key must be specified as a transfer key by specifying the **:TRANSFER** option.

A symbol is assigned to a key by the following definition:

A####

where **####** is an A1 or 11 character code that is to be assigned and **A** is a keyboard ASCII character.

Transfer Dictionary Definition

1. **Must** follow the **Key Assignment** section.
2. **Must** be sorted in ASCII code order.
3. The very first line **must** be the word **DICTIONARY**.
4. Lower case and upper case alphabet keys are treated the same if **:IGNORECASE** is specified.
5. A default selection is specified by appending **:INITIAL**.

NOTE:

1. If a lower and upper instances of a key is to be treated in a similar manner and it is to be set as a default, **:IGNORECASE:INITIAL** should be appended.

A symbol is assigned to a key by the following definition:

ABC#### #### ####...

where **####** is an A1 or 11 character code that is to be assigned and **ABC** is a character string that corresponds to a key.

NOTE:

Maximum of 255 character strings may be the same. They are displayed in the same order as their definition.


WARNING:

1. Maximum length of a key (what is typed from a keyboard) is 16.
2. Maximum length of a word (what a key is to be transferred to) is 16.

Example of a Dictionary File

Example of a Dictionary File

(Comments are written after the ←. Do not enter them in the actual dictionary file.)

```
-----
HGP_DICTIONARY:           ← declare this file as a dictionary file
HIEROGLYPH                 ← .font type
Dictionary for hieroglyph;Mainly Middle Egyptian. ← .description
KEY=Literal:INITIAL       {bmc.left.bmp} set default key assignment named Literal
A=G1
I=M17
Y=M17
...(abbreviated)
a=G1
i=M17
y=M17
...(abbreviated)
(=[6
]=[7
)=[8
|=Z1
KEYEND                     ← declare the end of Literal key assignment
KEY=Phonetic:TRANSFER    ← declare key assignment for transfer entry named Phonetic
=32
I=33
A=129
I=130
Y=131
...(abbreviated)
a=161
i=162
y=163
...(abbreviated)
~=126
KEYEND                     {bmc.left.bmp} declare the end of Phonetic key assignment
KEY=ASCII                 ← declare key assignment named ASCII
=32
I=33
...(abbreviated)
~=126
KEYEND                     ← declare the end of ASCII key assignment
DICTIONARY:IGNORECASE     declare followings to be transfer dictionary definition
1 Z1
1/2 a13
10 V20
...(abbreviated)
A G1
AA G2
AA G1 G1 N23 Z1
AB F28
AB R15
AB U23
AB W7
AB U23 D58 D54
ABD N11
ABD N11 N14 D46 N5
ABI U23 D58 A2
...(abbreviated)
ZWA Z10
ZWA Z9
```

Adding and Deleting Definition from a Dictionary

Adding a New Definition:

1. Group the word to be defined as a block
2. Select **Edit** from the menu.
3. Select **Register Into Dictionary** from the pull-down menu.
A rectangular entry field will appear.
4. Enter the transfer key and press the **Enter** key.
5. If the transfer key is already defined, set the position where the new word is to be inserted from the dialog box that appears.

Deleting a Definition

1. Bring up the word to be deleted so that it is the entry choice.
2. Select **Edit** from the menu.
3. Select **Remove From Dictionary** from the pull-down menu.
A confirmation dialog box appears.
4. Choose the **OK** button.

WARNING:

Dictionary must be saved to a file after it is changed:

1. Select **File** from the menu.
2. Select **Dictionary** from the pull-down menu.
3. Select **Save Dictionary** from the sub-menu to save to the same dictionary.

OR

Select **Save Dictionary As...** from the sub-menu to save to a new dictionary.

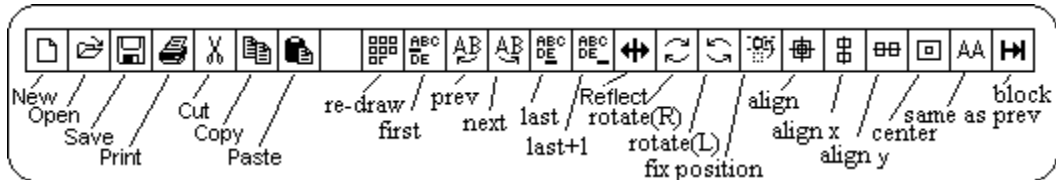
Toolbar

A toolbar offers a quick way to choose an operation. Common operation may be selected by clicking the left mouse button on one of the buttons.

To simple definition of a button may be displayed on a row above the toolbar by pressing the left mouse while the mouse pointer is on the button.

To change the size of buttons in the toolbar:

1. Select **Options** from the menu.
2. Select **Toolbar Size** from the pull-down menu.
3. Select either **Small** or **Large** from the sub-menu.



Specifications

HGP documents have following specifications:

| | |
|---|---|
| Maximum number of HGP programs executable at once | 10 (depends on free memory) |
| Maximum size of the text sheet | less than 1024x1024 |
| Maximum number of characters in a page | 2048 |
| Maximum number of pages | 32767(depends on available disk space) |
| Size of a symbol | 1x1 to 256x256 dots |
| Maximum number of nodes per symbol | less than 255 nodes |
| Maximum number of symbols per font set | 16128 symbols (depends on buffer size.) |
| Maximum number of special symbols per document | 256 symbols (depends on buffer size) |
| Maximum number of key assignment sets | 8 sets |
| Maximum number of items in a transfer dictionary | 16384 items (depends on buffer) |
| Maximum length of transfer characters | 16 characters |
| Maximum length of transferred symbols | 16 symbols |

Q&A

There is an error when HGP.EXE is executed.

I can not enter, edit, or display symbols.

Its too slow...

How can I make the main window smaller than the pre-set limit?

I am having problems printing.

How do I paste symbols to an another application?

How do I plot the content of the HP-GL output file?

How can I insert a symbol into a document?

Is there any way to display a code corresponding to a displayed symbol?

The toolbar appears too small on my screen.

Can I use HGP to write other symbolic documents beside hieroglyphics?

Is this version of HGP compatible with previous versions?

I have suggestions, questions, or comment concerning HGP.

May I re-distribute HGP?

Q: There is an error when HGP.EXE is executed.

A: Check the followings:

1. Window version must be 3.1.
2. Check if all run-time libraries are in the WINDOWS\SYSTEM directory.
3. Check if there is sufficient memory and resources. Close all other software and execute HGP.EXE from the Program Manager.
4. Make sure HGP is not already running.
- 5.
6. Check if the current version of HGP.INI is being used.
7. If HGP.EXE is to be related to .HGP extension files, it is necessary to specify the full font and dictionary file path name in the .INI file.

Q: I can not enter, edit, or display symbols.

A: Check the following:

1. Check if font and dictionary files are loaded.
 - (a) Select **Help** from the menu.
 - (b) Select **About Dictionary...** from the pull-down menu.
Description of the current dictionary is displayed.
Choose the **OK** button.
 - (c) Select **Help** from the menu.
 - (d) Select **About Font...** from the pull-down menu.
2. Turn off any FEP that might be intercepting key entry (Windows).
3. Check the Input Method to make sure it is in the correct mode.
 - (a) Select **Mode** from the menu.
 - (b) Check if the the correct mode is checked.

Q: Its too slow...

A: Followings may speed HGP up:

1. Reduce the size of sheet
2. Lower the number of color palette

Q: How can I make the main window smaller than the pre-set limit?

A: The size of the main window can not be reduced beyond a certain limit because of some programming reasons. They can, however, be [minimized](#).

Q: I am having problems printing.

A: Check the printer setup again, and try some other configurations or printer drivers.

We are trying to test HGP on many different platforms as possible, but we can not test all printers and plotters. We will try our best to provide assistance if you send us the printer model and the name of the printer driver being used.

If you have access to a plotter supporting HP-GL format or Windows application such as Words that support MetaFile format graphics, try using them.

Please also make sure that the margins are set properly.

1. Top and left margins are from the edge of the printable region; it is not measured from the edge of the paper.
2. Printing may be slow if Printer Manager is active.

Some printer drivers do not always work properly. A message box may claim that the printer is Out of paper even if there are some. Try ignoring these types of messages.

Q: How do I paste symbols to an another application?

A: To paste symbols to an another application:

1. Select **Options** from the menu. Check **Copy Picture With Text** if it is not already checked.
2. Make sure that temporary files can be created (MS-DOS, MS-Window)
3. **Copy or Cut** the symbol to a clipboard.
4. Switch to the **Program Manager** and open the **Main** group.
5. Choose the **Clipboard** icon. A Clipboard window should open.
6. Select **Display** from the menu and select **Picture** from the pull-down menu.

If the selected symbol is displayed, the symbol is properly in the Clipboard. If it is not displayed, re-do from step 1.

7. If the application to which a symbol is to be pasted supports several picture formats, try selecting **Paste** special and **Picture**.

Q: How do I plot the content of the HP-GL output file?

A: In most cases, sending HP-GL format file to the plotter will plot the content of a page.

Make sure that the plotters default mode is HP-GL and a file contains only 1 page of data. If some character sequence is necessary to change the plotter mode, insert them to a file using a text editor. Consult the manual that came with the plotter for information on sending data to the plotter.

To scale output:

HGP does not scale HP-GL output. To scale the output, scaling commands such as Scx1,x2,y1,y2; must be inserted after the IN command in the output file. Text editor should be used to make these modifications. For information on HP-GL commands, consult the manual that came with the plotter.

To paper feed:

Paper feed commands often differ for different plotters. If HGP output does not automatically paper feed your plotter, these commands must be changed to those supported by your plotter. Consult the manual that came with the plotter for more information on these commands.

Q: How can I insert a symbol into a document?

A: Even though, it is not the most convenient procedure, symbols may be inserted by the following steps:

1. Make an area to insert a symbol. It may be necessary to move adjacent symbols.
2. Draw the symbol to be inserted at some blank area (can be drawn in a different page or even in a different document).
3. **Copy** or **Cut** the symbol to a clipboard.
4. Move the Cursor Box to the symbol behind where the symbol is to be inserted.
5. **Paste** a symbol from the clipboard.
6. Adjust the position of the inserted symbol.

Q: Is there any way to display a code corresponding to a displayed symbol?

A: Code is displayed on the status bar.

Move the Cursor Box to the symbol to display the code. Code corresponding to the symbol is displayed on the status bar.

To list all codes to a file:

1. Select **File** from the menu.
2. Select **Output** from the pull-down menu.
3. Select **Dump Code** from the sub-menu.

Q: The toolbar appears too small on my screen.

A: To change the size of the toolbar:

1. Selecting **Options** from the menu
2. Selecting **Toolbar Size** from the drop-down list

Select **Small** if the screen resolution is **VGA**(640x480 dots) or lower resolution.

Select **Large** otherwise.

Q: Can I use HGP to write other symbolic documents beside hieroglyphics?

A: Yes, it is possible to create any symbolic document by creating your own font and dictionary files.

Using a font editor, create your own set of fonts and define a dictionary file by a text editor.

WARNING:

HGP.INI file may need to be modified to open the font and the dictionary files when HGP is started.

Q: Is this version of HGP compatible with previous versions?

A: It is possible to use files created by earlier HGP versions.

Version 1.00 and version 1.09 HGP have Format of dictionary and font files.

Even though there is slight differences between version 1.00 and version 1.05 document formats, they can all be used by version 1.09.

WARNING:

If document file created by version before 1.06 is to be printed, scaling factor must be re-entered.

Q: I have suggestions, questions, or comment concerning HGP.

A: Send an [E-mail to a developer](#).

Q: May I re-distribute HGP?

A: Please contact the developer by E-mail before distribution.

Developers

Support for HGP is provided by CompuServe E-mail.

If you have any question, opinion, suggestions, or any other comments, please send an E-mail.

English version of HGP is supported by Hitoshi Ozawa.

We will also provide support in the WINUTIL forum on the CompuServe.

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HGP was developed by Eiji Wakimoto:

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