

# **FMPSX**

## **FontManager - WinPSX Interface**

version 1.0

### IMPORTANT NOTE

**The FMPSX FontManager-WinPSX interface requires the following versions of these programs:**

**WinPSX for windows, version 1.1**

**FontManager for windows, version 2.0**

### **GENERAL**

FMPSX is a utility which allows using the FontManager font data base as the "front end" for the WinPSX font downloader. It also maintains the correct font entries in WIN.INI for downloaded fonts, ie, downloaded fonts are changed to the ATM non-autoloading format without any .pfb file reference. When downloaded fonts are removed from the printer, all their WIN.INI entries are changed to the ATM auto-loading format with the .pfb reference.

FontManager version 2 is also FMPSX aware. When installing fonts with FontManager version 2.0, any fonts downloaded with FMPSX are automatically setup as ATM non-autoloading fonts.

1. The interface uses the FontManager font master library file to display fonts by full font name. You may also select a whole FontPak to download instead of selecting fonts individually.

2. When using the interface, all softfont lines in WIN.INI are automatically modified as needed to accurately reflect the download status of downloaded fonts. When a font which is normally an auto-loading softfont is actually downloaded to the printer, the font will be automatically adjusted in WIN.INI to be non-auto loading (no .PFB file reference). Additionally, if FontManager is used to change or add softfonts, all changes automatically check for currently downloaded fonts and make any adjustments as needed. When downloaded fonts are cleared from the printer, the status of these fonts in WIN.INI will be returned to auto-loading.

## **PLEASE READ THIS NOW SO YOU WON'T ASK LATER!**

As described below, the FMPSX interface needs a little input from you. At Windows startup and whenever you start the FMPSX download interface, you'll be prompted for the status of previously downloaded fonts. Unfortunately, there is currently no reliable way to get this information directly from the printer or any other source.

The FMPSX interface is also designed to only work with PostScript Type 1 fonts. If you need to download Type 3 fonts, you will need to run WinPSX as a standalone program.

If you wish to access any of the excellent reporting and font sample utilities in WinPSX, you will also need to start it as a stand alone application. These functions cannot be accessed through the FMPSX interface at this time.

### **REQUIRED FILES**

- WinPSX:** YOU MUST USE VERSION 1.1 OR LATER.  
Version 1.0 will not work with this interface. You may download this app from DTPFOR, Lib 6, WinPSX.ZIP.  
WinPSX may also be used as a stand-alone windows downloader.
- FontManager:** YOU MUST USE VERSION 2.0 if you wish to use this interface. This is available on DTPFOR, Lib 6, FM200.ZIP
- FMPSX:** This is the interface utility. It includes two files, FMPSX.EXE and FMPSXSU.EXE. It may be downloaded from DTPFOR, Lib 6, FMPSX.ZIP.
- VBRUN100.DLL:** The Visual Basic Dynamic Link Library. You may download this from MSBASIC, Lib 5, VBRUN.ZIP if you do not already have it.

### **INSTALLATION**

1. Download all needed files. Install FontManager as described in its user guide. You must upgrade to FontManager version 2.0 if you are currently using any other version of FontManager. If you are installing FontManager for the first time, complete it's intallation before attempting to use the interface.

2. Copy WinPSX.EXE to a directory contained in the current path. **WinPSX must be in a directory on the path.** It is strongly suggested that you place WinPSX.EXE in the main windows directory. FMPSX.EXE and FMPSXSU.EXE may be placed in any desired directory.

3. Add FMPSXSU.EXE to the WIN.INI RUN= line. If you are unsure how to do this, see your WINDOWS user manual and the WININI.TXT file which windows installed in your windows directory. The syntax looks like this:

```
[Windows]
run=drive:\path\FMPSXSU.EXE
```

4. When all files have been installed, exit windows, initialize your printer (turn it off and then on) to flush any currently downloaded fonts and restart windows.

## **USING THE INTERFACE**

Each time Windows starts, FMPSXSU.EXE checks for the existence of a file in the FontManager directory listing previously downloaded fonts. If this file exists, you will be prompted for the status of these previously downloaded fonts. If these previously downloaded fonts are still resident in the printer, answer YES. If they are not, then answer NO. If you last answered NO to this prompt and have not downloaded any further fonts, you will not see this prompt at all.

Answering YES causes no action to be taken and this start up utility terminates. If you answer NO, then the file of previously downloaded fonts is erased and any of the previously downloaded fonts listed in WIN.INI are converted to auto-loading format, i.e., the .PFB file reference is added to every occurrence of these fonts in WIN.INI. When this is done, the the startup routine terminates. It does not stay resident.

## **SELECTING FONTS TO DOWNLOAD**

To download fonts using the interface, simply run FMPSX. You may wish to add this to whatever shell you are using. When you start FMPSX, you are first prompted for the status of previously downloaded fonts just as when windows starts. After answering this dialog box, a window listing the available fonts in the FontManager master library and a list of available fontpaks will be displayed. Simply double click on the individual fonts to download or double click on any desired fontpaks. The selected fonts will be displayed in a selected list box.

FMP5X will not allow you to select a font to download more than once. When selecting a fontpak to download, any fonts marked as printer resident in that FontPak will NOT be downloaded.

***When selecting fonts to download, both the single font and fontpak methods test against the list of previously downloaded fonts. Thus, answering the initial font status dialog box accurately is important. If you answer it NO when in fact the fonts from the previous download are still resident, those fonts will be incorrectly listed in WIN.INI and FMP5X will allow downloading them again.***

If you select the wrong font, simply click on it in the "Selected" list box and press "Delete Font" or double click on the font to be removed from the download list.

Select the correct port to use for the download. Only your actual PostScript printer ports installed in WIN.INI will be listed.

When all desired fonts are selected, simply press the "DOWNLOAD" button. This will activate the WinPSX downloader. It displays a quick message box which gives you a second chance to cancel or continue the download.

That's all there is to it! Not only does the interface allow you to select fonts using font full names or previously created fontpaks, it also automatically adjusts the status of downloaded fonts in WIN.INI as needed.

WinPSX has a limit of 25 fonts that can be downloaded at one time. The FMPSX interface will not allow you to exceed this limit. Should you select a font to download which does not pass the WinPSX verification test, you will be notified, and any remaining fonts will be downloaded.

## **IF YOU INITIALIZE THE PRINTER DURING A WINDOWS SESSION**

If for any reason your printer loses its downloaded fonts, it's a good idea to run FMPSX, answer "NO" to the opening dialog box and then select "CANCEL". This will delete the file which lists currently downloaded fonts and make any needed adjustments to WIN.INI to insure softfonts are handed correctly.

## **THE AUTHORS**

FMPSX was a joint effort between Costas Kitsos and Dennis Harrington. Costas is also the author of WinPSX and Dennis wrote FontManager. They may be reached on CIS at:

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