

FONTMANAGER FOR WINDOWS USER GUIDE version 2.0b

UPGRADING FROM Ver 1.xx

IF YOU'RE UPGRADING FROM A EARLIER 1.xx VERSION OF FONTMANAGER, PLEASE READ THE UPGRADE.TXT FILE BEFORE ATTEMPTING TO USE VERSION 2.0b. VERSION 2.0b WILL NOT RUN UNTIL YOU RUN FMUPDATE.EXE AND PLACE THE FILE FMANAGER.DLL IN YOUR WINDOWS DIRECTORY.

UPGRADING FROM Ver 2.00

If you're upgrading from FontManager version 2.00, simply replace the version 2.00 FONTMGR.EXE file with the version 2.0b FONTMGR.EXE file and run FMFIX01.EXE from windows prior to using version 2.0b. FMFIX01.EXE validates all font family names in you font master file.

FontManager automates the task of changing softfont entries in the PostScript application sections of WIN.INI. It was primarily written for users with more type 1 postscript fonts than can be contained in WIN.INI at one time. It will allow you to create pre-built FontPaks or font sets which can be quickly swapped into the desired PostScript printer section of WIN.INI. It alleviates the common kludges of having multiple WIN.INI files that are activated as necessary. You may put more than one FontPak on a printer port, add individual fonts and save the contents of a printer port as a FontPak file. In addition to being able to build fontpaks in advance, you can modify the installed fonts on a port and save that setup to a FontPak for later use. You will still have to live with the Windows limit of approximately 120-150 installed soft fonts on a port, however. Starting with version 2.0, FontManager also allows you to manage ATM.INI in the same manner as WIN.INI.

FontManager only manages Postscript type 1 .PFB and .PFM font files. It does not recognize nor deal with .AFM type files or PCL font files.

Any time you modify the installed font set on a postscript port, the changes become effective in windows immediately. Unfortunately, most programs I've tried such as Page Maker and Word for Windows won't update their font resources when they receive the wm_WININICHANGE message from windows. They must be closed and re-opened.

ACKNOWLEDGEMENTS

I want to deeply thank **Costas Kitsos** for a great deal of invaluable help in making this all happen. Without his frequent encouragement, invaluable information and guidance in many areas, FontManager simply would not exist. Costas is also the author of FMANAGER.DLL which allows setting up the printer from within FontManager and restarting windows after changes to ATM.INI are made. I would also like to thank **John Cornicello** for his encouragement and assistance in bringing FontManager to life.

CHANGES IN VERSION 2.0

1. Added support for modifying ATM.INI and viewing/editing ATM.INI.
2. Completely redesigned user interface for changing fontpaks and fonts in WIN.INI and ATM.INI
3. The initial setup routine is now a separate, stand-alone program.
4. The format of the LIBRARY.FNT master file has been changed from prior versions. If you're upgrading from a previous version, you must run FMUPDATE.EXE from windows to convert your FontManager master file to the version 2.0 format prior to running version 2.0. See the file UPGRADE.TXT. Version 2.0 will not run if the upgrade has not been done.

5. The ability to print a FontPak listing with each listed font printed in it's actual face.
6. Your FontManager directory may now be named anything you like and it may be placed on any drive or partition you wish. See UPGRADE.TXT for details on how to change an existing path/directory name.
7. FontManager now supports German Language versions of Windows.

CHANGES IN VERSION 2.0b

1. Added the ability to remove fonts from the font master file which have been deleted from your font directories.
2. Corrected several bugs which existed in version 2.00.

FONTMANAGER AND ATM.INI

Beginning with version 2.0, FontManager has added routines to modify the fonts section of ATM.INI. You may either totally replace the font list in ATM.INI or you may add fonts to those that already exist in ATM.INI. Any changes you make to ATM.INI will not become effective until you exit and restart windows. After ATM.INI is modified, you are prompted to restart windows right then. If you answer YES, an orderly windows restart will occur. You'll be prompted to save any currently open files before the restart occurs. Everyone can thank Costas for this true "RESTART" function instead of just being dumped back to DOS and having to manually restart windows.

FONTMANAGER AND WIN.INI

It creates the necessary soft font lines in WIN.INI required to use Type 1 fonts with PostScript devices. The lines have the following format:

```
{used by FontManager}   FONTPAKINSTALLED=[pakname or description]
{total softfonts installed} SOFTFONTS=XX
{printer resident fonts}  SOFTFONTYY=[drive]:\[path]\[filename].PFM
                           (or)
{non-resident fonts} SOFTFONTYY=[drive]:\[path]\[filename].PFM,[drive]:\[path]\
[filename].PFB
```

The paths for .PFM and .PFB files may be as deep as you like and there is no need for any relationship between .PFM and .PFB directories.

Directory paths for font file directories are limited to a maximum of 24 characters not including file names. You cannot have more than 24 characters from the initial drive letter to the last reverse slash. This is a FontManager limitation and not a windows or DOS limitation. This has been an unstated limit in all version of FontManager and hasn't caused anyone a problem yet.

FontManager also creates its own application section in WIN.INI with the following entries:

```
[FONTMANAGER]
FNTMGR=INSTALLED
FMDIR={Full drive\path to the FontManager directory}
FMVER=2.0
RESDEF=(boolean)
```

FONTMANAGER REQUIRED FILES AND PLACEMENT

There are five basic files you will need to install and run FontManager:

1. FMSETUP.EXE This is the FM initial installation program. It may be placed anywhere you like.
2. FONTMGR.EXE This is the main executable file. It may be placed anywhere you like.
3. HUGEARR.DLL This is a windows Dynamic Link Library that handles huge array processing. It must be placed in the main windows directory. It is Included with this upload.
The required version is dated 6/10/91, 11,782 bytes
4. FMANAGER.DLL This is a very small DLL file which also must be placed in the Windows main directory. It handles the printer setup routines and the optional windows exit/restart after changing ATM.INI. It is the work of Costas Kitsos, and it is included with this upload.

Note: Psetup.dll is no longer used by FontManager. Users upgrading from a previous version may delete Psetup.dll unless they have another VisualBasic application which requires it.

5. VBRUN100.DLL This is the main Visual Basic run time Dynamic Link Library (DLL) file. It, too, must be located in your windows directory. This file is on CIS, MSLANG, Lib 6, as VBRUN.ZIP

INSTALLING FONTMANAGER

To install FontManager for the first time, simply install the above files as indicated and run the initial setup program, **FMSETUP.EXE**. You will first be asked for the path and the directory name you want to use for FontManager. This directory is where FontManager stores the master library file and all fontpak files. You may use any valid path and directory name you wish.

From the initial install "FILES" main menu, select "SETUP". You will be asked what drives you want searched for font files to install into the master library file. You should search all drives which may contain type 1 font files. This process may take a few minutes on machines with huge hard drives and/or a very large number of fonts. When testing on a 386/33 with Hyperdisk and a total of 2034 PFM and 2034 PFB files, it took about 3 minutes to search, build indexes, sort, and create the master file.

WHAT INITIAL SETUP DOES

First it searches the selected drives for all .PFM and .PFB files and catalogs them. It then matches up .PFM and .PFB files for the same font. Missing .PFB files are no problem and will be normal for users with fonts stored on a printer's hard disk. It will list any .PFB files it finds without a matching .PFM file, however. Fonts with a .PFM file but no .PFB file are forced to a PRINTER RESIDENT status when creating FontPaks and adding these fonts to WIN.INI regardless of how you set the resident/not resident option at that time.

The master font library file and all fontpak files you later create will be placed in the FontManager directory created at initial setup. If for any reason you opt to move the FontManager directory, you will also need to change to FMDIR={fullpath} line in the [FONTMANAGER] application section of WIN.INI to reflect its new location.

Once you have successfully run the initial setup, use FONTMGR.EXE to perform all the

FontManager functions. To get a printed listing of your Font Library, simply use the PRINT MASTER LIBRARY menu under the FILES menu. This listing will be needed if you opt to use Font ID numbers for creating fontpaks. It's also a good reference of all the Type 1 postscript fonts you have on your system.

DUPLICATE FILES

Initial setup also tests for any duplicate .PFM files. FontManager uses the full font name in the .PFM file and not the .PFM file name for determining duplicate fonts. FontManager will not work properly if there are any duplicate .PFM files for the same font in the Library. It simply has no way of knowing which one to use. Duplicates can be generated by either duplicate file names or duplicate font full names. If there are any duplicate .PFM files found, a critical warning dialog box is displayed. Selecting OK to this dialog box will result in a printed list of all duplicates and where they are located.

If duplicate .pfm files are found, FontManager will NOT be installed. Once the duplicate .pfm's have been eliminated, re-run FMSETUP.EXE.

NOTE: A set of PFM files for the basic PostScript fonts was distributed with PageMaker ver 3.01. These are exactly the same fonts as those distributed with Adobe Type Manager, but they have different .pfb file names. If they are installed on your system along with Adobe or other fonts with the same full font names, they are in fact duplicate fonts and will cause the Duplicate Fonts Found error. See Appendix A for a list of these files.

LIBRARY.FNT MASTER FILE

This file is created when the initial setup is run. It has information on all the fonts Initial Setup and subsequent Updates find on user selected logical and physical disk drives. If this file is ever deleted and re-created using Initial Setup, ALL EXISTING FONTPAK FILES WILL BE INVALID AND MUST BE DELETED. I STRONGLY SUGGEST MANUALLY MAKING A BACKUP COPY OF THIS FILE AFTER INITIAL INSTALLATION AND ANY TIME IT IS UPDATED WITH THE UPDATE PROCEDURE.

PRINTER RESIDENT FONTS AND THE PRINTER RESIDENT CHECK BOX

When creating FontPaks and installing individual fonts in WIN.INI, FontManager needs to know if these fonts are printer resident or not. Whenever this information is needed, a PRINTER RESIDENT check box is displayed below the list of available fonts. If it's checked when a font is selected, that font will be marked and treated as printer resident. Unmarked is treated as not printer resident. Simply click on this box to change its status. When a font is selected as a printer resident font, it will be preceded by the "Registered" symbol in the selected list box.

The initial default status of this check box is set with the Default To Resident checked menu item in the FontPaks main menu. If Default to Resident is checked, the initial default value of PRINTER RESIDENT check boxes will be true. If the menu item is unchecked, the default will be non-resident.

UPDATE MASTER FILE

This procedure allows you to add new fonts to the master library. It simply searches an entire directory for .pfm and .pfb files, and adds fonts not already in the master directory.

Unlike initial setup, update is done on individual directories. A drive\directory list box is displayed. You simply click on the directories you want updated and press Add Directory. It will then appear in the selected list. You must actually select each individual directory you want to update as only the selected directory and NOT any lower directories on that branch will be updated. You may select a directory at any level it appears. Make sure to select both the directory for the .PFM files and the directory for the .PFB files.

For example, if you want the \psfonts and the \psfonts\pfb directories, you'll select

each of these directories and the selected list will look like this:

```
c:\psfonts  
c:\psfonts\pfm
```

CREATING FONTPAKS

You may create FontPaks in one of two ways. You can either select them from a listbox displaying all available type 1 PostScript fonts, or you may enter their FontManger ID number. To switch between methods, simply press the "Use Font ID#" / "Use Font Names" command button.

When using the Font ID method, I used a technique not normally found in window apps. You enter the font ID number in a text box and press enter to accept it. Normally in windows apps, pressing enter selects the OK or CONTINUE or some such command button while the tab key usually accepts data from a text box. As only numbers are used to create FontPaks in this mode and the TAB key is on the other side of the keyboard, I used this ENTER method. If you enter an incorrect font ID, just select the appropriate displayed line for it and press the delete button.

When selecting fonts based on font names, a more traditional windows approach is used. You'll have a list of available fonts on the left, and a list of selected fonts on the right. Simply click on the desired font in the available list, and it will be transferred to the selected list. FontManager will not allow you to select a font more than once. You can remove a selected font by clicking on it and pressing the delete button.

You may also include whole fontpaks when creating a new fontpak. Simply select a FontPak from the FontPak list box, and all the fonts in the FontPak will be inserted into the new FontPak. If any fonts in the included FontPak have already been selected, they will NOT be duplicated in the new fontpak. FontManager prevents duplicate fonts in a fontpak under all circumstances.

If you select an incorrect font, simply select it in the selected list box and press "Delete Font."

IMPORTANT: Make sure that the PRINTER RESIDENT check box is set accordingly for each font added to a fontpak.

MODIFYING FONTPAKS

This procedure uses exactly the same window as creating a font pack. It simply starts with the FontPak to modify already loaded into the selected list. You may add fonts, delete fonts or include other fontpaks just as when creating a new fontpak.

DELETEING FONTPAKS

Select DELETE FONTPAK from the FONTPAK menu, select the desired FontPak, press Delete, answer yes to another "Are you sure?" query, and it's gone. If you delete a fontpak by mistake, hopefully you have Norton Utilities handy.

MOVING .PFM and .PFB FILES

If you move any PFM or PFB files, run the UPDATE function and select the new directories into which the files were moved. This will update their location in the master library file.

PRINTING THE MASTER CATALOG AND FONTPAK LISTS

Print the entire font library listing from the Files main menu or print a fontpak listing from the FontPaks main menu.

You may print to either a PostScript or PCL printer. If you're using a PostScript printer, FontManager will recognize the selected paper size and print accordingly. After selecting a FontPak to print and you're using a PostScript printer, a message box will ask if you want to print each listed font in its actual face. Selecting NO will print the entire list in 12pt Helvetica and is much faster. Selecting YES will print each listed font in its actual face.

Printing each font in its own face can be very time consuming for large fontpaks. Additionally, if many of the fonts are not printer resident, the PostScript file that is generated can be extremely large due to the need to include the font information for each non-resident font. I'm talking 3 meg, 4 meg and even larger files here.

NOTE: If printing with actual faces, make sure that the desired fontpak has been installed in both WIN.INI and ATM.INI unless all fonts are printer resident. Also see Appendix B for some known FontManager printer problems.

CHANGING WIN.INI AND ATM.INI FONT SETUPS

Actually changing font setups is done with the Change Installed Fonts routine from the ChgFonts main menu. You may either change fonts in WIN.INI, ATM.INI or both simultaneously. You may either completely replace an existing font setup, just add more fonts to an existing setup or completely delete all softfonts from a win.ini printer port. You may also save an existing font setup in WIN.INI to a fontpak.

SELECTING FONTS TO INSTALL

There are two list boxes on the left side of the screen. The upper one contains all the fontpaks you have created. The lower one contains all the fonts in your master file. You select fontpaks or individual fonts by DOUBLE CLICKING on the desired pak or font which adds them to the Selected list box in the center of the window. When selecting a fontpak, it is expanded into its individual fonts when it is added to the selected list. When selecting individual fonts, make sure the PRINTER RESIDENT FONT check box is correct for each font's resident status. Fonts selected as printer resident or marked as printer resident in a fontpak are indicated with a "Registered" symbol in the selected list box.

If you wish to delete a selected font, simply double click on it in the selected box or single click and press "Delete Font".

SELECTING PORTS TO MODIFY

The "Ports to Modify" frame has a check box for each currently installed PostScript printer port. Simply click on the ports or ports you wish to modify. You may modify as many ports as you desire at one time, but they will all be modified in exactly the same way.

DESIRED ACTIONS

The "Desired Actions" frame is used to select the action you want. "Replace Fonts", "Add Fonts", and "Delete all fonts" are mutually exclusive and are controlled by radio buttons. Pressing any one will turn off the other two.

REPLACE FONTS: Totally replaces all fonts on the selected ports with those listed in the "Selected Fonts to Install" list.

IMPORTANT NOTE: With "REPLACE FONTS", all previously installed font lines are replaced, even lines for printer ROM resident fonts. It is suggested that you make a FontPak of ROM resident fonts on your printer and name it AAA_PS so that it is the first FontPak listed in any

listbox. This will allow you to easily include your printer ROM resident fonts in any changes or FontPaks you make.

ADD FONTS: Simply adds selected fonts to those already installed in the desired ports and/or ATM.INI.

DELETE ALL FONTS: Totally removes all softfont lines from the selected ports. Not available when Modify ATM.INI or Save to FontPak is selected.

SAVE TO FONTPAK: This option will save the modified font setup on the selected port a fontpak file. It is only available when a single port is selected and only for replace and add options. You will be prompted for a fontpak file name to use. You cannot save an ATM.INI font setup to a fontpak.

MODIFY ATM.INI: Selecting this option will cause the replacement or addition of all selected fonts to ATM.INI. You may select Modify ATM.INI in addition to any number of windows ports. When using the "Replace Fonts" option, selecting "Modify ATM.INI" and any postscript ports effectively mirrors the font setup in ATM.INI and those ports. You may also select "Modify ATM.INI" and not select any PS ports if you only wish to only modify ATM.INI.

COMMAND BUTTONS

MAKE CHANGES: Press this button when you've selected the fonts, ports and actions to perform. You will be shown a summary screen of the actions to perform before the actual changes are made.

Installed Fontset Description: When adding or replacing fonts, an input dialog box is displayed asking for a description of the installed fontset. You may enter a 30 character description of the installed fontset or select the default as shown. This description will be displayed when displaying the currently installed fontpak utility.

CURRENT FONTPAKS: Will display a dialog box listing the installed font setups on all the available PostScript printer ports.

CLEAR ENTRIES: Resets the window to the initial startup settings. Use this if you want to completely start over.

CANCEL: Exits the "Change Installed Fonts" window without making any changes.

VIEW/EDIT WIN.INI

Selecting this option under the FILES menu will display the current WIN.INI file in a text box. You may move through this text box with the scroll bars, up/down arrows or page up/page down keys. You may also edit WIN.INI in this text box. All the standard Windows text box editing tools are available. Save the edited version by selecting SAVE from the FILE menu. If you save an edited version of WIN.INI, Windows will re-read it immediately.

SETUP PRINTER

This feature utilizes the small FMANAGER.DLL created by Costas Kitsos. It simply allows you access to your printer driver setup feature. If you wish to actually change selected printers, you will need to do that through Control Panel. Control Panel may be run directly from the FILES menu.

LIST INSTALLED FONTPAKS

This routine is in the "ChgFonts" main menu. It is also available from within the "Change Installed Fonts" window. It simply displays every PostScript port you have and the FontPak that is installed on each. If more than a single fontpak was installed on a port, it will say "CUSTOM" or the fontpak description you entered at the time the port was setup. If you have no softfonts installed on a port, it will say "NONE". FontManager adds the line FONTPAKINSTALLED=(name or description of installed pak) to the port section of win.ini.

THE APP LAUNCHER:

FontManager incorporates an application launcher to allow you to immediately open any apps directly from FontManager. Simply double click on the desired application file or an associated document file from the drive\directory\file list box that is displayed.

You may also open Control Panel directly from FontManager with the Control Panel menu item under the FILES menu.

GENERAL - SCREEN DESIGNS vs SCREEN RESOLUTION

The windows in FontManger were written to look the best on high resolution video systems, 1024x768 in particular. They display just fine in std VGA mode, but do look a little "Horsey" to steal a Kathleen Tinkel phrase. I just felt most people with enough fonts to need this program would have better than VGA resolution video systems.

FONT ID NUMBERS

During Initial Setup and Update, FontManager assigns Font ID Numbers to each font it adds to the Master Font Library. These Font ID Numbers are used when creating new fontpaks and when adding individual fonts to a printer port. When FontManager is initially setup, these Font ID numbers are in the same order as the alphabetical order of the full font names. As the UPDATE routine adds newly installed fonts, they are added to the end of the master file and their Font ID numbers have no relationship to any alphabetical order. Thus, if the 1789th font added to the library is named AARDVARK, it will have the Font ID number 1789 and not 1. Just don't be surprised when you print a Master Font Library Catalog which is ordered alphabetically by full font name and the Font ID numbers are not in order.

DELETING FONTS

FontManager has a routine to remove fonts from the library master file once you have either deleted the fonts from the disk or moved them to directories NOT searched during the update routine. You will automatically be prompted if you want to run this routine at the end of the Update function, or you may run it by itself from the Files main menu. You will get a printout of the font name, file name and last known directory of any fonts which are removed. When a font is removed from the master font file, it is no longer active in any fontpaks in which it was used.

If you subsequently re-install a deleted font, it will become active again in any fontpaks in which it has been used. The only way to permanently remove a font from a fontpak is with the Modify FontPak routine.

WHO'S RESPONSIBLE?

The guy below did it, and he'd sure appreciate any comments about problems or ways to improve this program. If you need to get ahold of me, I can be reached at:

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THERE IS NO REGISTRATION FEE OR ANY OTHER FEES NEEDED TO USE FONTMANAGER. It is totally public domain freeware. Please feel free to share it with anyone you want if you find it helpful. Consider it my token of appreciation for all the help I've received from the members of the DTP forum on CIS. The author sure won't turn down any C notes, though.

IF FONTMANAGER SHOULD CAUSE ANY PROBLEMS OF ANY KIND, PLEASE LET ME KNOW, BUT PLEASE FULLY UNDERSTAND THAT THERE ARE NO WARRANTIES, PROMISES OR GUARANTEES THAT FONTMANGER WILL DO ANYTHING OTHER THAN TAKE UP GOOD DISK SPACE. PLEASE CONSIDER THIS AS THE OLD "I AIN'T RESPONSIBLE FOR NOTHIN" DISCLAIMER.

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APPENDIX A - PageMaker 3.01 supplied .PFM files

If you have both the ATM base fonts and the .PFM files supplied with PageMaker 3.01 on your system, FMSETUP will abort due to finding duplicate .PFM font files. These are the same files as supplied with ATM, but they have a one character different .pfm file name. If you have ATM installed, the following files supplied with PageMaker 3.01 can be deleted.

AG____.PFM AvantGarde-Book
AGBO____.PFM AvantGarde-BookOblique
AGD____.PFM AvantGarde-Demibold
AGDO____.PFM AvantGarde-DemiBoldOblique
BD____.PFM Bookman-DemiBold
BDI____.PFM Bookman-DemiBoldItalic
BL____.PFM Bookman-Light
BLI____.PFM Bookman-LightItalic
HVN____.PFM Helvetica-Narrow
HVNBO____.PFM Helvetica-NarrowBold
HVNBO____.PFM Helvetica-NarrowBoldOblique
HVNO____.PFM Helvetica-NarrowOblique
NCB____.PFM NewCenturySchoolBook-Bold
NVBI____.PFM NewCenturySchoolBook-BoldItalic
NCI____.PFM NewCentruyScoolBook-Italic
NCR____.PFM NewCenturySchoolBook-Regular
PB____.PFM Palatino-Bold
PBI____.PFM Palatino-BoldItalic
PI____.PFM Palatino-Italic
PR____.PFM Palatini-Regular
ZC____.PFM ZapfChanceryLightItalic
ZD____.PFM ZapfDingbats

APPENDIX B - Known printer problems

Printing from FontManager was designed and tested for true PostScript and HP PCL printers. There have been reports of problems using "Clone" PostScript interpreters and the Pacific Page PostScript cartridge on HP LJIII printers in particular. These problems can be avoided by running the LJIII in PCL mode.

FontManager's printed output will go to a dot matrix printer, but no line feed character is sent at the end of each line. This causes problems for some dot matrix printers in character mode like OKI193's. Overcoming this rarely encountered problem would require a whole separate print routine just for these printers. Given the very few times they will be used in the FontManager environment, they simply are not supported.