

WHAT IS FONTMANAGER?

FontManager is designed to deal with the limits of installed font resources in the Windows PostScript printer driver. This limit varies from system to system and runs between 120 and 170 fonts. Prior to FontManager, the only way to alter the installed PostScript softfonts in Windows was to either manually edit win.ini entries or to have multiple win.ini files with different font configurations. FontManager automates the task of changing PostScript font resources in Windows and ATM, and allows these changes to be made quickly. These changes may be made through any combination of user defined fontpaks or individual fonts. It alleviates common kludges such as having multiple WIN.INI files. 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. FontManager also allows you to install and change the fonts used with ATM in the same manner as WIN.INI. With FontManager, maintaining mirrored font setups in win.ini and atm.ini is very simple.

Changes made with FontManager become effective immediately in Windows. Unfortunately, most programs such as Page Maker and Word for Windows don't update their font resources when they receive the wm_WININICHANGE message from windows. They must be closed and re-opened in order to recognize new font resources. Changes made to ATM still require restarting Windows. When changing ATM resources, FontManager does offer the option to do an orderly, automatic restart of Windows.

FontManager will manage up to 2048 type 1 PostScript fonts and up to 6 PostScript printer ports. Printer ports may be changed individually or as a group.

ACKNOWLEDGEMENTS

I want to 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. I would also like to thank **John Cornicello** for his encouragement and assistance in bringing FontManager to life.

FONTMANAGER AND ATM

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.

FONTMANAGER AND WIN.INI

FontManager 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.

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

```
[FONTMANAGER]
FMDIR={Full drive\path to the FontManager directory}
FMVER={installed FontManger version}
RESDEF={0 if default is not resident and -1 if default is resident}
MAXFONTS={user set ps driver limit or a default value of 120}
```

FONTMANAGER REQUIRED FILES AND PLACEMENT

You need four files to install and use FontManager:

1. FONTMGR.EXE This is the main executable file. It may be placed anywhere you like.
2. 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
3. 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. It is the work of Costas Kitsos, and it is included with this upload.
4. VBRUN100.DLL This is the main Visual Basic run time Dynamic Link Library (DLL) file. It must be located in your Windows directory. This file is available on CIS in MSBASIC, Lib 5, as VBRUN.ZIP

INSTALLING FONTMANAGER

To install FontManager, simply copy the above files to the appropriate directories and then run FONTMGR.EXE from the Windows environment. The first time FontManager is run, you will be prompted for a drive\directory in which to place all FontManager files. This directory may be located on any drive, and it may be named anything you want. If the indicated directory does not exist, FontManager will create the directory. The suggested default is C:\FONTMGR.

The first time you run FONTMGR.EXE, it will automatically enter its "Add /Update Fonts" routine to create the FontManager master file (Library.fnt). This routine searches selected directories for type 1 .PFM and .PFB files. If you have ATM (Adobe Type Manager) installed, the ATM target directories are automatically selected. To select a directory to search, select it in the drive/directory/file list box on the left of the window and add it to the selected list by pressing "ADD DIR". When all directories desired have been selected, press "CONTINUE." If you place .pfm and .pfb files in different directories, make sure to select both directories. Once the "Add/Update Fonts" function has been run, you may use all the features of FontManager.

LIBRARY.FNT MASTER FILE

The FontMaster master file, LIBRARY.FNT, is simply a data base of font information for all fonts found when using the "Add/Update Fonts" function. It contains each font's file name, family name, full name, paths for pfb and pfm files, and italic and bold properties. If this file

is ever deleted and re-created, all previously created fontpaks will be invalid and must also be re-created. Please make a backup copy of this file.

FONTMANAGER MENU ITEMS

Files Menu

- Add/Update Fonts - used to add or update fonts in the FM master file.
- Remove Deleted Fonts - used to remove deleted fonts from the FM master file
- Driver Fonts to Exclude - used to designate printer driver resident fonts
- FontManager Defaults - allows customizing several window settings
- Print Master Library - prints a list of all fonts in the FM master file
- Printer Setup - used to modify currently installed printer setup options
- Launch - routine to launch applications directly from FontManager
- Control Panel - runs Windows Control Panel utility
- ATM Config - runs the ATM control program ATMCNFIG.EXE
- About - displays the FontManager "About" box
- Exit - Exits FontManager

FontPaks Menu

- Create FontPak - used to create a new fontpak.
- Modify FontPak - used to modify an existing fontpak
- Print FontPak - prints a listing of fonts in a fontpak
- Delete FontPak - used to delete a fontpak

ChgFonts Menu

- Change Installed Fonts - used to actually change installed windows and Atm fonts
- List Installed Fonts - Lists the installed font set on all PostScript printer ports
- View/Edit WIN.INI - a simple text editor to display and/or edit win.ini.
- View/Edit ATM.INI - a simple text editor to display and/or edit atm.ini.

UPDATING THE MASTER FILE

This procedure allows you to add new fonts to the master library. It simply searches user selected directories for .pfm and .pfb files, and adds fonts not already in the master directory. If ATM is installed, the target ATM directories are automatically selected when the routine starts.

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 other directories on that branch will be updated. You may select a directory at any level it appears. Make sure to select directories for both the .PFM and the .PFB files.

For example, if you want the \psfonts and the \psfonts\pfm directories, you'll select each of these directories and the selected list will look like this:

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

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.

IF YOU RENAME ANY FONTS

If you rename any of your fonts family names using any of the various .pfm file editors available, you will need to run Add/Update Fonts in order to the family names in the FontManager master file.

CREATING FONTPAKS

Use the Create FontPak item in the FontPaks main menu. You'll see 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 or double clicking the selected font to remove.

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.

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

PRINTER RESIDENT FONTS AND THE PRINTER RESIDENT CHECK BOX

When creating FontPaks and installing individual fonts in WIN.INI, FontManager needs to know if 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. If unchecked, the font 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 when displayed in the selected list box.

The initial default status of this check box is set with the FontManager Defaults menu item in the Files 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.

MODIFYING FONTPAKS

Accessed through the FontPaks main menu, 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.

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 when displayed 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", "Remove fonts" and "Save Port to FontPak" are mutually exclusive and are controlled by radio buttons. Pressing any one will turn off the other three.

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

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 current font setup on a selected port to a fontpak file. It is only available when a single port is selected. You will be prompted for a fontpak file name to use. You cannot save an ATM.INI font setup to a fontpak. This is an excellent means of saving existing win.ini font setups to fontpaks when first installing FontManager.

OTHER OPTIONS

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.

EXCLUDE PS DRV FONTS: This option controls whether fonts you've marked as resident in your printer driver have entries made for them in win.ini. If you check this option, all fonts marked as driver resident will not have any entry made in win.ini. If you have also selected MODIFY ATM.INI, all driver resident fonts in selected fontpaks and individually selected fonts will be installed in ATM regardless of this exclude option.

You mark the printer driver resident fonts for your system using the Driver Fonts to Exclude item in the Files main menu. Simply double click on fonts in the available list to add them to the selected list. You may delete fonts from the selected list by double clicking on them.

You may set the initially selected actions/options and printer ports using the FontManager Defaults routine found in the Files main menu.

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 up to 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 and VIEW/EDIT ATM.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.

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 a directory which is NOT searched during the update routine. 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?

I'd appreciate any comments about problems, ways to improve this program, or suggestions for further enhancements.

Dennis Harrington
7300 Evergreen Way
Everett, Wa. 98203
CIS id: 76216,3472

I have copyrighted FontManager, but it is made available for your use free of charge. You may distribute FontManager freely as long as this is done without any financial charges or fees of any kind.

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 OTHERWISE GOOD DISK SPACE. THIS IS THE OLD "I'M NOT RESPONSIBLE FOR ANYTHING" DISCLAIMER.

Visual Basic and Windows are copyrighted trademarks of Microsoft Corporation
ATM and Adobe Type Manager are copyrighted trademarks of Adobe Corporation