

SuperText Help Index

SuperText is a font generator that produces high-quality screen fonts for use in Windows.

This **Index** lists all available SuperText Help topics and procedures. Use the scroll bar to see the entries not currently visible in the Help window.

For information on how to use Help, press F1 or choose Using Help from the Help menu.

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SuperText Keys

Use the following keys in SuperText:

<u>Keys</u>	<u>Function</u>
ALT+F	To access the File Menu
ALT+O	To access the On The Fly Menu
ALT+W	To access the Window Menu
ALT+H	To access the Help Menu

File Menu Commands

File / New

Clears out all current typeface selections in each of the foundry windows.

File / Foundry

Accesses **Foundry** functions such as installing or removing type foundries. Exactly the same as clicking the **Foundry** button.

File / Typeface

Accesses **Typeface** functions such as installing, removing, or renaming typefaces. Exactly the same as clicking the **Typeface** button.

File / Fonts

Accesses **Font** functions such as building, viewing, and removing screen fonts. Exactly the same as clicking the **Fonts** button.

File / Target FON Path

Lets you specify a storage location for new screen font (.FON) files.

File / Exit

Closes SuperText.

On The Fly Menu Commands

On The Fly

On The Fly calls up a dialog box that lets you turn on the on-the-fly screen fonts and determine the maximum amount of disk space that can be used by the disk cache.

Window Menu Commands

Window / Cascade

Cascade causes all open foundry windows to be fanned out so that the title bar of each one is visible.

Window / Tile

Tile arranges the foundry windows so that every window can be seen.

Window / Arrange Icons

If you have minimized any or all of the foundry windows, **Arrange Icons** places them in a row at the bottom of the main window.

Window / (List of open windows)

The bottom section of the Window menu contains a list of the currently open foundry windows. The window that is currently selected has a check mark in front of it. Click on a foundry name to make that window the current one.

Help Menu Commands

Help

The upper section of the Help window contains the standard Windows 3.0 help selections: Index, Keyboard, Commands, Procedures, and Using Help.

Help / About...

About... tells you about the developers of SuperText, its copyright information, and version number. You are asked for the version number if you ever call the Zenographics Answerline regarding SuperText.

It also displays screen font limitations for your display adapter, available RAM, the target FON file path, and free disk space.

Foundry Button Commands

The **Foundry** button lets you install or remove type foundries. This button acts on the foundry of the currently selected foundry window.

About...

Gives you information on the foundry, including how to get more information for ordering typefaces.

Remove ...

Removes the foundry and associated typeface listings from your Zenographics Font Driver initialization file (ZFD.INI) making them unavailable to SuperPrint. It does not erase these files or the typeface files from your hard disk.

Install...

Lets you reinstall a previously removed foundry or install any new SuperPrint-compatible foundries made by Zenographics or other typeface vendors.

Typeface Button Commands

The **Typeface** button lets you install, remove, or rename typefaces. It acts on any of currently selected typefaces, one at a time. The affected typeface and its associated foundry always display.

Previous & Next

If you have more than one typeface selected, the **Previous** and **Next** buttons move through the list of selected typefaces, backward and forward, respectively. Go straight to a particular foundry by clicking on the foundry window's title bar. The first typeface highlighted in that window becomes your current typeface.

Revise...

The **Revise...** button lets you change the name, weight, family, pitch, character set, or italic attribute of the selected typeface.

Typeface "root" name

Revise lets you give your typefaces any name you want. To modify a Typeface "root" name, just type in the new typeface name. Include condensed or expanded attributes. Do not include weight or italic designations.

Weight

Choose the Weight designation that provides the closest match to the typeface name. This does not change the inherent attributes of the typeface. Some Windows applications do not recognize designations such as Demi and Black. You may want to use only the Regular and Bold weights.

Italic

If a typeface is italic, this item should be checked.

Family and Pitch

Many typeface files do not contain Windows family spacing and pitch information, so when you install them into SuperPrint, they are given default values. Revise lets you assign the correct values to a typeface.

Character Set

The ANSI character set is the primary character set used by Microsoft Windows. The Symbol typeface uses the Symbol character set. JIS is for use with Japanese language typeface files and OEM is for any future typeface foundries that may use custom mapping.

Remove...

Remove... removes the typeface file listing from your ZFD.INI file makes it unavailable to SuperPrint. It does not erase the typeface file from your hard disk.

Install...

Install... lets you reinstall a previously removed typeface or install any new typefaces that are compatible with the available foundries. Typeface files must be on your hard disk—SuperText does not install a typeface from a floppy diskette.

Fonts Button Commands

The **Fonts** button accesses the SuperText-Fonts dialog box to let you build screen fonts and set up their specifications. It also lets you view or remove screen fonts.

Previous & Next

If you have more than one typeface selected, the **Previous** and **Next** buttons move backward and forward through the list of these selected typefaces. Go straight to a particular foundry by clicking on the foundry window's title bar. The first typeface highlighted in that window becomes your current typeface.

Build...

The **Build...** button creates a single screen font (.FON) file using only the typeface shown in the upper left (typefaces selected) box. All of the font sizes and specifications shown in the right side of the SuperText-Fonts box apply.

Build All...

The **Build All...** button creates a screen font file for every typeface currently selected in every foundry window. The number of typefaces selected is shown above the upper left box, for example, 4 typefaces selected. All of the font sizes and specifications shown in the right side of the SuperText-Fonts box apply.

View...

Displays the selected screen font.

Remove...

Removes a screen font file.

To the right of the SuperText-Fonts box are various specifications that you can set for your screen font. They are listed below.

Character Range

Character Range gives you two choices: **Full ANSI** creates a larger, extended character range that includes foreign and special characters; **Quick ASCII+**, includes all characters found on a normal keyboard plus some extra typographical marks. For most jobs, the Quick ASCII+ set provides all the necessary characters.

Point Sizes

The Point Sizes box lets you specify point-sizes to build from your selected typeface. Four buttons are displayed on top of the point-size grid: **Minimal**, **Odd**, **Default**, and **Artwork**. Each of these directs SuperText to build a pre-assigned set of point-sizes from the selected typeface(s) as follows:

Minimal: 10, 12

Odd: 7, 9, 11, 13, 21

Default: 8, 10, 12, 14, 18, 24

Artwork: 6, 7, 8, 9, 10, 11, 12, 14, 18, 24, 36, 48

Click on any of these buttons to automatically fill in the point-size grid with the point-sizes listed. You also can manually enter any sizes you wish.

Display [dpi]

The Display box contains choices for the type of monitor being used, expressed in logical pixels per inch. Click on a new choice if you want to use other than the default display, for example, to build screen fonts for another system.

Shrink

Use the **Shrink** button to temporarily hide the right side of the box. To restore the right side of the box, click the **Font Specs** button.

Activating Flying Fonts

To activate flying fonts:

1. Choose the On the Fly menu.

The On The Fly dialog box displays to let you turn on the flying fonts and set the maximum amount of disk space in the disk cache box. It also shows how many fonts have been created and how much space these fonts consume.

2. Turn **On The Fly** on.
3. Click **OK**.

The title bar of the SuperText window displays "**(Flying)**."

4. Click on down arrow in the upper right corner of the SuperText window to iconize SuperText.
5. Start your application.

Saving Flying Fonts

To save flying fonts:

1. Choose the On The Fly menu.
2. Click on the **Save...** button in the On The Fly dialog box.

The Save Flying Fonts dialog box displays with a list of all screen fonts created during the current session.

3. Choose one or more fonts from the list box.
4. Click on **Save** to install the fonts into Windows.

Removing Flying Fonts

To remove flying fonts:

1. Choose the On The Fly menu.
2. Click on the **Save...** button in the On The Fly dialog box.

The Save Flying Fonts dialog box displays with a list of all screen fonts created during the current session.

3. Choose one or more fonts from the list box.
4. Click on **Remove** to remove the fonts from the disk.

NOTE: Do not remove fonts being used in the current application!

Installing a New Foundry

To install a new foundry:

1. Click on the **Foundry** button.
2. Click on **Install...**
3. Choose the foundry from the available ZFD file list.

NOTE: Foundry (ZFD) files must be on your hard disk. SuperText does not install a foundry from a floppy diskette.

Removing a Foundry

The foundry and its associated typeface listings are erased from your Zenographics Font Driver initialization file (ZFD.INI) when you remove the foundry from SuperText. The foundry typefaces are no longer available in SuperPrint. The ZFD file and the typeface files **are not** erased from your hard disk however.

To remove a foundry:

1. Click on the title bar of the foundry window.
2. Click on the **Foundry** button.
3. Click on **Remove...**

The dialog box asks you to confirm your choice. Documents or graphics created with this foundry's typeface can no longer use this typeface to print with SuperPrint.

4. Choose **OK** to remove the foundry.

Installing a Typeface

To install a typeface:

1. Click on the title bar of the selected typeface's foundry window to make it the active foundry.
2. Click on the **Typeface** button.
3. Click on **Install...**
4. Choose the directory containing the typeface file from the Directories list box.
5. Enter a wildcard file specification in the Filename box to get a list of available files.
6. Click **OK** to set the wildcard.

NOTE: Typeface files must be on your hard disk. SuperText does not install a typeface from a floppy diskette.

7. Select the typeface file you want from the list box.
8. Choose **OK**.

Selecting Typefaces

To select a contiguous range of typeface:

1. Position the cursor over the first typeface that you want.
2. Click and drag the cursor down to the last typeface name.

All the in-between typefaces are highlighted.

To select all the names contained in a Foundry window:

1. Select the first name.
2. Drag the mouse cursor below the last visible name.

This lets you scroll down past the bottom of the visible list.

To select multiple typeface names from various parts of the list:

1. Hold the CTRL key down while clicking on each of the desired names.

Each name remains highlighted.

Revising a Typeface

SuperText lets you to change the name, weight, family, pitch, character set, or italic attribute of any selected typeface.

To revise a typeface:

1. Highlight the typeface in its foundry window.
2. Click on the **Typeface** button.
3. Click on the **Revise...** button.
4. Select attributes from the following Revise dialog box information.
5. Choose **OK**.

Revise Dialog Box

Typeface Name

The "root" name of a typeface is how all Windows applications access a given face. You can give a typeface any name. Include condensed or expanded attributes. Do not include weight or italic designations.

To modify a typeface's "root" name:

- Type in the new typeface name.

Weight

Choose the designation that provides the closest match to the typeface name. (This does not change the inherent attributes of the typeface.)

To change a typeface's Weight designation:

- Click on the radio button next to the desired weight in the Weight list box.

Italic

If a typeface is italic, this item should be checked.

To toggle a typeface's italic attribute:

- Click on the box next to Italic.

Family and Pitch

To change a Family or Pitch attribute:

- Click on the radio button next to the appropriate name.

Roman: serif, proportional spaced.

Swiss: sans-serif, proportional spaced.

Modern: typewriter-style, monospaced.

Script: cursive.

Decorative: symbols and Dingbats.

Character Set

The ANSI character set is the primary character set used by Microsoft Windows. The Symbol typeface uses the Symbol character set. JIS is for use with Japanese language typeface files and OEM is for any future typeface foundries that may use custom

mapping. You never should have to change **Character Set**.

Removing a Typeface

Removing a typeface erases the typeface listing from your ZFD.INI file. The typeface is no longer available in SuperPrint. The typeface file is not erased from your hard disk.

To remove a typeface:

1. Highlight the desired typeface in its foundry window.
2. Click on the **Typeface** button.
3. Click on the **Remove...** button.

You get a dialog box that asks you to confirm your choice.

NOTE: Any document or graphics files created using this typeface can no longer use this typeface to print with SuperPrint.

4. Choose **OK** to remove the typeface.

Building a Screen Font

To build a screen font:

1. Highlight the desired typeface in its foundry window.
2. Click on the **Fonts** button.

You get the SuperText Fonts dialog box with the selected Typeface and a list of screen fonts already built using this typeface.

3. Choose your screen font's specifications from the SuperText-Fonts dialog box.
4. Click on the **Build...** button.

All of the font sizes and specifications shown in the right side of the SuperText Fonts box apply. Your WIN.INI file is automatically updated to list the new screen font.

SuperText-Fonts Dialog Box

- If the right side of this dialog box doesn't display, click on the **Font Specs** button.

Character Range

The choices are Full ANSI (191 characters) or Quick ASCII+ (the characters on your standard keyboard).

- Choose a **Character Range**.

Point Sizes

The four Point Sizes buttons let you select the following pre-assigned set of point-sizes for your typeface:

Minimal: 10, 12

Odd: 7, 9, 11, 13, 21

Default: 8, 10, 12, 14, 18, 24

Artwork: 6, 7, 8, 9, 10, 11, 12, 14, 18, 24, 36, 48

- Click on any of these buttons to fill the point-size grid with the listed sizes.

You also can manually specify different sizes.

To modify a point size in the grid:

1. Drag the mouse cursor over an existing size to highlight it.
2. Type in a new size.

To delete a point size from the grid:

1. Drag the mouse cursor over an existing size to highlight it.
2. Hit the DEL key.

To add a point size to the grid:

1. Click the mouse cursor inside an unoccupied box.
2. Type in a new size.

Display [dpi]

The Display box contains choices for the type of monitor being used, expressed in logical pixels per inch. If you want to use other than the default display, click on the desired

choice.

Viewing a Screen Font

To view a screen font:

1. Highlight the appropriate typeface in its foundry window.
2. Click on the **Fonts** button.

The SuperText-Fonts dialog box displays any screen fonts that have been built from the selected typeface.

3. Select a font from the list of existing screen fonts.
4. Click on the **View...** button.

The SuperText Fonts dialog box shows the screen fonts at actual size. Scroll bars display to let you view the entire set if the fonts are too large for the window. The cursor in the viewing window is a black circle. Move the cursor over the fonts to view them in inverse screen mode.

You can also view multiple fonts at the same time. By selecting additional fonts from the list and clicking **View...**, new viewing windows open.

Removing a Screen Font

Removing a screen font erases the screen font listing from your WIN.INI file and the font file from the hard disk. As long as the typeface file is still available to SuperPrint, existing documents that make use of the screen font print correctly. Only the screen display is different.

SuperText is the safest way to remove a screen font file. SuperText can be used to re-create these screen fonts.

NOTE: Using DOS to erase SuperText-generated screen font files without updating the WIN.INI file could cause problems later.

To remove screen fonts:

1. Choose **New** from SuperText's File menu.
2. Click on the **Fonts** button.

The SuperText Fonts dialog box displays all screen fonts currently available to Windows.

3. Do one of the following:

For a contiguous range of fonts:

- Position the cursor over the first font that you want to remove.
- Click and drag the cursor down to the last font to be removed.

For multiple fonts from various parts of the list:

- Hold the CTRL key down and click on each font you want to remove.

4. Click on **Remove**.

A dialog box asks you to confirm your choice.

5. Choose **OK**.

Windows Typeface Families

Microsoft Windows supports five different families of typefaces:

Roman is used for serif typefaces.

Swiss is used for sans-serif typefaces.

Modern is used for typewriter-style characters.

Script is used for cursive-style typefaces.

Decorative is used for faces like Zapf Dingbats and Symbol.

Typeface

One specific set of character styles from a typeface family.

Example: Futura Condensed Bold.

Foundry

Foundry acts as a font engine to interpret typeface outline files from a specific manufacturer (such as Adobe or Agfa Compugraphic). It constructs screen and printer fonts.

On The Fly

On the fly generates specific screen fonts in the background while you're using an application.

Flying Fonts

Fonts created in the background for the specific application you're using. The On The Fly command is used to generate these fonts.

Disk Cache

Disk storage for temporary (flying) screen font files. The amount of memory allotted to the disk cache can be changed in the On The Fly dialog box.

SuperText Keys

Use the following keys in SuperText:

Keys	Function
ALT+F	To access the File Menu
ALT+H	To access the Help Menu
ALT+O	To access the On The Fly Menu
ALT+W	To access the Window Menu

SuperText Commands

Choose the appropriate menu to get help with a command.

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On The Fly

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SuperText Procedures

These procedure topics are step-by-step instructions for using SuperText. Use the scroll bar to see more topics.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

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