Setting the font encoding

247955_PixelRule.tiff ¬

166998_12ptHevBlk.tiff ¬   Choose Info from the main menu.
577765_paste.tiff ¬ Choose Preferences from the Info menu.
241915_paste.tiff ¬   Choose the font encoding vector should be
used for the converted font..

paste.tiff ¬

431541_PixelRule.tiff ¬

808281_CheckMark.tiff ¬   If you want to be able to press
    Alternate-7, when using the converted font, and get a bullet
    character, then you should choose the NeXTSTEP Encoding.
    This way, the font will have, insofar as possible, all its characters
    in the same locations as NeXT characters.

172630_CheckMark.tiff ¬   If you want to be able to look at
    unconverted Macintosh rtf text, then you will want to use the
    Macintosh Encoding choice, since this will cause all the
    characters to stay in the same (thus, unconverted) ordering that
    they used on the Macintosh.

238850_PixelRule.tiff ¬