

August 13, 1994

Why should you send in the shareware fee?

Well, I am releasing this font in it's entirety. I put a lot of hard work into this font. I have also gotten a lot of pleasure from it. Ignoring all of the capitalistic angles, your shareware dollar will speed up the development of new train fonts and help me afford new font tools. My goal is to at least break even.

Only 17 people have registered my shareware products since I first released them six months ago. There are a lot of expenses that go into these fonts. My font editor cost almost \$300. Then there are the little expenses like ink cartridges (you wouldn't believe how many ink cartridges I go through) and paying for a mail box. Oy! And you want to talk about memory... 20 Meg of hard disk devoted to fonts and icon development.

Benefits of paying the Shareware fee:

Enough of what shareware fees do for me, what will they do for you!? I will spend less time on school and more time on producing shareware. You will also be entitled to a peek into things to come. If you send a disk along with your payment, I will give the Demo font that includes all of the odd characters that haven't quite found a home yet (including a number of steam engines!). In addition, I will rush you out the most recent versions of my fonts and icons.

What is this font and where did it come from?

Passenger font will allow you to hook up your own passenger trains on your printed documents. For the time being, the font may not look that good on screen. After pulling and tweaking the PostScript font for so long, I really did not feel like spending another ten hours on the bit map. (still haven't gotten to the bit map, I just went on to other fonts)

I got the initial idea to make a font that would link together just like a train some time ago. My first attempt was a bit mapped font that I could not get to print out right. This PostScript font is my second, and much more satisfactory, train font venture.

There are three different locomotives and fourteen passenger cars. Each locomotive and car is assigned to a different key. For each character, lower case corresponds to facing leftward and upper case corresponds to facing rightward. In some cases, this is a small distinction, but, it is included for completeness. After loading the font, you should print out a copy of "Passenger legend" for a sample of the font and to see which characters map to which keys.

My logic for assigning the characters was to put the locomotives in the upper left corner of the keyboard. Along the middle row, I put the passenger cars from left to right in roughly the order you might find them in a train. Note that no train would have all of the cars and most trains would have had several cars of certain classes. But make what you like. In the bottom left, I put the observation cars (end cars), you have four to choose from. There is also a "Whoosh!" or speed line effect that is demonstrated in the legend file.

I have found that the font prints satisfactorily from 9 point all the way up to 72 point on my StyleWriter II. The Bit Map font is restricted to a couple of sizes, but the PostScript font can scale to any size. Don't hesitate to manually force your word processor to other font sizes.

Many of the cars were done from memory and are not exact replicas of real passenger cars. They are close though. I showed the font to a friend and about all he said was, "All full domes had three axle trucks." I will fix that as soon as I get around to drawing up some three axle trucks.

I took inspiration from equipment that I am familiar with and from some of my favorite railroads. On the first page of the legend, the train at the top is roughly the Milwaukee Road Hiawatha and the train at the bottom is roughly the Chicago Burlington and Quincy Twin Zephyr.

#### New With Version 2.0:

IBM. Yep, I can generate IBM fonts now. I have never really used an IBM so these fonts are not fully supported, however, if it doesn't work for you then I am willing to work with you to get it to work.

I was hoping to be able to convert to True Type with the new font editor, but it doesn't look like that is feasible. The True Type version of this font would not print on half of the printers I tried it on. (I only tried it on two, but it really brought the poor Mac to it's knees) I may be able to find a way around

this, but you have to remember that I am using these tools for something other than they were meant for. In a typical font, a character might have 50 points. Some of my characters get up to 1000 points. So for now, it's PostScript. If you absolutely have to have True Type, I am willing to generate it for you, but don't say I didn't warn you. Send a FORMATTED 3.5" disk, a SELF ADDRESSED STAMPED ENVELOPE, and a brief note saying what you want.

The biggest change from version 1.x should be invisible to you. I went through and cleaned up all of the paths. Your printer may notice the change though.

This font is available for the MAC or IBM (windows)

See the READ ME! file for all of the pleas and queues about the font. I hope you like the trains.

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