

FontView

COLLABORATORS

	<i>TITLE :</i> FontView		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FontView	1
1.1	FontView v2.5c ©1994/5 Steve Banham	1
1.2	Legal Information	1
1.3	What Is FontView?	2
1.4	Installation	2
1.5	Usage	3
1.6	Gadgets	3
1.7	Font Information	4
1.8	Development History	5
1.9	Program Credits	7
1.10	Registration	8
1.11	Possible Additions	8
1.12	Contacting The Author	9

Chapter 1

FontView

1.1 FontView v2.5c ©1994/5 Steve Banham

FontView v2.5c - 18 Jan 1995

~~~~~

|              |                             |
|--------------|-----------------------------|
| Legal        | - Distribution information. |
| What Is It?  | - FontView description.     |
| Installation | - System requirements etc.  |
| Usage        | - How To Use FontView.      |
| History      | - Development History.      |
| Credits      | - Program Credits.          |
| To Do        | - Possible Additions.       |
| Registration | - Registration info.        |
| Author       | - Contacting the Author.    |

### 1.2 Legal Information

Legal Information

~~~~~

FontView is NOT Public Domain, the main program and all associated files remain copyright ©1994/5 Steve Banham. If you find FontView useful, and would like to continue using it then please read the section on registration.

The user takes full responsibility for ANY problem which may occur through using FontView. Whilst the program has been extensively tested and the author has not found any dangerous problems, if anything untoward happens through using it then I, the author, take NO responsibility whatsoever.

Whilst, I am keen to find/eliminate any bugs in FontView and add new features, my continued interest in updating this program will be influenced by the number of registrations received. In other words, if people don't do the right thing and send the small amount requested then my interest in the program will dwindle accordingly.

The program may not be used in any commercial venture without prior written consent from the author. It may be included in PD or shareware libraries which charge only a nominal fee for disk copying.

The following files MUST accompany any distribution of FontView.

FontView	22704
FontView.info	850
FontView.guide	19447
FontView.guide.info	518

1.3 What Is FontView?

What Is It?
~~~~~

This program displays various information about any font selected from your FONTS: directory. Once a font has been selected, you can also view a sample display of this font. All text styles are supported by the sample viewer. You can re-assign the FONTS: directory from within FontView. This lets you view fonts from anywhere. The FONTS: directory will be re-assigned to 'SYS:Fonts' once you quit FontView.

FontView also allows you to switch it to different public screens. For example, you may wish to see how a font looks on a certain screen without configuring the screen to use the font. Just move FontView to the screen and you can then view it using the screen mode in question.

## 1.4 Installation

Installation  
~~~~~

FontView requires Workbench 2.04+ (v37) in order to run. If you are running anything lower than this then the program will simply fail to run.

You also need reqtools.library v38.1248 correctly installed for FontView to work. As long as it is installed, just copy FontView to the destination of your choice. You must use at least v38.1248 - there seems to be a bug of some kind with earlier versions of reqtools' font requester. No special assigns are needed.

FontView does need to access the 'assign' command in your c: directory so make sure that it is available. As of v2.5, FontView will also run the Fix Fonts program to update all #?.font files in the FONTS: directory. This program must be in SYS:System/FixFonts for this function to work properly.

1.5 Usage

Usage

~~~~~

Once run from either the CLI or Workbench a window will open containing various gadgets.

Gadgets            - Program gadget descriptions.  
Information       - Font information definitions.

There are four extra gadgets in the main window which allow you to select the font style which will be displayed in the sample. Try them to see what they do. Be aware that not all fonts allow all the styles. You may find that with some fonts although certain styles have been selected the actual displayed font does not have these characteristics. This is perfectly normal and not a bug.

All the functions are duplicated in the pull down menus for convenience. Most are named identically, however two aren't. 'Change FONTS: dir...' does the same thing as the Directory Button, and 'New Font' is identical to the 'Select Font Button'.

The program is reasonably simple, play around and you'll soon discover how it works.

## 1.6 Gadgets

### Gadgets

~~~~~

- Select Font Button - Brings up a font requester from which you can choose a font and it's size. The font name will be visible in the window.
 - Directory Button - Brings up a directory requester which can be used to select a new path to assign FONTS: too. This allows the font requester to be used to access fonts from anywhere. When the program is ended it resets the FONTS: assign to: 'SYS:Fonts/'.
 - Font Information - Brings up a seperate window which contains all of the selected fonts particulars. This button toggles the information window on and off. If you change screens this window will always start off closed.
 - View Font Sample - Shows a sample of the selected font. This is just a simple reqtools requester so if a font is too large to show on the screen, the text will be 'hanging' over the edges. This isn't really a problem, most of the font is viewable and nothing nasty happens. The 'Continue' gadget will always be available although it can look a little odd.
-

- Move To New Screen - Opens a screen requester which contains all the available Public Screens. Select one and then FontView will move to that screen. I have noticed that some screens (CygnusEd) show up as a Public Screen, but you can only move to them if they are configured to allow visitors. CygnusED has a menu option to do this.
- Fix Fonts - Runs the Fix Fonts program to update the #?.font files. Useful when you remove or add a particular size of font to/from your Hard Drive. The #?.font files will be updated to reflect your changes.
 ** Remember that this function operates on the FONTS: directory so make sure you set the directory assign to the directory you intend to update.
- About - Information about the program.
- Quit - Quit program.

1.7 Font Information

Font Information
 ~~~~~

- Height : The height of the font (number of pixels/lines).
- Width : The nominal width of each character. If the font is normal (non proportional) this is the width between the first pixels of two characters. If a proportional font is used a special array of different width for each character may be used.
- Low (Char) : A font can consist of up to 256 characters, but usually the font is much smaller. You can for example have a font which only consists of capital letters (A, B, C, .. Y, Z). This field tells us and the system which is the first character.
- High (Char) : The last character in this font.
- B(ase)Line : The number of pixels down the baseline is from the top of the characters. You may not use a base line which is greater than the nominal height - 1 (tf\_YSize-1), or the system may crash!
- (Bold)Smear : When you change the style to bold by calling the SetSoftStyle() function a copy of the font is placed on top of itself and a bit to the right. The further to the right, the bolder characters. This value represents the number of pixels to the right the characters should be moved. This value is usually set to 1, but large fonts usually need larger values.

|          |   |                                                                                                                                                                                                                                                                                                             |
|----------|---|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Modulo   | : | The graphics (character data) for the characters are organized into lines. First comes the top line of all characters, then the second line and so on... This value represents the number of bytes needed for each line.                                                                                    |
| Tall     | : | The font is specially designed for high resolution screens with no interlace. (Each pixel is only half as wide as it is tall.)                                                                                                                                                                              |
| Wide     | : | The font is specially designed for low resolution screens which are interlaced. (Each pixel is only half as tall as it is wide.)                                                                                                                                                                            |
| Reverse  | : | The font should be printed in the opposite direction (right to left).                                                                                                                                                                                                                                       |
| Design   | : | If you have designed the font for the size specified in the "tf_ YSize" field this flag should be set. If a program has constructed this size of the font the flag should not be set. (The graphical quality of a Constructed font is usually not as good as a font which has been designed for this size.) |
| Type     | : | The fonts can either be 'Fixed Width' or 'Proportional'. Proportional fonts are ones where the width of each character will vary depending on how wide the character is itself. The box containing an "i" will (usually) not be as wide as a "w" for example.                                               |
| Users    | : | Several programs may use the same font simultaneously, and this value represents the current number of users. Each time the font is opened by a program this value is increased, and each time someone closes the font this value is decreased.                                                             |
| Location | : | Tells us whether the Font is located on Disk or in Rom.                                                                                                                                                                                                                                                     |

## 1.8 Development History

History  
~~~~~

* indicates a new feature.

v1.0 - Based on an Arexx program which I wrote a while ago.
 - Now completely coded in C.
 - First Public Release.

v1.01 * Added intuition menus.
 - Bug fix: If the font requester had not been used and the
 program was quit then a guru would occur. Simply because,

the program was trying to free a buffer for a non-existing requester structure.

- v1.02
 - Minor changes to the GUI. Tidied up some of the string gadget locations.
 - Cleaned up intuition loops. All similar controls use the same function instead of one for each.

 - v2.0
 - * Requires Kickstart v37+.
 - * Complete re-write. Now has font sensitive interface.
 - * Everything is now using proper gadtools.library calls.
 - * Font styles adjustable from main window.
 - * Added Change FONTS: dir option.
 - * Automatically senses the screen font in use and presents data on it when the program begins.
 - * Font requester remembers last selected font.
 - Various slight changes to displayed data.

 - v2.1
 - * Added Public Screen switching.
 - * Added Pull-Down menus.
 - Bug fix: On some systems the requesters would refuse to open on anything other than the Workbench Screen. This has been fixed.
 - Bug fix: Crashed on quitting if 'Use Screen' was selected and nothing was entered. Disabled 'Use Screen' until the listview has been used.
 - Bug Fix: Although FontView's initial data was the screen font of the public screen on which it opened, the sample displayer would only show topaz 8.
 - Bug Fix: If the Public Screen could not be located/used then the workbench was used but not brought to the front.
 - * Added a requester to notify if a screen could not be used.
 - Slight change to 'About' requester - gadget text.

 - v2.2
 - Bug Fix: Some of the earlier bug fixes had created problems of their own hopefully they are all gone.
 - * Re-worked the entire interface display.
 - * If no screen is selected from the requester, then the main window will still close and refresh itself. This helps avoid some of the updating problems it was having.
 - BugFix: A previous fix had stopped the font requester from using the last selected font as a default - and if it was canceled.

 - v2.3
 - * Added new font info items. Modulo, Baseline, BoldSmear, TallDot, WideDot, RevPath, Designed.
 - * Redesigned interface from scratch to accommodate new info items.
 - Standardized some of the requester titles.
 - Changed documentation to Amigaguide format.
-

- v2.4
 - * Moved font information to a seperate window which can be turned on or off. I found the info was only of interest on occasions.
 - * The main window now has a zoom gadget which allows the program to be iconified quite nicely. The menu functions and hotkeys still work whilst the minimized window is selected.
 - Changed menu layout slightly.
 - Bug Fix: Previous version had to close and reopen the main window if no screen was selected in the requester. This is no longer necessary.
- v2.5
 - * Added Fix Fonts function.
 - Moved all gui info to one source file - less work.
 - Stretched Font and Dir name gadgets - to allow for longer names.
 - Bug Fix: The assign routine wasn't working perfectly. changed to running the external Assign command. The assign routine in earlier versions can cause some real problems in a multi-tasking environment. Make sure the assign command is in your c: directory.
 - Made FontView shareware. Added appropriate requesters.
 - Changed Menu Item 'About' to ? instead of A as per g/lines.
 - All windows now have zoom gadgets to make them easier to get out of the way if so required.
- v2.5a
 - Added failure requesters for incorrect kickstart and reqtools versions. Now when run on anything less than Wb2.0 the program will give a 'Requires Kickstart v37+' requester instead of just quitting silently, and a 'Requires reqtools. library v38+'.
 - Slight changes to some requesters.
 - There seems to be a problem with earlier releases of v38 reqtools and the font requester. I have been unable to track this down, but using at least v38.1248 fixes the problem.
- v2.5b
 - Minor update due to my mail addresses changing.
- v2.5c
 - FontView double-locked the workbench screen but didn't release both locks when it quit. This resulted in other programs being unable to close and re-open the workbench screen because intuition thought something was still open there. :(Now fixed... :)

1.9 Program Credits

Credits

~~~~~

FontView v2.5c was created using the following software packages:

Lattice SAS/C v5.10a      © SAS Insitute.

---

|                      |                        |
|----------------------|------------------------|
| GadToolsBox v2.0     | © Jan Van Den Baard.   |
| Regtools.library v38 | © Nico Francois.       |
| Cygnus Ed v3.5       | © CygnusSoft Software. |

Thanks To:

Max Gunsberger for his requests/suggestions and bug reports.

Registered Users:

Max Gunsberger  
Arthur Sawilejski  
Fred Mauloni

## 1.10 Registration

### Registration

~~~~~

As mentioned elsewhere in these documents, if you wish to continue using FontView then please consider registering. Although, nothing is disabled in the unregistered release, a small donation would be greatly appreciated.

If you wish to continue using FontView, then \$AUD5 (Australian Dollars) is the suggested amount, although I will accept larger figures of course. :) Those that send the \$5 will receive a personalised version of FontView, without the reminder requester's.

Those that wish can also have FontView compiled to suit their CPU. By all accounts, using a version compiled for the faster machines does speed up program operation somewhat. I am in no position to verify this, but I will send a 68000 version as well just in case any problems occur.

Registered users can receive updates of FontView by simply sending a floppy disk and return postage. I will send the most current version of FontView as soon as possible. If I am working on a significant update I will retain the disk and send it when the update is finished.

Send all relevant details to me along with your money. I will not be responsible for chasing you if you don't tell me your address. Be warned, I will pocket your money and leave it up to you to get in touch.

Thanks for trying FontView and I hope the program meets your needs...

1.11 Possible Additions

Possible Additions To FontView

~~~~~

The following are just a few ideas I have for FontView. If you have any

---

ideas then feel free to drop me a line mentioning them.

- Print a sample of the selected font to the printer.
- Add TOOLTYPES to icon, allowing the user to choose which screen FontView first opens on, etc etc...

## 1.12 Contacting The Author

Author  
~~~~~

Send all bug reports, comments, registrations etc to:

Steve Banham
17 Denehurst Place,
Port Macquarie,
NSW, 2444
Australia.

FidoNet: 3:622/423.2
AmigaNet: 41:220/423.2
EMail: steveb@portmac.apana.org.au