

Instructions for Fontconverter

COLLABORATORS

	TITLE : Instructions for Fontconverter		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 20, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Instructions for Fontconverter	1
1.1	Instructions for Fontconverter	1
1.2	Inhaltsverzeichnis	1
1.3	Introduction	1
1.4	Program steering	2
1.5	Copyright	4
1.6	Author	4

Chapter 1

Instructions for Fontconverter

1.1 Instructions for Fontconverter

Fontconverter by Martin Hoffmann

Version 1.0 fom 9th April 1996

Works on Amigas with Kickstart 1.2 or higer

Table of Contents

Introduction

Program steering

Copyright

Author

1.2 Inhaltsverzeichnis

MAIN Instructions for Fontconverter

1. Introduction
2. Program steering
3. Copyright
4. Author

1.3 Introduction

This Programm is a powerful Fontconverter, wich can convert Pagestream Fonts to tree dimensional objects as used in Videoscape 3D or Cinema 4D it has a comfortable user-interface to make it very easy to use this pogram. The font data in the Pagestream fonts is only the shillette of the characters, so the program has to divie them into triangles for use in 3D programmes.

1.4 Program steering

The program has some menus for easy use. They are in detail:

Project:

This menu contains all functions for loading/saving etc.

Load font

A requester appears and you can choose a font from any of your devices (Floppy, Harddisk etc.) to load into this program. Please be sure that the font must end with .dmf and a file with the ending .fm is available.

Set 3D savepath

A requester appears and you can choose a Path, the Program will save the data during conversion to. If you also enter a name in the requester, this name will be the used as the filename (but endig with the choosen pattern). If no savepath is set, the program will save the data in the ram: device.

Start conversion

Starts the conversion of the characters between first charcter and last charcter displayed on the gadgets. Is exactly the same as the gadget with this name.

Preview

A window will open, and show all charcters loaded in memory. Of course not all of them have enough space on the screen, so only 48 are diplayed, starting with the capitals and you can move up or down the display to have a view on all of them.

Info

Gives a short info about this program

Quit

This will leave the program.

Save Format

This menu is for setting the format, the data will be saved.

Videoscape Bin

The data will be saved in videoscape binary format

Videoscape Asc

The data will be saved in Videoscape ascII format

Cinema 4D

The data will be saved in Cinema 4D format

C4D Subobjects

The data will be saved in Cinema 4D format. All sides will be in own subobjects. The Advantage is, that atributes of special faces can be changed easily. The disadvantage is, that much more memory will be used.

Asc.XYZ

The name of the outputfiles will be added the AscII code in decimal and

.XYZ, which depicts the format of save. (e.g. 65.ASC is the capital A saved in Videoscape ASCII format). If no savename is set, this will be the only name.

Asc

Same as above, but without the .XYZ

Character

Same as above, but not the decimal ASCII code is the name, but the Character itself. Warning! Not all of the characters can be used as a correct savename, so it would be best to use this only for Letters.

Characters

This menu makes it easy for you to choose certain ranges for conversion without searching in an ASCII table for the correct beginnings and endings.

Language

You can choose a Language, the program will work with (english is also available)

Now to the gadgets:

I will explain them roughly from the left to the right.

Simple, Extrude, Edges:

The three possibilities to save a character.

Simple is only a plane object.

Extrude is a thickened object with two sides, and faces they are connected with.

Edges produces also edges to make the character more interesting.

The best is to try what happens, and you will see.

Testtext:

You can enter a testtext here to see how the characters look like. (this is also possible with preview but here they will be shown more detailed).

First character:

The ASCII code of the first character to be converted.

Last character:

The same for the last character.

Depth (only with extrude and Edges)

The depth of the character in Z-axis. This value is a percentage of the size. Useful is a value about 10-20%.

Inside

Will shrink the character to the inside without changing the size. Only useful if you want to produce edges on very fat characters. Warning! it is possible that the character is unconvertible if you set this value too high - use only if really necessary. Useful values are 0 to 20.

Outside (only with edges)

Will blow up the silhouette of the character and produce edges. There are no limits, but best looks something between 10 and 40.

Depth (second gadget only with edges)

The deep of the faces (try and you will see). Maximum Value is 50 % for the halve of Deep (the first Gadget).

Angle (only with edges)

The angle of the edges. This Value will be automatically calculated, when changing inside, outside, depth (I&II). Setting an angle will change the second depth.

Size:

The size (usually in meters) on the file.

Start Conversion:

Will start the conversion. A Window will appear and you can follow the conversion (sorry but it is the fastest as possible). This gadget will change to a make it possible to abort the conversion

Rough, Medium, Fine, X-Fine:

Selects how fine the curves of the characters will be divided to make best results. The testtext will also change to show you the effect.

Sizing gadget:

Changes the size of the window and the shown testtext.

1.5 Copyright

All Rights for this program are reserved. But this program can be freely copied for personal use. I am not responsible for any damage done by this program.

I hope this Instructions are clear enough, so you can easily use the program. If you have more ideas for this program or want something to be improved, (or you have found an program error) be free to write to me. If you like the program and have enough money to send me, you can send me a donation for this wonderful program. You are not forced to do this, and I recommend not to do it if you are student as I am, but I would be glad if my work would be rewarded. Write to the Author

1.6 Author

Martin Hoffmann
Löherweg 10b
80997 München
Germany
E-Mail: 00149488@fhmrz4.rz.fh-muenchen.de

enjoy this program!
