FONT MONSTER

A TrueType & Type1 font multi-utility.

v3.2 (SAMS) / 8 August 1993

Program and documentation written by Steven Fox.
Published and copyright © 1992-1993 by:
Leaping Lizards, Taipei, Taiwan, R.O.C.

This program is shareware, it is not free. Please register today.

Using Font Monster

What Font Monster does

Installing Font Monster

What's new in v3.2

Using font groups without Font Monster

Registering Font Monster

Author's comments:
Why is this version of Font Monster "politically correct"?

Why "politically correct"?

Due to comments from certain critical BBS's, on-line services, shareware vendors, font vendors, and registered users, I have decided to disable certain functions in the shareware version of Font Monster in order to have it more widely distributed. Copyrights, Trademarks, Vendor IDs, and protection levels will no longer be able to be edited in the shareware version of Font Monster. Registering will allow these fields to be edited.

Although this goes against my own policy against "crippleware", I hope it doesn't discourage you from trying Font Monster. It shouldn't. I've stated from the very first release that Font Monster was not designed to "hack" fonts, and I do not encourage anyone to do so using Font Monster or any other utility.

What's new in v3.2

A maintenance release from the last major release, v3.1. Use the browse buttons to see a detail of the release history. Here's the major changes at least:

- A lot more editable Type1 font data, including kerning pairs.
- Internationalization. Allows you to edit all string data, in all languages, in a font; and install a font in a language other than English.
- UNICODE (DBCS) support for far-eastern language fonts is now fully implemented.
- Minor bug fixes.
- Improved memory and system resources management, and optimized the code, for faster and more reliable performance.
- Improved printer support.
- Made some dubious fields non-editable in the unregistered version.

Release notes v1.0: December 1, 1992

- In an effort to get this utility finished and distributed as quickly as possible, the file FMONSTER.TXT, will serve as the documentation as well as the HELP file.

Release notes v2.0: March 1, 1993

- (TTF) Fixed bug in "SmartLink" which turned off "Regular" style if styles other than Italic or Bold were selected, and the opposite.
- (TTF) Fixed bug so that all tables are always saved on 4-byte offsets.
- (PFM) Fixed bug which caused the Type1 form to be hidden if Font Monster was associated with the "PFM" extension and started by double clicking on a **.PFM** font with File Manager.
- (PFM) Fixed bug which tried to use TTF font name instead of PFM font name, in the dialog box which asks if you want to save changes. Whoops!
- (TTF) Added a whole bunch of new font parameters to edit, for what it's worth. Mostly EmUnit related stuff from the "OS/2" table. Also some stuff from the "post" table.
- (TTF) Changed most radio buttons to drop-down menus to conserve space. This also relieved Font Monster of an annoying bug in VB with redrawing the buttons.
- (TTF) Brought items which I thought would be most important, or at least more interesting, to the main form. Bumped less important stuff to the second form.
- (TTF) Added code which appropriately sets the Monospaced flag in the "post" table.
- (ALL) Added configuration dialog box.
- (ALL) Added code for registering the program, and writing **FMONSTER.INI** file. **FMONSTER.INI** file is enabled only for registered users.
- (ALL) Removed Common Dialogs and replaced them with custom dialogs which preview font names. This also means CMDIALOG.VBX is not needed anymore.
- (TTF) Added code for computing correct checksums for each font table, and the overall checksum in the "head" table, in an attempt to make Font Monster conform to the TrueType specification. This was a real pain because Visual Basic lacks UNSIGNED LONG integers, which is what is required to compute the checksums, and the fact that each LONG had to translated from Big Endian byte ordering, and eventually the checksum had be written back as Big Endian. Subsequently, since the process of converting and computing the checksums takes some time, even on fast computers, and since correct checksums are not actually required by Windows 3.1 or System 7, I made it an option which can be enabled/disabled.
- (ALL) Recompiled and optimized code for Visual Basic 2.0. There will not be a VB1.0 compatible version. Switching to VB2.0 meant I no longer need to include the INSTSCRL.VBX file. Despite the optimization, the EXE file size has grown considerably due to the addition of new subs.
- (TTF) Added option for installing **.TTF** files to SYSTEM directory, just like what Control Panel does.
- (TTF) Fixed bug which didn't delete **WIN.INI** TrueType entries if they had previously been installed in the SYSTEM directory.
- (TTF) Found bug in fonts converted by FontMonger 1.0 where PANOSE(Weight) byte is set incorrectly. Font Monster will now deal with it by simply leaving the field blank. If unchanged by user, the buggy byte gets written back to the font as 0. The bug seems to have no effect on the font though.
- (TTF) Cured a troublesome bug. Font Monster v1.0 would occasionally not allow a user to open a font, for no apparent reason. A work-around was suggested in Font Monster v1.0; open another font, then try to open the one you want again. This bug occurred whether DOS's **SHARE.EXE** was installed or not. In this version I've added the keyword "Shared" to all file open statements which seems to have solved the problem. Probably causes others, but so far so good.
- (ALL) Fixed bug which had allowed the program to be closed by Program Manager without first asking to save changes. Now any attempt to close Font Monster when a loaded font's data has changed will return a "Save Changes" dialog box.
- (TTF) Changed terminology for the Weight Class. It now corresponds with the Microsoft Access weight terminology. Hopefully this will prove to be a standard. Exception: "Regular" was not changed to "Normal", as it's called in Access. Perhaps Microsoft thought "Normal" would be easier to understand than "Regular", but the TrueType spec. always calls it "Regular", in fact it requires it. Saying "Normal" in the Weight menu but "Regular" everywhere else would cause confusion, so I'm gonna leave it this way until convinced otherwise.
- (TTF) Added WeightClass to "SmartLink". Selecting a weight from the Weight Class drop-down list box will also insert the text in the STYLE string data box. This was done in hopes that future

applications will begin to support the additional weight variations, such as Microsoft Access.

- (PFM) Fixed bug reading the Copyright string data of some fonts. This was due to the fact that at the time of Font Monster v1.0's release I had no documentation whatsoever about Type1 font files and had to reverse engineer the PFM. Actually, I still don't have any documentation.
- (ALL) Modified the view window so that the control box can be moved, or temporarily removed, by the user. Also made the view window move to the back if it's maximized when the exit button is pressed, instead of being hidden.
- (GROUP) Added the font group code.
- (ALL) Improved the appearance of the button bar on all forms. Changed the icons on some buttons.
- (ALL) Rewrote documentation. Made real Windows Help file.
- (GROUP) After release of the v1.99¼ beta, made changes to greatly improve the speed of Type1 installation from a font group. Also fixed a number of bugs reported by beta testers, and added most of their suggestions. Big thanks to Eric Luijer, Carlos McEvilly, and James Thomas in Taipei for beta testing.

Release notes v2.0a: March 3, 1993

Concentrating on the font group feature caused me to overlook a few quirks in other parts of the program. Fortunately, nothing major, but perhaps I should have named it "v2.04c"!

- Some buttons will randomly stop responding to clicks. Check out Known bugs for details.
- The "Delete font" button on the main TrueType window becomes permanently disabled after deleting a font, however, the View window's "Delete font" button works. This was simply a bug in the code.
- Fixed a weird bug where Font Monster created "ghost" 0-byte files in other directories, when trying to extract the name of a font, which, by the way, it would fail to do. This only would occur though if a font was "Opened", then the font group function was used and the path was changed, then returning to the font edit window and opening another font.
- Removed a bogus line in the code which made it impossible to scan through the files in a directory list box using the cursor up and down keys.
- Fixed bug which wouldn't allow you to save an unnamed font group while quitting Font Monster.
- Accidentally found an obscure bug which caused the "MORE" window to remain on the screen while editing a Type1 font.
- Changed several of the DDE commands in a futile effort to improve DDE communication with Program Manager. It's still buggy. The only change worth mentioning is Font Monster will now create the **FMONSTER.GRP** file specifically in the WINDOWS directory, instead of the default directory.
- Lowered the 3D height of all buttons just for the hell of it.
- Added a switch to turn ATM on or off before restarting the system.
- Last, but not least, the README.1ST file claimed registration was only $5, a sloppy cut-and-paste from the "Ouija For Windows" README.1ST file. I supposes this proves I shouldn't try to work on two projects simultaneously.

Release notes v3.0: May'ish, 1993

- Actually this was a beta of what became v3.1. I messed up and forgot to put the word "BETA" in the **FMONSTER.EXE** and it subsequently got downloaded from a local BBS to points unknown. So to avoid confusion, the released version became v3.1 (it DOES have a nice familiar ring to it too).

Release notes v3.1: June 6, 1993

- Did some minor redesigning of all the windows. Mostly in an effort to keep a more uniform appearance among all the windows and buttons. Most noticeable are the buttons -- smaller still. At 1024x768, these buttons are just about as small as they can get.
- Added a single character entry window on the View window's movable control panel which allows you to directly enter a character for display. Also made the panel slightly smaller by overlapping the "TEXT" and "CHAR" controls.
- Added multimedia sound effects to nearly every button as well as startup and shut down. Attached sounds can be added and changed with Windows' Control Panel. I made an optional sound kit which will do all the dirty work of initially writing to the **WIN.INI**, and it includes some nifty samples from James Brown, StarTrek, old commercials, and cartoons.
- Added "KEEP" which creates a small "always on top" window of the currently viewed font. Useful for comparing similar fonts.
- Added "GRID" which is in fact not a grid but a table of all the characters in the currently viewed font. It will automatically resize itself if the window size changes.
- Changed the font "GROUP" function to use drag and drop exclusively. Removed the "<-ADD" and "REMOVE" buttons. Initially tried to implement drag and drop like File Manager or Norton Desktop but VB can't seem to do it 100% accurately. The best way seems to be to make a drag occur when the right mouse button is pressed.
- After several user requests, I added some print functions. In this version they're a little bare bones, but they'll do for now. Still, they offer some distinct advantages over other font print utilities. It's paper size independent -- whatever paper size you have in your printer, and whatever orientation, Font Monster will scale it's graphics accordingly. Not everybody uses US LETTER "8 1/2 x 11" paper you know! The user can easily stop a Font Monster print job -- while some other VB font print utilities claim you can't stop printing, I don't see what the problem is, although the stop button does take a few seconds to react at times. Additionally, I added a feature for pausing between pages, because there definitely does appear to be a problem with VB printing with a lot of fonts where the printer just says "Enough already!" and bails out. Pausing lets you pace your printer. Finally, you can optionally print out all styles separately, or just the Regular style of each font. Additional note: the "PRINT" functions have managed to increase the size of the FMONSTER.EXE considerably, bummer.
- Added a flashing neon sign "-----Unregistered-----" to the title bar of all top level Font Monster windows. Registering will turn off the sign! I hate nag screens, so this seems to be a relatively non-obtrusive alternative to that. In addition, whenever a print job is started, a simple registration form will come out first if the program is unregistered. You could argue that this is not "green" and wastes paper, but remember, it's you who is helping clear-cut yet another rain forest by using an unregistered program.
- Following a user request, I added a font group linking function.
- Added a permanent or temporary TrueType install option to font groups.
- Redesigned and re-edited the help file, added "segmented-hyper-graphics" for easier navigating. It more than doubled in size! Well, I guess that's progress.
- Added option to FMONSTER.INI to prevent the automatic associating of .TTF and .PFM files to Font Monster, if desired.

Release notes v3.2: August 8, 1993

- After numerous comments from users, changed the "EXIT" button to a curvy arrow to better indicate that it merely closes the window and does not quit the program.
- Changed the "MORE..." button to an arrow.
- Optimized Font Monster to better utilize memory and resources, and load a lot faster. Now all "forms" not in use are unloaded, and are only loaded when needed. A minor drawback is now forms must be loaded from disk if they aren't already in use, which can cause Font Monster to appear to be slower than before when opening a font.
- Changed the startup window so it does not show button options that are not initially possible, such as "SAVE", "UNDO".
- Added VB's limited support for Microsoft's **CTL3D.DLL**, to give Font Monster that "Windows 4.0" look in the Message Boxes and Common Dialog boxes..
- Added more editable Type1 font data. A lot more. Had to add a second window full of new stuff. Actually, I totally rewrote all the Type1 edit code.
- Fixed bug with 16 color drivers where disabled grey text would disappear.
- Fixed bug in GROUP window which caused Font Monster to crash sometimes when no font groups exist.
- Modified VIEW window's GRID display, to give it a more 3D sort of appearance.
- Changed the CNFG window quite a bit, added several previously unavailable options.
- Added code to allow individual editing of all international language, and all platforms, of string data contained in a TrueType font.
- Added code to select a default language and specific platform, which Font Monster will search for when it opens a TrueType font. If both the language and specific platform are found in a font, Font Monster will install and display the font's name as used in that table.
- Fixed bug related to converting true UNICODE TrueType font name tables. DBCS name tables will now translate correctly when running Font Monster under Chinese Windows 3.1, Japanese Windows 3.1, or Korean Windows 3.1.
- Optimized code for saving edited TrueType fonts. Depending on the size of the font, the speed increase may be as much as 1000%.
- Finally got around to optimizing the code for retrieving the font name from TrueType and Type1 fonts. This dramatically speeds up the Font Group utility, among others.
- Text fields will now automatically select all the text when the cursor is initially placed in the field.
- The code for computing TrueType checksums has been optimized, about 500% faster.
- Changed all the blue colored captions to an identical looking, but different, blue. I found the palates of some video drivers made my original blue colors look black.
- Fixed trivial bug which occurs when installing TrueType fonts to SYSTEM directory when it's already in there.
- Fixed bug which prevented font groups from using the first eight characters as another group. Now each group gets a unique, randomly generated, file name.
- CMDIALOG.VBX returns again, this time to support printer setup and selection.
- Got Visual Basic 3.0 at the last minute, so I decided to compile using 3.0 but not take advantage of the nifty VB3.0 features this time. Curiously, VB3.0 doesn't appear to make Font Monster run any faster.
- Thanks to Philip Diller at Pristine Translation in Taipei for beta testing this version.
- Recompiled the .EXE and .HLP to clearly indicate this is the version included in a book published by SAMS Puublishing. Fixed a small bug in the font groups while I was at it.

Program Manager vs. Norton Desktop

If you are using Norton Desktop v2.0 instead of Program Manager you will have no problem using Font Monster v3.2. Any references to Program Manager or File Manager in this documentation also apply to the Norton Desktop.

A couple minor bugs have been found when creating font group icons with Norton Desktop. Check out Known bugs for details.

Upgrading from Font Monster v1.0

Delete the **FMONSTER.TXT** file. Also delete **INSTSCRL.VBX** and **VBRUN100.DLL**, unless other Visual Basic 1.0 programs you are using require them. Copy the new **FMONSTER.EXE** over the old one, and copy the new files, **FMONSTER.HLP**, and **FMHELPER.DLL**, to the same directory. Replace the **THREED.VBX** and **CMDIALOG.VBX** (in your **WINDOWS\SYSTEM** directory) with the newer versions supplied here. Copy the **CTL3D.DLL** to your **WINDOWS\SYSTEM** directory.

Don't forget, you will need the Visual Basic run-time library, **VBRUN300.DLL**, in your **WINDOWS\SYSTEM** directory as well.

Upgrading from Font Monster v2.0/v2.0a

Copy the new **FMONSTER.EXE** and **FMONSTER.HLP** over the old ones, and copy the new file, **FMHELPER.DLL**, to the same directory. Replace the **THREED.VBX** and **CMDIALOG.VBX** (in your **WINDOWS\SYSTEM** directory) with the newer versions supplied here. Copy the **CTL3D.DLL** to your **WINDOWS\SYSTEM** directory.

Don't forget, you will need the Visual Basic run-time library, **VBRUN300.DLL**, in your **WINDOWS\SYSTEM** directory as well.

Upgrading from Font Monster v3.1

Replace the **FMONSTER.EXE, FMONSTER.HLP, FMHELPER.DLL** files with the new versions supplied here.

Also replace the **THREED.VBX** (in your **WINDOWS\SYSTEM** directory) with the new version supplied here.

Copy the **CTL3D.DLL** and **CMDIALOG.VBX** files to your **WINDOWS\SYSTEM** directory.

Don't forget, you will need the Visual Basic run-time library, **VBRUN300.DLL**, in your **WINDOWS\SYSTEM** directory as well.

Installing Font Monster v3.2

Font Monster v3.2 requires Windows 3.1. It will not run in Windows 3.0 or OS/2 2.0. Beta testers report that Font Monster works fine in the recent beta WINOS/2 v2.1. If you own Adobe Type Manager (ATM), Font Monster will automatically detect it and act accordingly, but Font Monster will work fine without ATM otherwise. It is recommended that you always have TrueType fonts enabled, do so from Windows' Control Panel.

The first time you run Font Monster it will tell Windows to associate Font Monster with the file extensions **.PFM**, **.TTF**, and **.FM!** by automatically editing the **WIN.INI** file. This will enable you to click on any file ending with these extensions, using File Manager, and Font Monster will start up and present that font's data on screen right away. Files with the **.FM!** extension are not fonts, they are Font Monster's font groups which must be kept in the same directory as the **FMONSTER.EXE** file.

FMONSTER.EXE

The main program. Copy this to wherever you like. You can assign it an icon in Program Manager using the usual procedure.

FMONSTER.HLP

This help file. Make sure this is located in the same directory as **FMONSTER.EXE**.

FMHELPER.DLL

Contains some C language code and resources needed by the main program. Make sure this is located in the same directory as **FMONSTER.EXE**.

FILE_ID.DIZ

This is only used by some BBSs to describe Font Monster. You don't need this file installed on your hard disk, it can be safely deleted.

README.TXT

This text file contains a basic description about Font Monster and how to install it on your hard disk. Since you are reading this help file now you can safely delete the file.

The following files must be installed in your **WINDOWS\SYSTEM** directory:

VBRUN300.DLL

The Visual Basic 3.0 run-time library, not included in the Font Monster **.ZIP** archive. You may already have it if you have other Visual Basic 3.0 programs. It is available for free on most BBSs, or from wherever you got **FMONST32.ZIP** from.

THREED.VBX

An additional Visual Basic file needed by Font Monster v3.2. This file manages all the nifty looking 3D effects, and it also gobbles up a hefty chunk of your system resources while Font Monster is running.

CMDIALOG.VBX

An additional Visual Basic file needed by Font Monster v3.2. This file allows you to setup and select a printer while running Font Monster.

CTL3D.DLL

Microsoft's 3D effects .DLL. Microsoft claims that Windows 4.0 will use the effects in this DLL. Anyhow, Visual Basic doesn't actually support it except when making MessageBoxes and Common Dialogs.

Moving Font Monster to another directory

The next time it starts, Font Monster will detect if it has been moved and automatically re-associate itself to its new location. Remember to move **FMONSTER.HLP**, **FMHELPER.DLL**, and all the **.FM!** files

as well.

What Font Monster does for you

Font Monster is a multi-purpose font utility. It's ultimate goal is to be an all in one monster of a utility for font fanatics. It's primary intention is to cover ground that other utilities (shareware and commercial) missed out on, or didn't implement very well.

- Font Monster allows you to edit TrueType and Type1 font data. Not the glyphs and stuff, but all the stuff which Windows uses to recognize a font, like the name, the weight, the style, etc., plus lots of esoteric stuff that you probably will never need to touch.
- Font Monster lets you preview TrueType fonts before they are installed. If you decide to install a font you are previewing you can also install it with Font Monster, or later un-install it, or even delete the font file from your disk.
- Font Monster manages your **INI** files. When you install or uninstall a Type1 font, Font Monster automatically makes all the necessary changes in your **ATM.INI** and **WIN.INI** files. When you install or uninstall a TrueType font, Font Monster automatically changes your **WIN.INI** file.
- Font Monster manages your font files. When you install, uninstall, and delete fonts, Font Monster will take care of all the dirty work.
- Font Monster can create font groups. These are special macro files containing a list of fonts to install. Activating one of these font groups will optionally uninstall the currently installed fonts, then install the set of fonts listed in the group. You can create as many of these font groups as you like, for all your various font situations. Font groups can even be saved as an icon in Program Manager and can be activated simply by clicking on the icon, thus eliminating the need to start up Font Monster each time you want to change fonts groups.
- Font Monster prints font samples and entire font catalogs. This can be extremely useful for finding a particular font, or to see how a font looks when printed. It's also useful for finding a particular character in a dingbat font.
- If you are a font designer using Fontographer or FontMonger to design your fonts, you can use the registered version of Font Monster to add your own trademark and copyright notice, as well as remove or change any of the string data those commercial programs automatically insert.

What Font Monster does not do
Some examples for using Font Monster

What Font Monster does not do

Font Monster does not do everything. Sometimes this is for the better, sometimes not:

- Since TrueType and Type1 (using ATM) are the only real Windows standards, Font Monster won't support other type managers or font types. OS/2 users should note that Font Monster will not edit Type1 **.AFM** files, the standard file format used by OS/2 ATM.
- Changes you make to a font using Font Monster **WILL NOT IN ANY WAY** change the shapes of the characters on screen or as printed. Information such as kerning and hinting is simply copied byte-for-byte from the original font file. To edit the shapes of the characters you will need something like FontMonger, or Fontographer, or AllType.
- Font Monster does not modify your fonts if you use the PRINT or GROUP features. The only way Font Monster will modify a font is if you use the font edit functions and change the data yourself, and then save it. In all other respects, Font Monster behaves like any normal Windows application, and is as likely to damage your fonts as, say, Microsoft Word.
- Font Monster is intended for personal use only. You should not use Font Monster to rename someone else's fonts and then sell them as your own, this is illegal. But if you do so, be aware that Font Monster does not change all the data in a font which identifies it to its original creator.
- Font Monster does not convert fonts from one format to another.

Why should you use Font Monster? Some examples:

Here are some common situations the average font fanatic, such as yourself, might come across:

- Let's say you have two different fonts from two different font vendors but **both fonts have the same name**. Windows will have no way of telling the difference which is which. By renaming one font, Windows (and you) will be able to call up either font.
- How about if you copy some fonts over from the **Apple Macintosh**? The Apple naming scheme can sometimes be quite weird. For example, take the fonts named *"Ren&Stimpy Bold 001.002"* & *"DavysRudeSymbols 10/23/91"*. Both of these names include some extra information which you don't want and it also confuses Windows when it tries to select the style variations in the font's family. Renaming the fonts will take care of this.
- **Word For Windows 2.0** tries to be so smart when you want to insert a symbol or a bullet. It will only allow you to select from those fonts in your system which are marked as **symbol fonts**. What can you do if you want to use a font which isn't a symbol font? Good luck, Word doesn't make it very easy for you. Use Font Monster to mark the font as Symbol and from then on Word will put it in its Symbol menu. This same situation also applies to **CorelDRAW!.**
- Some fonts, particularly Type1 fonts, are designed with Style formats incompatible with Windows. You may have Regular, Bold, Italic, and BoldItalic versions for a particular family but you may not be able to choose them the usual way, for example Ctrl-B for Bold, Ctrl-I for Italic. Instead you are forced to choose, for example, *"Simpsons Bold"* or *"Simpsons Italic"* from your font menu. This is because the styles were all marked as Regular when they were produced. Use Font Monster to set the **correct Style and Family Name** in each font. Then you can have one menu entry, *"Simpsons"*, and choose the styles in your word processor the usual way.
- Many font vendors (and also some applications, **CorelDRAW!** is a good example, which bundle fonts with their programs), for legal reasons change the names of the fonts to something similar, but **not the font's official name**. Renaming the fonts to their official names can help you better organize your font collection.
- Font Monster lets you **preview TrueType fonts**, even if they are not installed yet. If you like what you see you can install the font permanently with Font Monster. If you don't like a font you can also un-install fonts from Windows with Font Monster, and even **delete the font files** from your hard disk.
- If you have **a lot of fonts installed at once** you probably know how slow Windows takes to startup, and then how slow some applications take to get going, like **PAGEMAKER 4.0**. Use Font Monster's font group feature to create smaller groups of fonts, which you can install before you open a project that requires specific fonts. For example, you might be laying out a newsletter which requires 14 fonts, and then later you might work on a poster which requires 10 totally different fonts. Simply create two font groups containing the fonts needed for each project. Then as you switch projects, simply click in the corresponding font group's icon to uninstall the unneeded fonts and install the new fonts. **You'll notice a remarkable difference in speed** when compared to having all your fonts installed at once.
- Font Monster now directly supports the additional **weight variations** implemented in Windows 3.1. At this time, the only other application known to support the additional weights is Microsoft's Access database. Once more applications support the additional weights, you can use Font Monster to rename the weights of your existing TrueType fonts.
- You can print a catalog of all your fonts, which will allow you to quickly find a particular font without having to see them on screen.
- You can print a page showing all the characters in a font. This is most useful for finding particular symbols in a dingbat font.

Using Font Monster

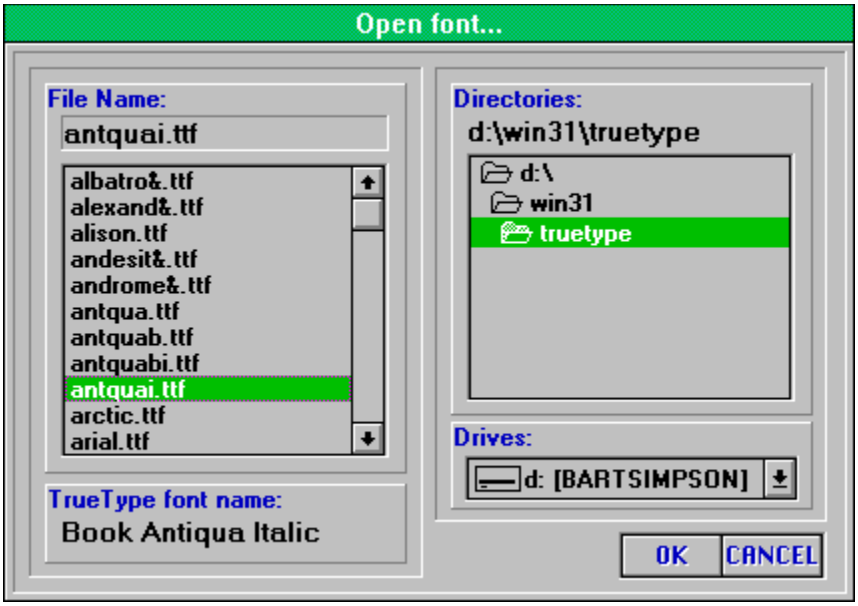
After the initial title screen you will see this:

TrueType font data window

Type1 font data window

Open a font

The directory list box works just like the familiar Windows common dialog box. It will list only fonts that have the suffix **.PFM** or **.TTF**, for Type1 and TrueType fonts respectively.



Shortcut: Ctrl-O

TrueType font data window

Type1 font data window

If a filename is clicked once with the mouse, the font type and actual name will appear here. This function is disabled when saving a font.

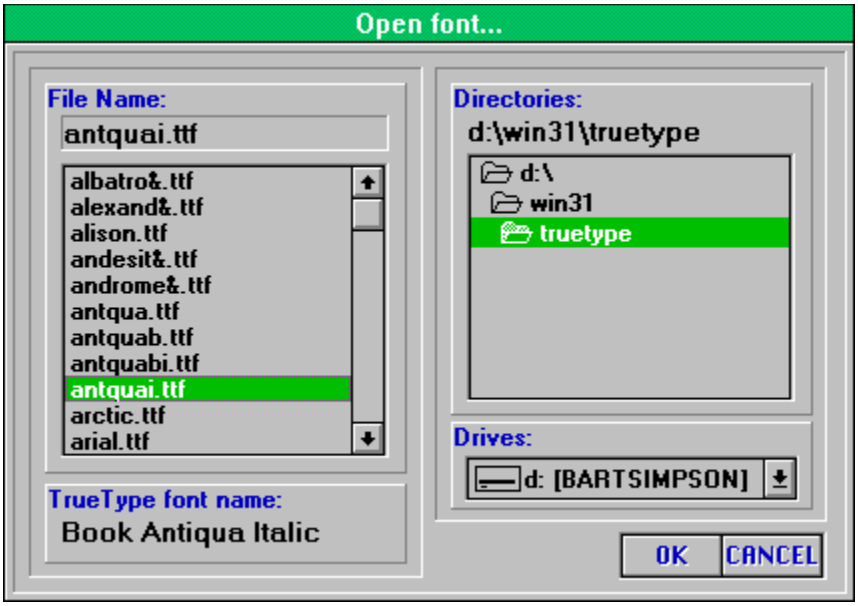
Double-clicking, or pressing the **OK** button, will open the selected font.

The current directory.

The current drive.

Save changes to a font

If you have made any changes to the font data you can save it either as an entirely new font file, or replace the original font file. Use the dialog box to select the directory and the filename.



Shortcut: Ctrl-S will save changes to the font to the **same filename** you opened, bypassing the "Save As..." dialog box.

Type1 only:
When saving a Type1 font you are only saving the **.PFM** file. If there is an accompanying **.PFB** file, it is not altered or renamed. If saving the **.PFM** file to a different directory, the **.PFB** is not copied. Note that Font Monster and Adobe Type Manager expect the filenames of the **.PFM** and the **.PFB** files to be the same, and they must reside either in the default ATM font directories or the same directory.

On an average 486-33:

- **Saving a Type1 font takes about 1 second.**
- **Saving a TrueType font takes about 3 seconds.**
- **Saving a TrueType font with checksums enabled takes about 6 to 10 seconds.**
- **East Asian language TrueType fonts, which often exceed 3 megabytes in size, may take 30 to 50 seconds to save, without checksums enabled.**

Undo

Press this button to restore all the original font data. If you have made changes and then saved the changes, this will only recall changes made following the last save.

Shortcut: Ctrl-U

Font view

Allows you to view installed fonts, and preview uninstalled TrueType fonts. Also allows you to install or uninstall fonts, or delete font files from your hard disk.

ATM users only:
You can not view uninstalled Type1 fonts, or Type1 fonts that you have installed during the current session. You will need to restart Windows before Type1 fonts can be viewed.

Double click here to hide this panel to allow you to get a good look at the font. Press any key to restore it.

Drag here to move this panel around the View window.

Maximize the View window to get a really good look at the font.

Minimize the View window to view windows underneath.

Closes the View window.

Keep a copy of the current font

For comparing fonts. Creates a small "always on top" window with a copy of the current font and text. Later you can open other fonts and compare them side by side.

Note that creating a Keep window uses enormous amounts of Windows' system resources. Do not create too many, and always close them when they are no longer needed.

This area displays the current font using the custom text or character selected on the controls panel.
You can not type directly on here.

Displays the name of the currently opened font. When you see:

- "Previewing font:" -- this means the currently opened TrueType font has not been installed.
- "Viewing font:" -- this means the currently opened font is already installed.
- "This font is not viewable:" -- this means the currently opened Type1 font is not installed, or can not be viewed because it was installed in the current Windows session. You can not preview Type 1 fonts.
- "No font is open:" -- this means you are looking at the Window's default font, MS Sans Serif. Font Monster uses this font whenever no font is currently open, or when a font could not be opened due to an error.

Display grid

Fills the View window with a grid displaying all the characters in the font. You can drag the small controls panel around to see characters hidden underneath it.

- The grid is relative to the current size of the View window. To get the largest grid, maximize the View window. The display point size will automatically adjust itself relative to the size of the grid.
- Grid uses the font Arial to display the labels in each character cell. If Arial is not found, Font Monster will use the Windows default bitmap font, MS Sans Serif.

Display custom text

Press this button to activate the custom text panel. If your copy if Font Monster is not registered, the Custom text will always say "Unregistered copy of Font Monster v3.2", but you can change it by simply typing something else in. The font you are currently viewing will be displayed using the text you type in here.

Note that this button toggles it's name between "CHAR" and "TEXT", and that the single character selection panel and the custom text panel replace one another depending on the state of this button.

For registered users only:
If you have selected Save configuration on exit whatever custom text you type here will be recalled the next time you use Font Monster.

Display single character

When viewing a font you can view single characters by sliding the Character slider between 32 and 255.

Note that this button toggles it's name between "CHAR" and "TEXT", and that the single character selection panel and the custom text panel replace one another depending on the state of this button.

For registered users only:
If you have selected Save configuration on exit your selected character will be recalled the next time you use Font Monster.

Single character entry

Click you mouse inside this small preview box and directly type in a character, or use the standard Windows Alt+0xxx technique.

For registered users only:
If you have selected Save configuration on exit your selected character will be recalled the next time you use Font Monster.

Font size

You can select the displayed size of the font you are viewing by moving this slider. The range is from 8 to 720 points.

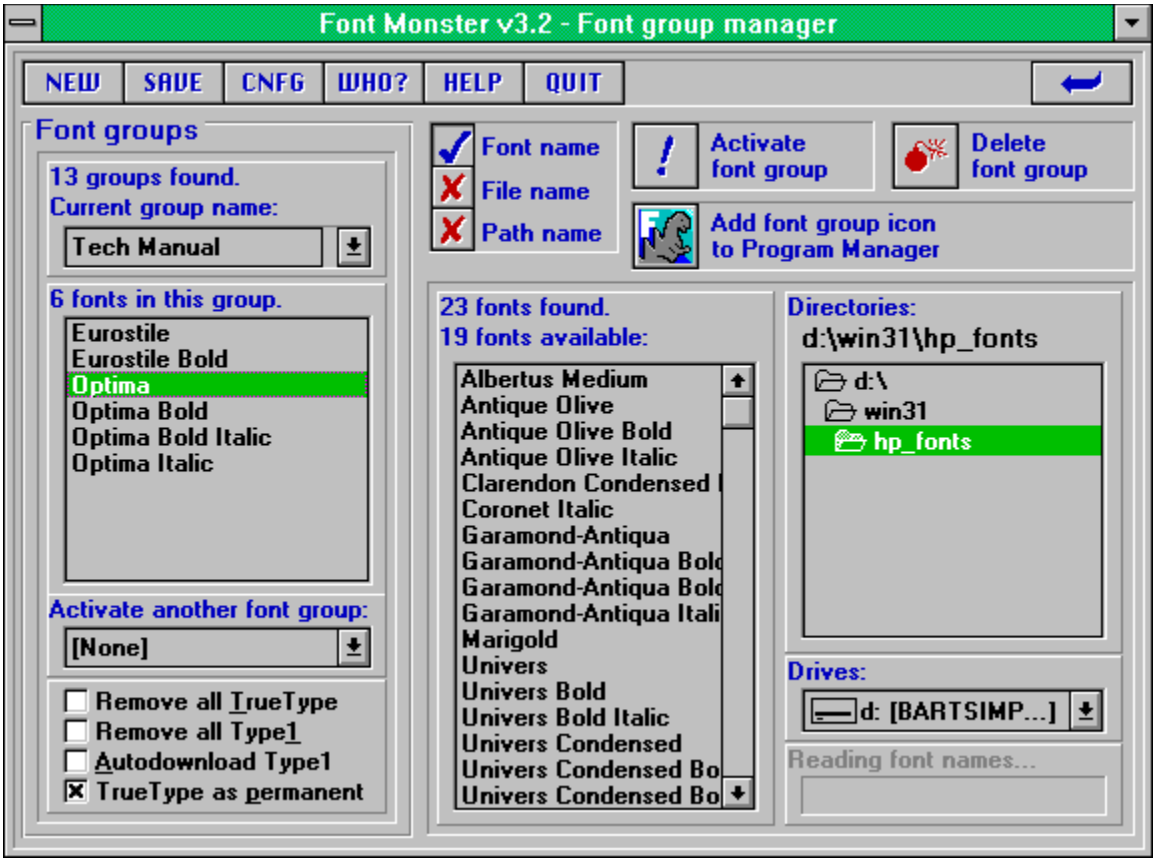
For registered users only:
If you have selected Save configuration on exit the current size will be recalled the next time you use Font Monster.

Exit

If the View window is maximized, this will send the View window to the back before returning you to the previous font edit window. Otherwise, the View window will be closed.

Font groups

Font groups are macros which allow you to automatically install and uninstall fonts, even without having to start up Font Monster. Create font groups for every situation where you need specific fonts installed.



Create a new font group

Creates a new font group. Note that when the font group window is first displayed, a new, empty, font group is automatically created.

Save changes to a font group

You must save changes before you can activate a font group. Font groups are always stored in the same directory as the **FMONSTER.EXE** file. Their file extension is **.FM!**. Their format is similar to the **WIN.INI** file, and they can be examined with a text editor, although Font Monster is capable of managing these files automatically.

This closes the font group window and returns you to the previous font window.

Current group name

To select an already saved font group, click on the down-arrow and a drop-down list will appear from which you can select an existing font group.

A group name can be up to 64 characters long. When you add the group to Program Manager, this name will appear under the icon.

How to add or remove fonts from a group

Select fonts in the list using the standard Windows method of using the left mouse button in conjunction with the SHIFT and CTRL keys.

You move the selected fonts to the other list by holding down the RIGHT mouse button and dragging to the other list.

When a font is added to a group, it is removed from the available fonts list. You can not add a font to a group more than once. This is why the values preceding "Available fonts" and "Number of fonts found" may differ.

When a font is removed from a group, it may or may not be added to the available fonts list. This depends on whether the removed font is located in the current directory.

Shortcut: Double click on any single font name in a list to move it to the other list.

Font group installation status

If a group fails to install a font (because it has been deleted, or moved, or renamed), or if the font is already installed, you will not see any error messages. This is done in an effort to keep user interaction to a bare minimum.

TrueType only:

- Note that Windows' Control Panel normally copies fonts to your **WINDOWS/SYSTEM** directory, Font Monster groups do not. Wherever the font was kept at the time it was added to a group is where Font Monster will expect to find it later when it installs it. So don't freak out Windows by trying to install a font stored on a floppy.

Type1 only:

- Font Monster automatically detects if Adobe Type Manger (ATM) is installed, and active, and acts accordingly when installing and uninstalling Type1 fonts. Font Monster will automatically install or uninstall the font to every Postscript printer installed on your system. Thus, if you don't use ATM and you have no Postscript printers installed, installing a Type1 font achieves absolutely nothing.
- If any Type1 fonts are installed or uninstalled by a font group, and ATM is active, you will be asked if you want to restart windows.
- Unlike ATM, Font Monster can install a Type1 font residing in any directory. Font Monster expects both the **.PFM** and **.PFB** files to have the same name, and to reside in the same directory.
- But a more likely situation for ATM users is that all their Type1 fonts were copied and separated into different directories by ATM when it originally installed them. Font Monster handles this gracefully by first determining the default directories ATM uses for storing fonts. Then if a user installs a **.PFM** file residing in ATM's default PFM directory, it will automatically install the corresponding **.PFB** file in ATM's default PFB directory. That is assuming Autodownload all Type1 has been enabled. Otherwise, only the **.PFM** file will be installed.

See also:

Using font groups without Font Monster
Tips and shortcuts

At any time, you can press this button to cancel any further installing or uninstalling by the font group.

Delete Group

This will delete the current font group's **nnnnnnnn.FM!** file from your Font Monster directory.

Add group to Program Manager

This will create an icon in Program Manager which represents your font group. The current group name will also be the name under the icon.

See also:
Using Norton Desktop
Using font groups without Font Monster
Tips and shortcuts

Activate another font group

Allows you to link font groups together. When an activated font group is finished installing, it will activate the font group indicated here. Likewise, if that font group is linked to yet another font group, it will be activated, and so on.

In general, this feature is not needed in normal situations. You can safely leave it set to "[None]".

Note that the options, "Remove all TrueType" and "Remove all Type1", if set in a font group, will not take effect if they are activated as a linked font group.

Type1 only:
The "Autodownload Type1" option for each font group in a linked series can be set differently in each font group. This can be an advantage in some situations where you can set up fonts in one group to be downloaded to a Postscript printer, and other groups not.

See also:
Tips and shortcuts

Remove all TrueType fonts

TrueType only:
When the current font group is activated, all TrueType fonts presently installed will be removed from the system. This allows you to create font groups that install either cumulatively or exclusively, and optionally, exclusively from Type1 fonts.

Remove all Type1 fonts

Type1 only:
When the current font group is activated, all Type1 fonts presently installed will be removed from the system. This will require restarting Windows afterward. This function allows you to create font groups that install either cumulatively or exclusively, and optionally, exclusively from TrueType fonts.

Autodownload all Type1 fonts

Type1 only:
This option will add the **.PFB** file to any Postscript printer entries in the **WIN.INI** file. This allows Windows to download the font as a soft font while printing. For example the following example does not autodownload the font:

```
softfont1=d:\win31\pfm\davyscat.pfm
```

The following example autodownloads the same font:

```
softfont1=d:\win31\pfm\davyscat.pfm,d:\win31\pfb\davyscat.pfb
```

TrueType as permanent

TrueType only:
You can create a font group whose fonts are active only during the current Windows session. The next time you start Windows, those particular fonts would not be active. The default setting, however, is "permanent", which installs fonts for the current session as well as later sessions.

View fonts in the list as their actual font name.

View fonts in the list as their file name.

View fonts in the list as their path name.

Displays the progress as Font Monster extracts the names of all the fonts in the currently selected directory.

Restart Windows
Return to current Windows session

Options for users of Adobe Type Manager (ATM) only.

ATM users only:
If you activated a font group which either installed or uninstalled Type1 fonts, or if you installed or uninstalled Type1 fonts from the view window, you will need to Restart Windows before the changes can take effect.

ATM users only:
You have the option of not restarting Windows right away by pressing this button. You may want to do so if you plan to install or uninstall more Type1 fonts right away. Font Monster will remind you once again to Restart Windows before you exit the program.

ATM users only:
Gives you the option of switching Adobe Type Manager (ATM) **on** or **off** before restarting Windows.

Using font groups without Font Monster

After you have created and saved a font group, and added it to Program Manager, it's ready to be activated at any time simply by double-clicking on it's icon. A font group is essentially a macro, and it loads in only a small portion of Font Monster. It gets to work pretty quickly, and when it's finished it automatically quits Font Monster. The only interaction on your part will be if Type1 fonts were installed or uninstalled by the font group. Then the you must press a button to either restart Windows or return to the current session.

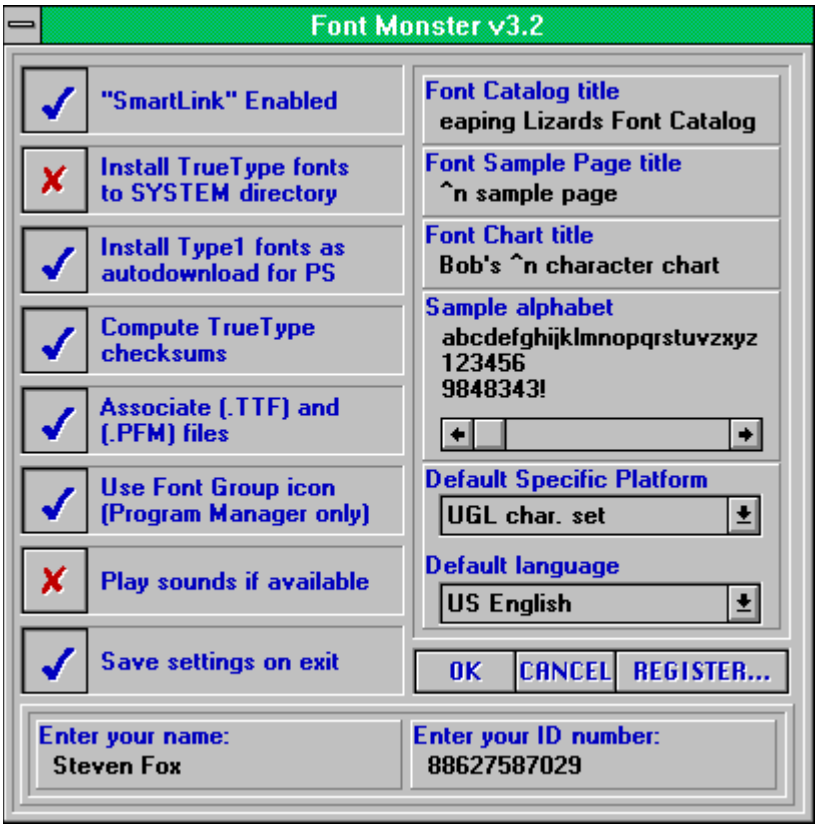
See also:
Tips and shortcuts
Activate Group

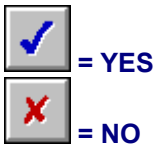
Press this to confirm your selection.

Press this to cancel your selection, and not keep any changes made.

Font Monster settings

This panel controls how Font Monster behaves. The registered version of Font Monster will allow you to save these settings from session to session, otherwise you will may need to change the settings each time you start Font Monster. Yet another good reason for registering today.





SmartLink

For TrueType only:
Enabling this allows you to link any changes you make in one field to other appropriate fields. For example, clicking on the Bold, Actual Style will automatically enter the word "Bold" in the Style field. Likewise, typing in a Family Name will change the Windows Name simultaneously.

This is an invaluable feature because the data in the string fields should generally not conflict with one another, or with the settings elsewhere. Yes, there are a few exceptions, though unpredictable things can happen in your font menus if you're not careful. If you need to work on an "exception" font, turn off SmartLink temporarily.

- Fonts with optional foreign language names are one of these exceptions. SmartLink has been designed to work with US ENGLISH font names only.
- Note that changes you make in one font table will not affect the string data in the other font tables (such as a different language) in the same font, whether you use SmartLink or not.
- **It is highly recommended you turn on "SmartLink" and leave it on, always.**

Install TrueType fonts to SYSTEM directory

For TrueType only:
When installing a TrueType font you may wish to copy it to your **WINDOWS/SYSTEM** directory for whatever reason, as Windows' Control Panel does by default. This will make Font Monster automatically copy the **.TTF** file to the **WINDOWS\SYSTEM** directory when installing. Note that the original **.TTF** file is not deleted. Also note that uninstalling a font installed in this way doesn't remove the **.TTF** file from the **WINDOWS\SYSTEM** directory. If you wish to do so, use the button to both uninstall and delete the **.TTF** file.

- It is highly recommended that you keep your TrueType fonts in a directory (or directories) other than the **WINDOWS\SYSTEM** directory. This feature has been added only for completeness.
- Font groups are not affected by this setting, they install TrueType fonts in their current directory only.

Install Type1 fonts as autodownload for PS

For Type1 only:
This option will add the **.PFB** file to any Postscript printer entries in the **WIN.INI** file. This allows Windows to download the font as a soft font while printing. For example the following line does not autodownload the font:

```
softfont1=d:\win31\pfm\alphabet.pfm
```

The following line will autodownload the same font:

```
softfont1=d:\win31\pfm\alphabet.pfm,d:\win31\pfb\alphabet.pfb
```

- Font groups are not affected by this setting.

Compute TrueType checksums

For TrueType only:
The TrueType specification requires each internal table to be given a checksum, and then the entire font should be given a sort of 'master' checksum. In reality, neither Windows 3.1 nor Apple's System 7 bother to even look at these checksums. You can safely leave this setting turned off, and as a consequence, Font Monster will take a little less time when saving.

Should there ever be a case in the future when an operating system or application requires these checksums, you can open and then resave your fonts with this setting turned on to create the correct checksums.

Associate .TTF and .PFM files

Every time Font Monster starts it will read the **WIN.INI** and check that the extensions **.PFM** and **.TTF** are associated to Font Monster. If this setting is enabled, it will reassociate these extensions if they have been changed, or if Font Monster has been moved to a different directory.

- By assigning these extentions to Font Monster, you can double click on a font in **File Manager** and Font Monster will automatically start and read in that font's data.

Use Font Group icon

If you use **Program Manager** as your Windows shell, this setting defaults to "Yes", otherwise it defaults to "No". Setting to "Yes" will give font groups a custom icon contained in the **FMHELPER.DLL** file, setting to "No" gives font groups the default Font Monster icon. **Norton Desktop v2.0**, for example, can not use custom icons when creating font groups. If this bug is fixed in the future, or if your shell can accept custom icons, change this to "Yes".

Play sounds if available

You can disable the multimedia sound effects by setting this to "No". The default is "Yes".

Save settings on exit

For registered users only:
With this button enabled, Font Monster will save settings automatically in a file called **FMONSTER.INI** in your WINDOWS directory, every time you quit. Settings include the status of all the buttons on the configuration window, the current directory, the custom text, the size, and single character settings on the view window, and the print function settings.

Now that you have paid your twenty bucks, you can register. You only need to do this once. Enter your name and your ID number exactly as written on your registration letter which you received. Press **OK** and you should see a message thanking you for registering. By the way, thanks again for registering.

- Registering enables the **FMONSTER.INI** file, allowing you to save your settings.

Font Catalog title

Used as the title which appears on every page of the font catalog. Change it to whatever you desire. Note that if you leave this blank, Font Monster will revert to "Font catalog".

Sample Page title

Used as the title on the Sample page. Leave it blank for no title, only just the font name. Use "^n" to insert the current font name in the title.

Character Chart title

Used as the title on the Chart page. Leave it blank for no title, only just the font name. Use "^n" to insert the current font name in the title.

Sample alphabet

This is the sample alphabet text used by the Sample page function. Change it to whatever you desire.You can have as many lines as you wish.

Default Specific Platform

Used by Font Monster to determine the name table to use when installing and viewing a font. By default, Font Monster will look for the UGL character set. If set to some other value, Font Monster will look for that table first, then if it is not found it will look for the UGL character set. If that is not found, Font Monster will look for a Macintosh platform string table.

- Nearly all fonts, except Dingbat fonts (such as WingDings) will be UGL character set.
- Chinese TrueType fonts require Character set 4 to be the default when installing.
- Font Monster also uses the Default Language to determine the name table to use when installing.

Default Language

Used by Font Monster to determine the name table to use when installing and viewing a font. By default, Font Monster will look for the US English string table. If set to some other value, Font Monster will look for that table first, then if is not found, Font Monster will look for the US English language name table. If that is not found, Font Monster will look for the first name table in the font.

- Nearly all fonts contain a US English name table.
- Not many fonts contain name tables other than US English.
- If your version of Windows has a default language other than English, such as Chinese, you should set this setting to the appropriate language in order to make fonts install properly.

Pressing this button reveals the startup screen and a reminder to register this program if you haven't already. Click on the picture, wait, then click again to return.

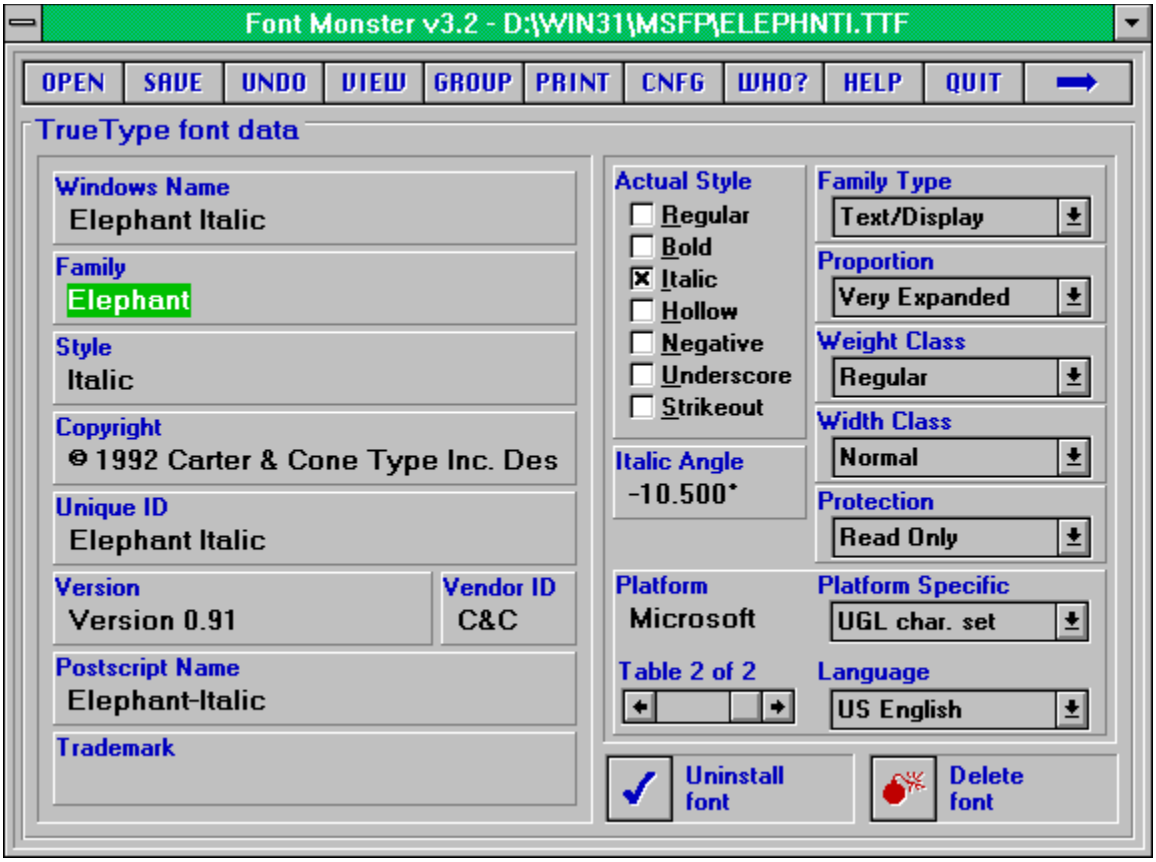
Press this button, or press **F1**, to get help about the current window.

- This help file serves as the only documentation for Font Monster.

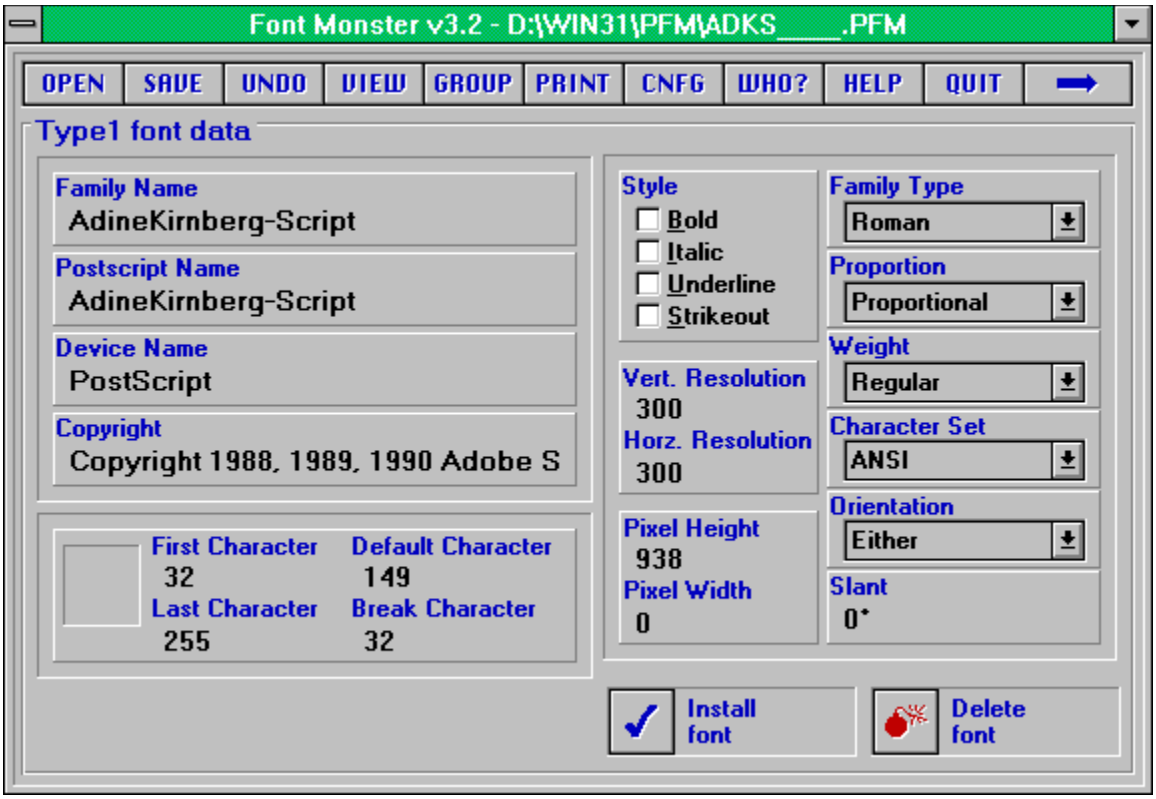
Guess what this button does? If you have modified any opened font's data, Font Monster will ask you if you want to save it first.

Edit TrueType font data

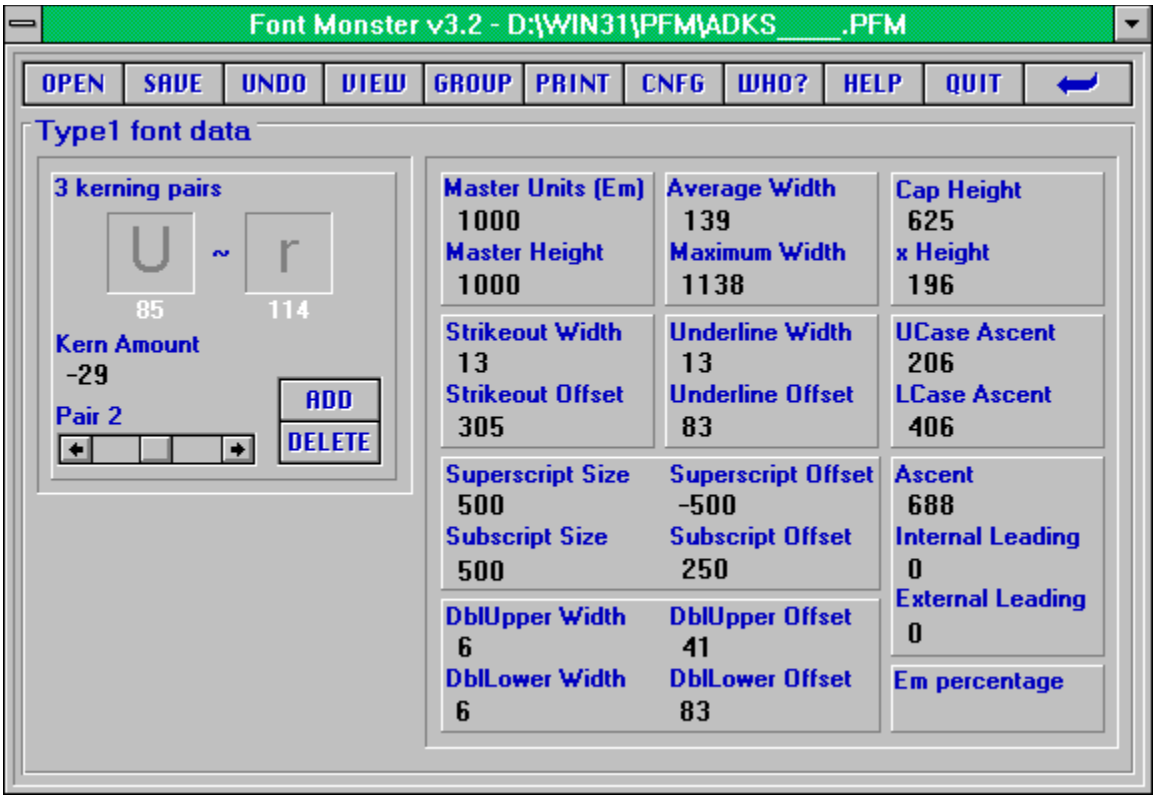
Some TrueType fonts originally created on the Apple Macintosh do not implement all of the available tables. These tables will be disabled when you open such a font.



Edit Type1 font data



Edit more Type1 font data



Family Name

This is the name which a Type1 font presents in your Windows font menus. It is essentially the same as the Family Name for TrueType fonts, and likewise it should remain the same for all Style variations within the same Family.

Postscript Name

This is the name a Postscript printer will expect to find in the **.PFB** font data file. If it does not match you will not be able to print.

- **It is strongly suggested you do not change this field. It's primary use is to match the name of a Postscript printer's internal ROM font.**

Device Name

ATM and all Postscript printers expect the text "PostScript" to appear here. Do not change this field to anything else.

Copyright

For registered users only:
Font vendors and designers put their copyright notices in this field. It has no bearing on how the font installs or displays.

Displays the currently selected First, Last, Default or Break character.

First Character

Specifies the first character code defined by this font.

Last Character

Specifies the last character code defined by this font.

Default Character

Specifies the default character. ATM and Postscript printers use this character as a substitute for any character in a string that is out of the range of the First Character through Last Character. The Default Character member should be a visible character in the current font, for example, a period ".".

Break Character

Specifies the word-break character. Applications use this character the separate words when wrapping or justifying lines of text. In many fonts, the Break Character is an ASCII space, the value 32.

Style

Type1 fonts can any one or combination of these styles: Bold, Italic, Underline, and Strikeout. Note that this is only used as a description of how the font already looks; you can not make a font underline by checking Underline.

- Regular style can be chosen by unchecking both Bold and Italic checkboxes.
- BoldItalic style can be chosen by checking both Bold and Italic checkboxes.

Proportion

Monospaced fonts use the same amount of space for each character, like Courier. Proportional fonts use a variable amount of space depending on each character's shape, like Helvetica.

Family Type

This is a sort of general classification your font would belong to. If a font is not installed but needed by a document, Windows will try to substitute a font which matches the same family type. Note that the style terminology is different than in TrueType fonts.

- Setting this to Symbol, for example, would allow your font to be recognized by Word For Windows 2.0 or CorelDRAW! as a symbol font.

Vertical & Horizontal Resolution

Specifies the resolution (dots-per-inch) at which this character set was digitized.

Pixel Height

Specifies the height of the grid on which the font was digitized.

Pixel Width

Specifies the width (in pixels) of each character bitmap. If this is zero, the font has variable-width characters and these widths are specified in a character-width table elsewhere in the font.

Weight

Specifies the weight of the characters in the font.

Character Set

Specifies the character set defined by the font. It can be one of the following values:

ANSI	**Windows character set**
Symbol	**Symbol character set**
OEM	**IBM, LineDraw, Terminal, or hardware font**

Orientation

This value refers to the ability of the font to be imaged on a page of the given orientation. For Windows, it should always be set to Either.

Slant

Specifies the angle in degrees clockwise from the upright version of the font (assuming the font is slanted or italicized).

Additional Type1 Font Info

This additional font information is available for editing but in almost all cases it should not be changed. Only those knowledgeable about this kind of stuff should mess with this. If you are interested to know more, you should obtain a copy of the Adobe Type1 specification.

Em percentage

This displays the current proportion of the selected item in relation to the number of Master Units. This value is read-only.

Master Units (Em)

In Type1 fonts this should always equal 1000.

Total number of kerning pairs found in the font.

Slide this to view the kerning pairs in the font.

The left hand character in the kerning pair. This value can not be changed. The white numbers below display the ANSI value of the displayed character.

The right hand character in the kerning pair. This value can not be changed. The white numbers below display the ANSI value of the displayed character.

The positive or negative value defining the kerning amount of the two characters. This value is usually negative because pair kerning usually results in two characters being set tighter than normal.

- Any changes you make here will affect the currently displayed kerning pair.

Deletes the currently selected kerning pair.

Allows you to add a new kerning pair to a font. Enter the left and right characters, the kerning amount, then press the **OK** button. Press the **CANCEL** button to avoid adding the new pair to the font.

- Kerning pairs are any two characters which are defined as being closer together or further apart than normal.
- A Type1 font may contain up to 512 kerning pairs.

Platform

TrueType fonts may have as many as four documented platforms, *Apple Unicode, Macintosh, ISO,* and *Microsoft*. When found, Windows 3.1 will use the Microsoft platform, otherwise it will use the Macintosh platform.

- This value can not be changed by Font Monster, it is for informational purposes only.

Specific Platform

Each font platform may have several specific platforms. This refers to the particular type of character set used. This value should not be changed. Doing so may crash the computer when the font is used later.

Microsoft platform fonts usually use the *Undefined* character set for dingbat fonts, and the *UGL* character set for all other fonts.

- Some fonts contain undocumented specific platforms. When encountered, you will see **[Char. set # n]** in the list box.
- You can set the Default Specific Platform from the CNFG window to control which specific platform Font Monster will use when installing a font.

Language

Each font platform may have several languages. This refers to the language expected to be used in the string data (all those on the left side of the edit window, except "Vendor ID"). Every platform may have several different languages available. It is not recommended you change this value.

Table

Each TrueType font contains at least one string table. Each string table can contain information for a different platform or language. The string tables can be individually selected using the slider.

- When "SmartLink" is enabled, it will only affect the currently selected string table.
- You should only use "SmartLink" when editing an English language string table.
- You may discover some fonts do not have full name information for languages other than **US English**. This is normal.
- Some fonts may contain a different name for the Macintosh platform than for the Microsoft platform. This is possible.

Windows Name

This is what Windows uses to list the installed fonts in application font menus. This is really a combination of the Family and the Style. The exception being when a Style is "Regular", then the Windows Name shouldn't include the word "Regular" after the Family. Unpredictable things will happen in your font menus otherwise. Don't try it.

See also:
"SmartLink"

Family

This is a common name given to a family of fonts. For example, Arial comes in four variations, or Styles, and they all have the same Family; Arial. Windows expects the Family to be the same as the Family depicted in the Windows Name field. Otherwise a font may not display correctly, if at all.

See also:
"SmartLink"

Style

Examples of Style are "Bold", "Bold Italic", "Italic", "Oblique", "Regular". Windows expects the Style to follow the Family in the Windows Name field, the exception being when a font Style is "Regular", in which case the Family and the Windows Name should be the same. By entering the word "Bold" in the Style field, it doesn't mean the font will be recognized as Bold by your applications. That's set by Actual Style, another control which is independent of the string data.

See also:
"SmartLink"

Copyright

For registered users only:
Font vendors and designers put their copyright notices in this field. It has no bearing on how the font installs or displays.

Unique ID

This should contain a number or string which is different than any other font in your system.

Version

The version field identifies the font's release and version information from the vendor. Apparently, some SETUP.EXE programs will access the Version field to automatically install updates of your fonts. This field has no bearing on how the font installs or displays.

Postscript Name

This is a unique name a Postscript printer will use to identify the font. It does not have to be the same as the Windows Name or Family name, but has no bearing on how the font displays or prints otherwise.

Trademark

For registered users only:
Some font vendors put their font name trademark notices in this field. It has no bearing on how the font prints or displays.

Vendor ID

For registered users only:
This is not the royalty owner of the original artwork, this is the company responsible for the marketing and distribution of the typeface. It is reasonable to assume that there will be 6 vendors of ITC Zapf Dingbats for use on desktop platforms in the near future (if not already). It is also likely that the vendors will have other inherent benefits in their fonts (more kern pairs, unregularized data, hand hinted, etc.). This identifier will allow for the correct vendors type to be used over another, possibly inferior, font file. These id's are assigned by Microsoft.

Actual Style

This identifies the font's actual style. This is different than the Style string data. Windows applications use the Actual Style to determine what kind of font this is. Note that only Regular, Bold, Italic, & BoldItalic are currently valid in Windows 3.1. You can set the other styles if you want, but Windows 3.1 will ignore them.

- Choosing both Bold and Italic will identify a font as BoldItalic.
- If a font is Regular, choosing any other style will turn off the Regular style checkbox. Likewise, choosing the Regular checkbox will turn off all other checkboxes.
- It is possible to have all the Actual Style checkboxes unchecked if a font does not fit any specific style classification.
- If your font is originally from an Apple Macintosh you may find that some of the Style selections have been dimmed. That's because the Mac recognizes only the Bold & Italic bits, and nothing else. If the other choices are dimmed then the extra information that Windows uses was not included in the font. If this is the case then several other fields will be dimmed as well.
- To make an Apple Macintosh font Regular style, uncheck both Bold and Italic checkboxes

See also:
"SmartLink"

Protection

For registered users only:

None
Fonts that are not licensed may be embedded within a document and shipped freely to other users. When that font is unbundled from the document and installed on the target machine, the user of that machine acquires the identical rights, obligations and licenses for that font. This font is also subject to an end-user license agreement, copyright, design patent, and/or trademark.

Licensed
Fonts that are licensed are also subject to a license agreement and must not be modified, embedded or exchanged in any manner without first obtaining permission of the legal owner.

Read-only
Fonts that are read-only indicate that they may be embedded within documents but cannot be installed permanently on the target machine. Windows 3.1 provides API support for read-only embedding. Applications that embed fonts may not embed fonts which are not licensed and must de-install any read-only embedded fonts when the document that uses the fonts is closed. Any document which includes a read-only embedded font must not allow the user to edit the document; it can only be viewed and/or printed.

Italic Angle

The Italic Angle goes in counter-clockwise degrees from the vertical. Zero for upright text, negative for text that leans to the right (forward).

Family Type

This is a sort of general classification which a font belongs to. If a font is not installed but needed by a document, Windows will first try to substitute a font which matches the same family type. Note that the style terminology is different than in Type1 fonts.

- Setting this to Symbol, for example, would allow your font to be recognized by Word For Windows 2.0 or CorelDRAW! as a symbol font.

See also:
PANOSE

Proportion

The relative spacing of the characters in the font. This setting is particularly useful for marking a font as Monospaced.

See also:
PANOSE

Weight Class

Indicates the visual weight (degree of blackness or thickness of strokes) of the characters in the font. Note that these weights are directly supported by Windows, but to date, only one application, besides Font Monster, is known to support them, Microsoft's Access database. Until these additional weights are more greatly supported, you probably should stick to the standard Regular and Bold weight names. Boring huh?

See also:
"SmartLink"

Width Class

Indicates a relative change from the normal aspect ratio (width to height ratio) as specified by a font designer for the glyphs in a font.

Install or uninstall a font

If the caption reads:

- "Install font", clicking on this will install a font permanently in your system.
- "Uninstall font", clicking on this will remove the font from Windows. It will not be deleted from your hard disk, but that can be done with the Delete font button.
- "(Can't install)", then no font is currently open, either because one has not been opened yet (as might occur when you first start the program), or an error occurred when attempting to open a font.

TrueType only:
Note that Windows' Control Panel normally copies fonts to your **WINDOWS/SYSTEM** directory, Font Monster, by default, does not. You can make Font Monster install fonts in the **WINDOWS/SYSTEM** directory by changing the Font Monster configuration. Otherwise, wherever the font was kept at the time it was installed is where Windows will expect to find it later. So don't freak out Windows by installing a font stored on a floppy.

Type1 only:
- Font Monster automatically detects if Adobe Type Manager (ATM) is installed and acts accordingly when installing and uninstalling Type1 fonts. Font Monster will automatically install or uninstall the font to every Postscript printer installed on your system. Thus, if you don't use ATM and you have no Postscript printers installed, installing a Type1 font with Font Monster will do absolutely nothing.
- Unlike ATM, Font Monster can install a Type1 font residing in any directory. Font Monster expects both of the font's **.PFM** and **.PFB** files to have the same name, and to reside in the same directory.
- But a more likely situation for ATM users is that all their Type1 fonts were copied and separated into different directories by ATM when it originally installed them. Font Monster handles this gracefully by first determining the default directories ATM uses for storing fonts. Then if a user installs a **.PFM** file residing in ATM's default PFM directory, it will automatically install the corresponding **.PFB** file in ATM's default PFB directory. That is assuming Install Type1 fonts as autodownload for PS has been enabled. Otherwise, only the **.PFM** file will be installed.

See also:
Restart Windows

Delete a font file

When you delete a font, it is automatically uninstalled. You don't need to uninstall it first. Remember, deleting a font actually deletes the font file(s) from your hard disk. If you need to recover an accidentally deleted font, either use a Windows undelete utility, or exit Windows immediately and use the DOS **UNDELETE** command to try to recover the missing files.

TrueType only:

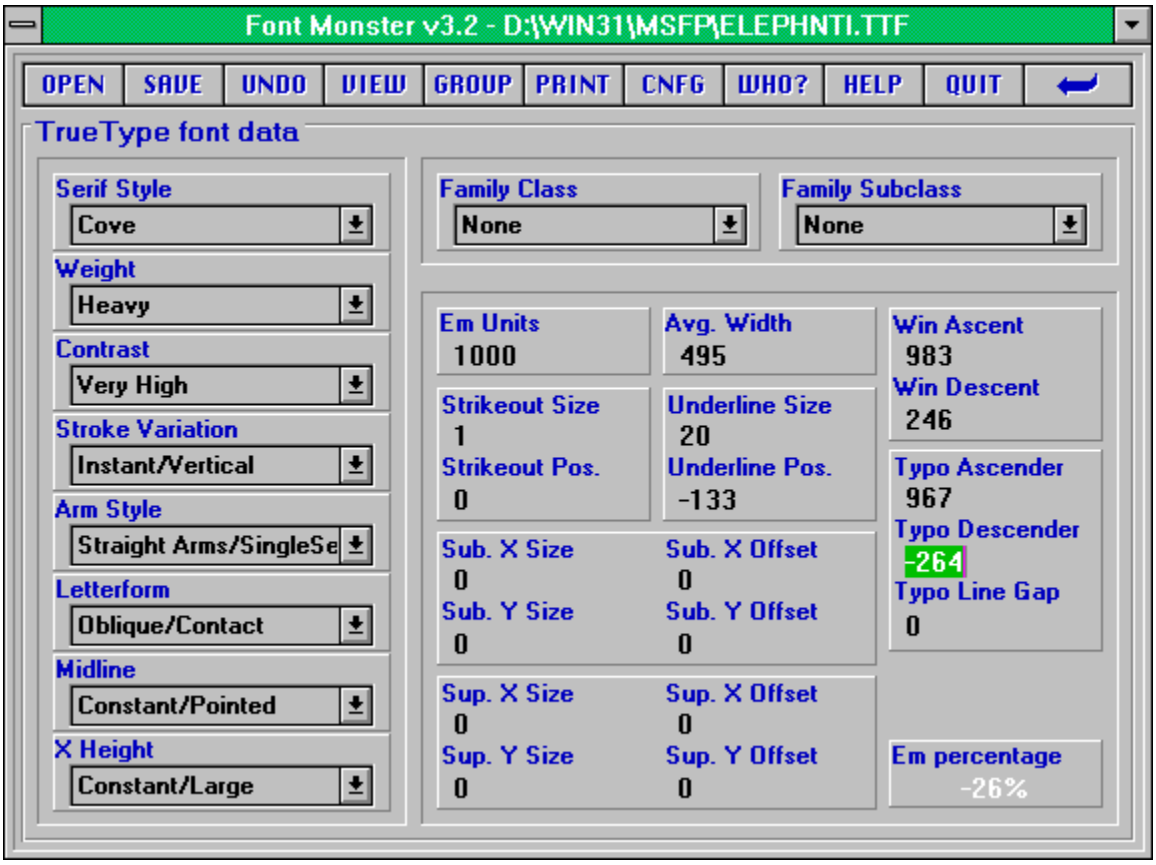
- Clicking on this button will delete the font's **.TTF** file and its corresponding **.FOT** (if it's already installed) from your hard disk. You will be prompted whether you really want to do so or not first. This is especially useful if you are previewing a number of new fonts, you can immediately delete them if they are duplicates or useless.

Type1 only:

- When you delete a Type1 font, Font Monster will attempt to delete both the **.PFM** and the **.PFB** files. It will first prompt you whether you wish do to so or not.

Additional editable TrueType font data

This additional font information is available for editing but in almost all cases it should not be changed. Only those knowledgeable about this kind of stuff should mess with this. If you are interested to know more, you should obtain a copy of the TrueType specification, available from Microsoft.



PANOSE

The PANOSE definition contains ten digits each of which currently describes up to sixteen variations. Windows 3.1 uses Family Type, Serif Style and Proportion in the font mapper to determine family type. It also uses Proportion to determine if the font is monospaced.

Family Class & Family Subclass

The Family Class and Family Subclass are registered values assigned by IBM to each font family. This parameter is intended for use in selecting an alternate font when the requested font is not available. The Family Class is the most general and the family Subclass is the most specific. These values classify a font design as to its appearance, but do not identify the specific font family, typeface variation, designer, supplier, size, or metric table differences. It should be noted that some font designs may be classified equally well into more than Family Class or Subclass. Such designs should be matched to a classification for which substitution of another font design from the same class or subclass would generally result in a similar appearance of the presented document.

Em unit related data

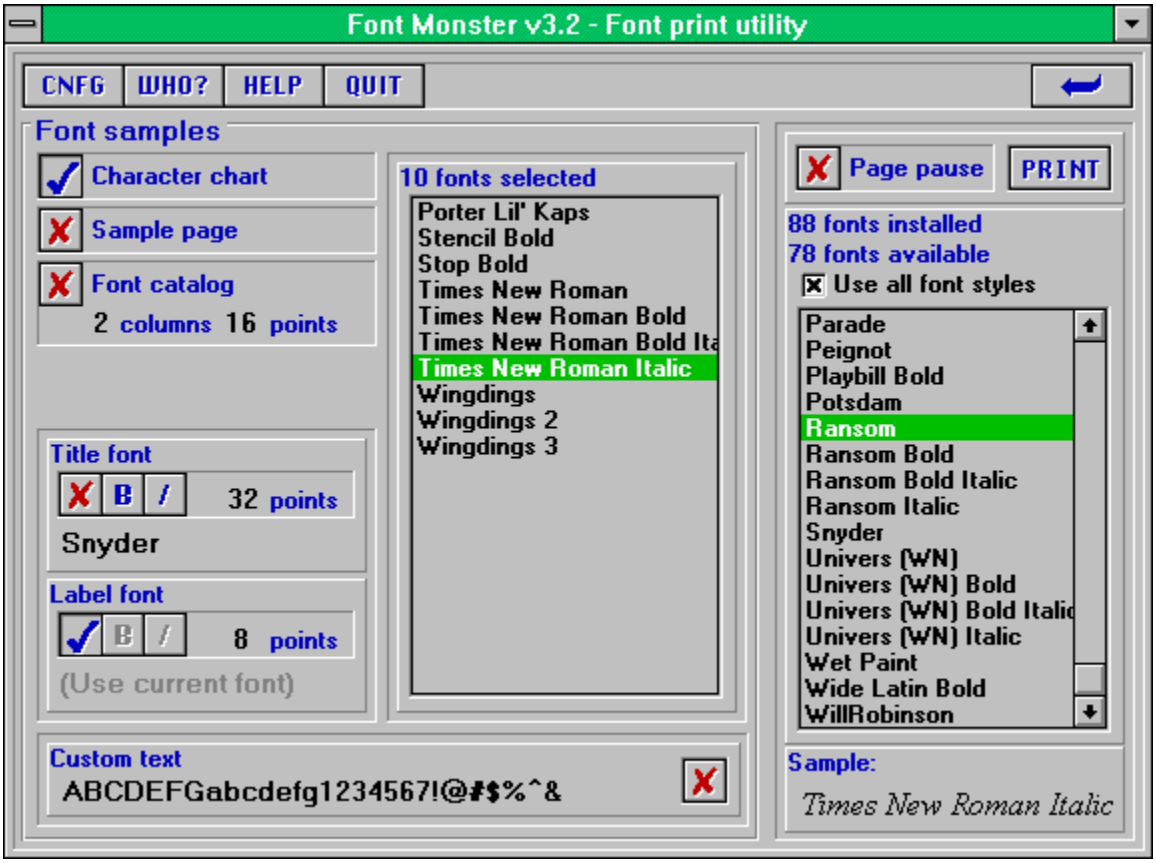
Em units compose an imaginary square in which each character resides. The greater the number of Em units, the higher the potential resolution of a font. The Em Units value itself should never be changed, but related data can be tweaked by advanced users. The valid range for Em units is from 16 to 16384.

Em percentage

This displays the current proportion of the selected item in relation to the number of EM units. This value is read-only.

Font print utility

These print routines only recognize currently installed fonts. Use the font group function to install any specific set of fonts before printing them. Click here for more details about printing.



More about printing...

- Use the **right** mouse button to drag and drop font names from one list to the other, or to the label and title styles.
- You can select more than one style of page to be printed during a single print job. For example, you can make a Character chart, a Sample page, and a Font catalog all at the same time.
- All buttons and selections are "live" during printing. For example, if you change the Label font during printing, all subsequent labels will come out in the new font style.
- Each page during a printout is treated as a seperate print job. Thus, if you look at Print Manager during printing you may see several print jobs qued up there. The reason for this is to force Windows and Visual Basic to clear all unneeded resources beween pages. This increases printing speed and reliability.
- It is not advisable to print more than a couple hundred fonts when printing a font catalog (Windows has been known to so completely crash that a reboot is needed). Always try to keep the number of fonts installed at any time to as few as necessary, Windows can only handle up to 253 font families at once.
- All printouts automatically scale to your current paper size and orientation. You can use this to your advantage!
- Some print functions use default settings which can only be changed by editing the **FMONSTER.INI** file. Click here for details. However, you can do this only if your copy of Font Monster is registered.
- The Sample page function will use custom text if it finds a file called **FMONSTER.TXT**. Click here for details.

FMONSTER.TXT

- If you create a file called **FMONSTER.TXT** and place it in your **FMONSTER.EXE** directory, the Sample Page function will use it instead of the built-in default text.
- This custom text file can be up to 4096 characters long, and should NOT have any carriage returns and line-feed characters since Font Monster will do the line breaks automatically.

Character chart

Generates a full page chart displaying all the characters in the selected font, plus the keyboard codes for entering in the characters.

See also:
Customizing the FMONSTER.INI

Sample page

Generates a page displaying the selected font in various sizes, and in different forms: as an alphabet, a custom text string, and a paragraph.

See also:
Customizing the FMONSTER.INI
Creating custom paragraph text in FMONSTER.TXT

Font catalog

Generates a catalog of all the selected fonts.

See also:
Customizing the FMONSTER.INI

You can create a catalog ranging from 1 column (full page) to 5 columns per page. Larger numbers of columns may be better suited if your printer driver is setup to print in Landscape mode.

The sample text will be printed in the point size designated here. The range is from 8 points to 72 points.

The title font is the font style which appears at the top of all the printouts. It can either be a selected font or the current font being printed.

- If you are an unregistered user, the default font is always the first font in your font list. Registered users can configure Font Monster to save settings between sessions.

See also:
How to select a custom title font

Toggles between the selected font or the current font being printed.

Toggles Bold and Italic styles on or off. Note that this is disabled if you are using the current font as the font style.

The point size of the title font can range from 8 to 72 points.

The label font is generally a small size, and is used as a label indicating font name, point size, or keyboard input method. It can either be a selected font or the current font being printed. It's recommended that you use an easy to read typeface, like Arial, at a small size, like 5 or 6 points.

- If you are an unregistered user, the default font is always the first font in your font list. Registered users can configure Font Monster to save settings between sessions.

See also:
How to select a custom label font

The point size of the label font can range from 4 to 24 points.

The custom text is used by the font catalog and the sample page print functions. Leaving this field blank will cause Font Monster to use the current font name as text; however, unlike the checkbox here which does the same thing, this will cause the font's name to be printed as a label as well.

Toggles between using the custom text that you have entered, or the name of the current font being printed.
Closes the Font print utility window and returns you to the previous window.

Selected fonts
Available fonts

Before you can print, you must select the fonts you want to print. The fonts that will be printed are listed in the Selected fonts list.

Select fonts in a list using the standard Windows method of using the left mouse button in conjunction with the Shift and Ctrl keys.

You move the selected fonts to the other list by holding down the RIGHT mouse button and dragging to the other list.

When a font is added to the Selected fonts list, it is removed from the Available fonts list. You can not add a font to the Selected fonts list more than once. This is why the values preceding "installed fonts" and "available fonts" may differ.

Shortcut: Double click on any single font name in a list to move it to the other list.

Selecting a custom title or label font

1. Click on a font name in either the "Selected fonts" list or the "Available fonts" list.
2. Use the RIGHT mouse button to drag the font to either the "Title font" or "Label font" area, then release.

Displays a sample of the selected font when it is clicked once in either the Selected fonts list or the Available fonts list. Fonts stored in the printer, and downloadable Type1 fonts (without ATM installed) can not be viewed.

Page pause lets you pause the printing function after each page. This is especially useful if you are printing a large number of sample pages, character charts, etc. because it allows you to let your computer wait until the print que is empty, and thus recover some system resources, before continuing with the print job.

- When printing is paused a message box will pop up. Press "**OK**" to continue printing, press "**Cancel**" to stop all printing.

Presents you with the Print Setup dialog box, where you can choose and setup your printer, then it begins the print job. You must first select a page style(s) you want to print, and select the fonts you want to print.

- During printing, this button will display the word "Stop". Clicking here will stop all printing. Any currently printing page is also stopped. Pages which have already been sent to the printer, or which are in the Print Manager que, will not be stopped however.
- During printing, if you click this button it may appear to not work. It does work though. Just give Font Monster a second or two to react. However, if the status line says, "Sending to printer, hang on...", this means that Font Monster is currently not in control of the printing process (Visual Basic is), and so the reaction time may take a while.

Displays the current printing status.

When enabled, this will allow you to select all style variations of any font; Regular, Bold, Bold Italic, or Italic. When disabled, you can chose only the Regular, or default style, of each font. Selecting this will clear the selected fonts list.

Sounds

Sound test...

Font Monster supports Windows 3.1 multimedia sounds. Copy the following lines to the **[Sounds]** section in your **WIN.INI** file. Then use Windows' Control Panel to assign sounds to **.WAV** files already in your system. The Font Monster Multimedia Upgrade Kit includes a collection of interesting and original samples and will also do all the work of modifying your **WIN.INI** file for you. You can obtain the Font Monster Multimedia Upgrade Kit as freeware, probably from the same place you got Font Monster 3.2.

```
FMActivate=,Font Monster-Activate group
FMAdd=,Font Monster-Add icon
FMCancel=,Font Monster-Cancel
FMClick=,Font Monster-Click
FMDelete=,Font Monster-Delete
FMDrag=,Font Monster-Drag&Drop
FMExit=,Font Monster-Exit window
FMGrid=,Font Monster-Font grid
FMGroup=,Font Monster-Font groups
FMHelp=,Font Monster-Help
FMInstall=,Font Monster-Install font
FMKeep=,Font Monster-Keep image
FMNew=,Font Monster-New
FMOk=,Font Monster-Ok
FMOpen=,Font Monster-Open font
FMPrint=,Font Monster-Print fonts
FMCnfg=,Font Monster-Program config
FMQuit=,Font Monster-Quit
FMSave=,Font Monster-Save font
FMStart=,Font Monster-Startup
FMStop=,Font Monster-Stop!
FMUndo=,Font Monster-Undo changes
FMUninstall=,Font Monster-Uninstall font
FMView=,Font Monster-View font
FMWho=,Font Monster-Who?
```

Tips and shortcuts

- When editing TrueType data, always enable "SmartLink". This will prevent you from changing names or style settings incorrectly.
- Drop any font group icon into your StartUp folder and every time you start windows that font group will take effect.
- You can use a previously created font group as a template for a new font group. Simply select the font group, type in a new name, and press the SAVE button. You can then add/delete fonts, change settings, etc., as necessary.
- Use the "Activate another font group" feature to link one Type1 font group marked as Autodownload, to a second Type1 font group marked as NOT Autodownload. This will allow you to install fonts, some of which already reside in your Postscript printer's ROM, and some of which must be downloaded as soft fonts, as if they were all in a single group.
- If you have a common set of fonts which you use regularly, create a font group containing just those fonts. Then use the "Activate another font group" feature in other groups to ensure all your other font groups keep those fonts installed.
- If you own CD-ROMs with collections of fonts, create a font group for each CD-ROM, and then add it to Program Manager. After inserting the CD-ROM, activate it's font group to install the CD-ROM fonts.
- Create a font group containing just the standard font families that come with Windows 3.1; Arial, New Times Roman, Courier New, and Wingdings. Uncheck the "Remove all TrueType" and "Remove All Type1" settings, then add the font group to Program Manager. This way you can install those fonts quickly whenever they are needed, such as by this help file, but still retain the fonts you are using presently.
- Create a font group containing the same standard fonts as the above tip, but instead, check the "Remove all TrueType", and optionally check "Remove All Type1". You can use this group to quickly uninstall any font group, and reduce all your fonts to the bare minimum.
- You can use Windows' File Manager to select fonts. Simply locate the font you want to view or edit, and double click on it. Font Monster will automatically start up and load in the data for that font.

Known bugs

Although this list is rather long, I'm just trying to document every little itty bitty thing I've come across. The fact is, Font Monster is pretty stable. Practically all these bugs are related to Font Monster having trouble interacting with OTHER applications that are not behaving properly.

- Always run Font Monster from a drive or directory that is not write protected. Font Monster creates font groups, and sometimes temporary files, in it's own directory. For example, you should not run Font Monster from a CD-ROM, or on a network without full read/write privileges. Instead, copy it to your own hard disk first.
- The View window sometimes forgets which font it is displaying, particularly at large and small point sizes. It will instead try to display the first font in your font list, usually it starts with the letter "A", like "Arial". Click on the VIEW button again to restore the original font view.
- Trying to open defective fonts can sometimes drive Font Monster nuts.
- Font Monster uses the standard Private **INI** API functions for writing the **.FM!** group files, therefore, two fonts with exactly the same name can only be entered once in a group. Since Windows doesn't support fonts with the same names anyway you can work around this "problem" by renaming the fonts before adding them to a group.
- If you are using **Norton Desktop v2.0** and you use the font group function to add or remove an icon, and then you exit Font Monster right away, Windows sometimes pops up a dialog box mentioning a DDE problem, usually around 1 minute later. Choosing "Close" gets rid of the dialog box and doesn't seem to cause any further problems. My only guess at solving this is to change the following line in the **NDW.INI**:

  DDEInitiateDelay=750

  to something else. However, several tries at this didn't help on my system. Anyone got any ideas?
- Also related to **Norton Desktop v2.0**, the custom icon for font groups do not work. To work around this, Font Monster checks the shell name and if it's not Program Manager it will use the regular Font Monster icon for font groups. You can still force Font Monster to use the custom icon by editing the FMONSTER.INI file.
- Adding a font group to Program Manager or Norton Desktop v2.0 on very rare occasions randomly fails, and sometimes it puts the font group in the active folder, rather than the "Font Monster" folder.
- Using the Microsoft DDESpy utility reveals some invalid parameter messages related to adding font groups to Program Manager. However, the format of the messages being sent are identical to messages sent by other C language applications. Yet, the commands still work, so it beats me what the heck is going on. Maybe a buggy implementation of DDE in Visual Basic? Beats me.
- Some video drivers may totally freak out Visual Basic and cause Font Monster to display the buttons out of place, and the startup screen may appear really off center, among other things. In fact Font Monster will look pretty bad. I've seen this happen on two systems which both were using a Super VGA resolution with large fonts, instead of the usual small fonts. Font Monster has been optimized for systems using the small fonts simply because it's the more common setup. I tried to optimize for both large and small fonts but had no luck. I don't know if the fault of this bug is due to Visual Basic, the **THREED.VBX** file (my most likely guess, considering other problems I've had with it), or the VGA drivers. **If Font Monster looks weird, change to small fonts.**
- Don't install or remove Postscript printers while Font Monster is running. The reason is Font Monster scans the **WIN.INI** file for Postscript printers when it starts up. If you must install or remove a Postscript printer, quit Font Monster first. Any changes of the Postscript printers while Font Monster is running may have unpredictable results.
- If you are previewing a TrueType font when you switch to the font group window, and you subsequently activate a font group which removes all TrueType fonts, when you quit Font Monster, or open another font, you may get a message box claiming that it "Can't remove the previous font because it did not install properly". This happens because Font Monster tried to remove the previewed font from the system but discovered, to it's amazement, that it had already been removed. Simply disregard this error.

- You cannot run two copies of Font Monster at one time. Thus, you also cannot activate a font group icon from Program Manager while Font Monster is running.
- This is not a bug with Font Monster, but with Windows: Don't try to install too many fonts in your system. Windows is said to support only 253 font families. In addition, adding fonts adds a lot of lines to the **WIN.INI** file. If you add too many fonts, the **WIN.INI** will grow so large that it will become inaccessible, causing all sorts of problems for Windows.
- If the file ATM.INI is in your WINDOWS directory, but ATM has been removed from your system, Font Monster will still think ATM is installed. Once Adobe supplies me with a **correct** API spec this bug will be fixed.
- The "Use all font styles" setting in the print function does not correctly name fonts in some cases. Fonts named "Oblique", for example, will be named "Italic" instead. While this is not serious, it's worth noting.
- TrueType fonts containing UNICODE (DBCS) string data are not guaranteed to save properly under English language Windows 3.1 due to an as yet undetermined quirk in the Windows API. It is recommended you use an international version of Windows of the same language as the fonts, i.e., Chinese Windows 3.1 to edit Chinese language fonts.
- Traditional Chinese, Simplified Chinese, Japanese, and Korean are currently the only languages Font Monster supports when saving TrueType UNICODE (DBCS) strings. All other languages are assumed to be 8-bit ANSI characters, and will be translated to UNICODE by setting the high byte to 0 and the low-byte to the ANSI character. I may be wrong, but it looks like this is a workaround Windows 3.1 itself apparently uses in order to avoid doing real UNICODE encoding/decoding of European languages. In any case, code conversion doesn't exist in the Windows 3.1 API, and Microsoft's own fonts use the same method, so I had to take this route.

Shareware registration

Font Monster is distributed as shareware. This gives you the privilege of trying out this program before you pay for it. It doesn't mean it's free. Of course you already know this.

It's only $20 !!!

Registering Font Monster will give you peace of mind, and, it will also entitle you to the special code which will enable the **FMONSTER.INI** file, turn off that blasted neon sign, and disable the printing of the registration page from the print functions. Your registration code will be valid for ALL subsequent versions of Font Monster.

Send the money (**cash only!**) to this address:

Leaping Lizards
7F, No.8, Lane 197,
Chuang Ching Road
Taipei 110, Taiwan, R.O.C.

Your special code, and the latest news about Font Monster, will be delivered in a perfumed air-mail envelope all the way from Taiwan, with some pretty neat looking Chinese stamps on it! Not bad for twenty bucks, right? Also please mention where you obtained your copy, and the version number. Much appreciated would be comments on things you would like to see added or improved in later versions. You should allow about 3 to 4 weeks for delivery of your special code. If you're in a hurry, also include an e-mail address and I can register you the same day your payment is received.

How to contact the author for product support

How to be the first on your block to receive the next version of Font Monster

Attention Windows shareware authors

User assistance

By modem:
I can respond to questions asked by **non-registered** users of Font Monster only by modem. I can be contacted on-line in the public networks RIME Windows (RIME Node: TWWDE) conference, the FIDONET Windows conference, and the I-Link Desktop Publishing conference. Send the message addressed to **Steven Fox**. Sometimes the e-mail takes several days to get here, and sometimes it doesn't make it at all, but it's worth a try. The e-mail on I-LINK is particularly spotty out this way so avoid I-LINK if possible. Compuserve? In Taiwan? Forget it, I'm not a millionaire.

Perhaps the best and most reliable way to get send a private message quickly, and get a response back just as quick, is via FidoNet/UUCP, my e-mail address is:

steven.fox@f921.n720.z6.fidonet.org

This fantastic service is available to nearly all major on-line services around the world, like Compuserve or Internet, as well as many local BBSs.

Those of you with cheap long distance rates are welcome to call the local English language BBS, **World Data Exchange** (WDE), a PCBoard system, where the latest updates, and betas, of Font Monster will always be posted first: **886-2-695-2326**. Login with your real name, and use the password: **WDECHINAROC** to have instant, free, download access for Font Monster files, plus some limited access to other files and data on the BBS. Check the upload directory for files named **FMON*.ZIP**. Please leave me mail and say "Hi" if you call! WDE is also a useful BBS if you have any interest in Chinese, Taiwan culture, or being an expat in Taiwan.

By fax:
I welcome comments and suggestions by fax. My fax number is: **886-2-729-0863**. However, I cannot respond via fax unless you are a registered user, you are offering huge sums of money, or you want to review Font Monster in your magazine.

Distribution and copyright

This program and documentation was written by me, Steven Fox. I am the sole owner of this piece of intellectual copyright and you must abide by all the legal mumbo jumbo that always goes along with such things. Got it?

IF THIS PROGRAM MESSES UP YOUR SYSTEM, SUE ME.

If you want to distribute Font Monster, you may do so as long as you distribute the unaltered **.ZIP** archive file you received. You may charge a fee for such distribution as long as it is less than a couple bucks, and that it is made quite clear before distribution that this software is shareware and that an additional fee is required by the author.

About the Author

Speaking in a third-person tense:

Steven Fox is American, 28. For several years in the mid-80s he wrote utilities, not unlike this one, for his small company in London. In the late-80s he wrote MIDI software, designed several alternate operating systems for Ensoniq keyboards, and designed sounds, for his music-software company, *Leaping Lizards*, in Seattle. During this time in Seattle he also worked on the underground live TV program, *"The New Spud Goodman Show",* as their electronic graphics designer, and he also invented *"BLAST!"*, a digital sampler car horn/car alarm. After a lengthy backpack tour of South-east Asia, he settled in Taipei where he is one of the few people his age who has never taught English there. He's presently working as a freelance computer and electronic publishing consultant for the relatively small foreign business community in Taipei, but he still refuses to wear a tie. He also edits and writes the weekly *Computer Talk* section for the leading English language daily newspaper in Taiwan, *The China News*. He's currently suffering from a somewhat serious repetitive stress injury to both his wrists and he wants to warn fellow computer nerds that, yes, it CAN happen to you, so take care.

The current top 5 CD's to program software by (in no particular order):

***Pet Sounds*, Beach Boys**
***Revolver*, Beatles**
***Passages*, Philip Glass & Ravi Shankar**
***Home Town*, Lo Ta Yu**
***10cc/Sheet Music (double play CD)*, 10cc**

How to contact the author

Font Monster v3.2 is not free software. You are permitted to evaluate this program for a couple weeks after which you must either discontinue using it, or (preferably) register. There are reports that not registering shareware brings you lots of bad karma. Please feel free to give copies of Font Monster to your friends, if you have any.

If you would like a disk with the next version of Font Monster on it when it is released, send an additional **$10** with your registration to cover costs, be sure to mention what version you are using currently. At least one more significant update is scheduled for this year; Nov, 1993. There will certainly be more updates in 1994, but no release dates have yet been set.

As an added bonus, your disk will also contain selected shareware releases from Leaping Lizards.

Available now:

StarTrek .WAV files. The classic sound effects from the classic original TV series.
James Brown .WAV files. The classic James Brown grunts and squeals, now for Windows.
Cartoon Sound FX .WAV files. 72 classic cartoon sound effects.

Ouija For Windows. A program for contacting spirits on the other side, using Windows and a mouse. Really.
The Stripper. A small, bare bones, utility for converting Windows' Postscript files so that they can be output from a Mac.

Special offer:
For other Windows shareware authors only, I will register Font Monster for you for free if you send me a disk with a registered version of your latest program, utility, font, game, or whatever. As long as it's for Windows please, I'm trying to avoid DOS these days. It's next to impossible to find current shareware here in Taiwan. I will also distribute your shareware around Taiwan if you wish. I'm happy to say that I've had several shareware authors send me their stuff. Keep it coming.

The government here in Taiwan does not allow an official non-resident, such as myself, to open a bank account, and in addition, local banks always charge a hefty service fee (US$12 bucks) to anyone who wants to cash checks from out of the country, which often take months to clear. So cashing a US$20 check would basically leave me with enough change to buy lunch and catch the bus home.

- Due to popular demand, I will now accept currency from any of these countries: US, Japan, France, England, Germany, Canada, and Australia. You'll have to figure the conversion rate yourself, but please try to send no less than the equivalent of US$20. Paper money only please, no coins.
- I prefer US dollars, if at all possible.
- Please send cash only, please. If you send me a check, I'll just have to return it to you.
- To date, no major catastrophies have occurred from users sending me cash in the mail. If you are paranoid about such things, you can register or even insure your letter before you send it.

Sound test

Click on the icon to hear the assigned sound. If you hear no sound, either the Font Monster extensions have not been added, or no sound has been assigned, or system sounds are disabled, or you have no sound card, or you have no speakers, or you are deaf.

- Start program
- Quit program
- Open font
- Save font
- Undo changes
- View font
- Keep image button
- Grid button
- CNFG button
- Install font
- Uninstall font
- Ok button
- Cancel button
- Delete button
- Exit button
- Drag&Drop
- Button click
- Print button
- Stop button
- Font group button
- New button
- Activate font group
- Add font group icon
- Help
- Who?

Edit Control Panel sound settings...

FMONSTER.INI

What follows are some settings which can be customized by using Notepad to edit the **FMONSTER.INI** file. These settings can not be changed by Font Monster, however, all other settings can be changed from within Font Monster, assuming you have registered and configured it to save settings on exit.

- Do not edit the **FMONSTER.INI** file while Font Monster is running. Otherwise, changes will not take effect.

SampleAlphabetSize=18
This is the point size of the alphabet used by the Sample page function. Change it to whatever you desire.

SampleParagraphSize=12
This is the point size of the sample paragraph used by the Sample page function. Change it to whatever you desire. You can change the sample paragraph text by creating a file called **FMONSTER.TXT** and putting it in the same directory as **FMONSTER.EXE**.

SampleCustomTextSize_1=6
SampleCustomTextSize_2=8
SampleCustomTextSize_3=10
SampleCustomTextSize_4=12
SampleCustomTextSize_5=18
SampleCustomTextSize_6=24
SampleCustomTextSize_7=36
SampleCustomTextSize_8=72
SampleCustomTextSize_9=0
SampleCustomTextSize_10=0
These are the point sizes of the custom text used by the Sample page function. Enter "0" to avoid printing the line. Note that the sizes do not have to be in ascending (or descending for that matter) order.