

EDI

Copyright © 1993 Soft-Logik Publishing Corporation

COLLABORATORS

	<i>TITLE :</i> EDI	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		March 29, 2025
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	EDI	1
1.1	Menus: Edit	1
1.2	Edit/ Undo	1
1.3	Edit/ Cut	1
1.4	Edit/ Copy	2
1.5	Edit/ Paste	2
1.6	Edit/ Delete	3
1.7	Edit/ Select All	3
1.8	Edit/ Select Path	3
1.9	Edit/ Reduce Points	3
1.10	Edit/ Correct Path Directions	4
1.11	Edit/ Font Attributes...	4
1.12	Edit/ Font Dimensions...	5
1.13	Edit/ Metrics...	6
1.14	Edit/ Compositions...	7

Chapter 1

EDI

1.1 Menus: Edit

Edit:

Undo

Cut

Copy

Paste

Delete

Select All

Select Path

Reduce Points

Correct Path Directions

Font Attributes...

Font Dimensions...

Metrics...

Compositions...

1.2 Edit/ Undo

Edit/ Undo

This command undoes any drawing or editing command.

TypeSmith's undo feature is a single-level undo. You may redo something after undoing it by choosing the Undo command again.

1.3 Edit/ Cut

Edit/ Cut

This command removes the selected points and/or paths and copies them to the Amiga clipboard. Multiple points, multiple paths, and points from different segments may all be cut to the clipboard. If entire paths are not cut, TypeSmith will close them to avoid open paths.

The Amiga clipboard can contain an unlimited number of paths, but only one set may be cut. Each time you use the Cut, Copy or Duplicate commands, the previous contents of the clipboard are deleted and replaced with the newly cut, copied or duplicated path(s).

See also:

- Copy
- Paste
- Duplicate
- Clipboard Unit

1.4 Edit/ Copy

Edit/ Copy

This command copies the selected points and/or paths to the Amiga clipboard without affecting the original points or paths. Multiple points, multiple paths, and points from different segments may all be copied to the clipboard. If entire paths are not copied, TypeSmith will close the copies of the path portions to avoid open paths.

The Amiga clipboard can contain an unlimited number of paths, but only one set may be copied. Each time you use the Cut, Copy or Duplicate commands, the previous contents of the clipboard are deleted and replaced with the newly cut, copied or duplicated path(s).

See also:

- Cut
- Paste
- Duplicate
- Clipboard Unit

1.5 Edit/ Paste

Edit/ Paste

This command allows you to place the contents of the clipboard into a character at a specified position. The mouseform will change to a picture frame shape to help you position the copied paths. Position the picture frame at the top left corner of the area at which to paste the paths and then click the mouse button.

Paths may be pasted at a different size than the originals by dragging the mouse while pasting. While you drag the mouse you will see a box which

represents the size of the paths. If you hold down a Shift key while sizing the paths, the original aspect ratio will be maintained.

Pasting does not erase the clipboard's contents. You can make multiple copies by repeatedly choosing the Paste command.

You can also paste the contents of the clipboard into the same position by holding down Shift while selecting Paste.

- Cut
- Copy
- Duplicate
- Clipboard Unit

1.6 Edit/ Delete

Edit/ Delete

This command removes the selected paths and/or points from the character.

The Delete key is the equivalent of the Delete command.

1.7 Edit/ Select All

Edit/ Select All

This command selects all the points in the current character.

See also:

- Select Path

1.8 Edit/ Select Path

Edit/ Select Path

This command selects all the points in the current path. This command is only available when one point in a path is selected.

See also:

- Select All

1.9 Edit/ Reduce Points

Edit/ Reduce Points

This command reduces the number of points in the current character by combining bézier curves where possible. This is useful when loading a

Compugraphic Intellifont or TrueType font, or any autotraced font, that has excessive points. (Compugraphic and TrueType fonts often have too many points when loaded because these formats do not define curves in the same manner as TypeSmith and PostScript.)

You can use this command more than once but the character quality will be degraded. This command also corrects some common path construction errors.

1.10 Edit/ Correct Path Directions

Edit/ Correct Path Directions

This sets the direction of paths in the current character to the standard for PostScript fonts. The outermost path will be made counterclockwise, the next path in will be clockwise, the next will be counterclockwise, etc.

This is important when converting fonts that do not adhere to the PostScript standard for path directions. If you convert a font and its counters are filled when printed, use this command to fix the offending characters.

1.11 Edit/ Font Attributes...

Edit/ Font Attributes...

This command opens a requester to set the general attributes for a font. The requester is identical to that opened by the New » Outline command.

Requester Gadgets:

Attribute: Sets the attribute for DMF fonts.

Font ID: Unique identification number.

FontName: Name of the font without spaces. i.e.,
AGaramond-Semibold

FamilyName: Name of the font family. i.e., AdobeGaramond

Weight: Name of the weight in a family. i.e., Semibold

FullName: Complete name of the font with spaces. i.e., Adobe
Garamond Semibold

Notice: Used for copyright or author's notices. Up to 106
characters.

Underline: Sets the underline offset from the baseline. Default =
-150.

Thickness: Sets the underline thickness. Default = 20.

FixedPitch: Makes all characters an equal width.

Version: Used for the version number of your font.

1.12 Edit/ Font Dimensions...

Edit/ Font Dimensions...

This command allows you to change the font dimensions at any time after creating or opening a font. It opens a requester to set the bounding box size and the character guides.

Requester Gadgets:

The bounding box text gadgets allow you to set the maximum designed size of the font. This is different from the point size of a font. The default bounding box size is 1400 x 1200 character units, which includes area to the left and bottom of the character origin. These values are suitable for most fonts.

The character guide text gadgets allow you to set the ascent, cap height, x-height and descent lines. These guides do not affect the font, but are used to help you design your characters. These guides should be set to match the design of your font.

Left: Left edge of the bounding box. Default = -100.

Bottom: Bottom edge of the bounding box. Default = -300.

Right: Right edge of the bounding box. Default = 1300.

Top: Top edge of the bounding box. Default = 900.

Ascent: Marks the top of the ascenders of characters such as f and h. In many fonts, the ascent line and the cap height are in the same position. In other fonts, the ascenders of lowercase letters are higher than the tops of capital letters. No part of a character should extend above the ascent line. Default = 800.

Cap Height: Marks the top of capital letters. The cap height line is only a guideline and does not restrict you in any manner. Default = 750.

x Height: Marks the top of lowercase letters such as u and o. Fonts with large x-heights are generally easier to read. The x-height line is only a guideline and does not restrict you in any manner. Default = 450.

Descent: Marks the bottom of the descenders of characters such as p and q. No part of a character should extend below the descent line. Default = -200.

Guess: Examines the size of the characters in your font and sets the bounding box and character guides to suggested values. This function is only useful if you have designed at least some characters in the font.

Defaults: Restores the bounding box and character guide settings

to the default values.

1.13 Edit/ Metrics...

Edit/ Metrics...

This command opens a requester to change the font metric information metric generation process. (Font metric refers to character widths, spacing and kerning.)

To set the width of a character:

1. Select the character name in the Character Width selector.
2. Set its width in the Width text gadget.
3. Or toggle on the Preview gadget and drag the Width bar in the Preview requester.

To change an existing kerning pair:

1. Select the first character in the Character Width selector.
2. Select the second character in the Kerning Pair selector.
3. Set the kerning value in the Kerning text gadget.

To add a new kerning pair:

1. Select the first character in the Character Width selector.
2. Select the second character in the Character Names selector.
3. Choose the Add gadget.
4. Set the kerning value in the Kerning text gadget.

Note: Compugraphic Intellifonts use kerning segments instead of kerning pairs. TypeSmith does not support kerning segments, so kerning values will not be saved when you export Compugraphic Intellifonts, and kerning segments will not be loaded when you open an Intellifont.

Requester Gadgets:

Character Width: Select a character to change its width, or select the first character in a kerning pair.

Width: Set the character width.

Kerning Pair: Select the kerning pair for the character selected in Character Width.

Kerning: Set the kerning.

Character Names: Select the second character for a kerning pair.

Remove: Delete the selected kerning pair.

Remove All: Delete all kerning pairs for the character selected in Character Width.

Add: Create a kerning pair for the characters selected in Character Width (first character) and Character Names (second character).

Guess: Estimate the width of the selected character or kerning of

the selected pair.

Load Kerning: Load a previously saved kerning pair table.

Save Kerning: Save a kerning pair table for later use.

Preview: Preview the character width or a kerning pair.

1.14 Edit/ Compositions...

Edit/ Compositions...

This commands opens a requester to change the composition references for a ↔ character.

To move an existing composition reference:

1. Select the composition reference in the Composition Table selector.
2. Set its horizontal and vertical offsets in the X-Offset and Y-Offset gadgets.

To add a new composition reference:

1. Choose a character part to reference (add to this composite character) in the Character Names selector.
2. Choose the <--- gadget.
3. Set its horizontal and vertical offsets in the X-Offset and Y-Offset gadgets.

Note: If a character is to include the paths stored in its position, it must be referenced in the Composition Table selector. i.e., Character 65 (A) should have a reference for character 65.

Note: Saving a font in Compugraphic format will dissolve all compositions because the composition format is incompatible. This will not affect the appearance of your font, since TypeSmith will compensate by copying the composition references to the applicable characters to preserve the desired combinations.

Requester Gadgets:

Composition Table: Select the composition reference to change.

X-Offset: Set the horizontal offset for the composition reference.

Y-Offset: Set the vertical offset for the composition reference.

Character Names: Select the composition reference to add.

<--- Adds the character part selected in Character Names as a reference.

Remove: Delete the selected composition reference.

Add: Create a kerning pair for the characters selected in Character Width (first character) and Character Names (second character).

Open: Load a previously saved composition table.

Save As: Save a composition table for later use.

Preview: Preview the changes in the main character window as they are made.

Previous: Edit the compositions for the previous character. This does not change the character shown in the window, so the Preview gadget has no effect.

Next: Edit the compositions for the next character. This does not change the character shown in the window, so the Preview gadget has no effect.
