

TTY

Copyright © 1993 Soft-Logik Publishing Corporation

COLLABORATORS

	TITLE : TTY		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 29, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	TTY	1
1.1	Settings and Program Tool Types	1
1.2	screentype	2
1.3	pubscreen	2
1.4	displayid	2
1.5	grid	2
1.6	snaptogrid	2
1.7	guides	2
1.8	rulers	3
1.9	fill	3
1.10	composite	3
1.11	template	3
1.12	autofit	3
1.13	whitewindow	3
1.14	language	3
1.15	toolbox	4
1.16	clipunit	4
1.17	maxfactor	4
1.18	displayfont	4
1.19	displayfontsize	4
1.20	information	5
1.21	color#	5
1.22	#?_PATH	5
1.23	#?_PTRN	5
1.24	SF#=filepath	6
1.25	Font Tool Types	6
1.26	id	7
1.27	version	7
1.28	bboxx	7
1.29	bboxy	7

1.30	bboxxm	8
1.31	bboxym	8
1.32	xheight	8
1.33	capheight	8
1.34	descender	8
1.35	ascender	8
1.36	fontname	9
1.37	fullname	9
1.38	familyname	9
1.39	weight	9
1.40	notice	10
1.41	fixedpitch	10
1.42	encoding	10

Chapter 1

TTY

1.1 Settings and Program Tool Types

Settings and Program Tool Types

TypeSmith stores your program settings in the tool types for the TypeSmith icon (↔ TypeSmith.info file). These are not intended to be user-editable, but are ↔ listed here in case you want to change them manually.

Options

SCREENTYPE
PUBSCREEN
DISPLAYID
GRID
SNAPTOGRID
GUIDES
RULERS
FILL
COMPOSITE
TEMPLATE
AUTOFIT
WHITEWINDOW
LANGUAGE
TOOLBOX
CLIPUNIT
MAXFACTOR
DISPLAYFONT
DISPLAYFONTSIZE
INFORMATION

Screen Colors

COLOR#

Paths

#?_PATH

File Matching Patterns

#?_PTRN

ARexx Script Paths

F# or SF#

1.2 screentype

SCREENTYPE=CustomPublic|Workbench

Purpose: Sets the type of screen on which TypeSmith will open.

1.3 pubscreen

PUBSCREEN=name

Purpose: Sets the public screen name on which to open.

Where: name is the name of the public screen.

1.4 displayid

DISPLAYID=#

Purpose: Sets the type of screen mode on which TypeSmith will open.

Note: Not editable by user.

1.5 grid

GRID=yes|no

Purpose: Sets the Show Grid toggle.

1.6 snaptogrid

SNAPTOGRID=yes|no

Purpose: Sets the Snap to Grid toggle.

1.7 guides

GUIDES=yes|no

Purpose: Sets the Show Guides toggle.

1.8 rulers

RULERS=yes|no

Purpose: Sets the Show Rulers toggle.

1.9 fill

FILL=yes|no

Purpose: Sets the Show Filled Characters toggle.

1.10 composite

COMPOSITE=yes|no

Purpose: Sets the Show Composite Characters toggle.

1.11 template

TEMPLATE=yes|no

Purpose: Sets the Show Template toggle.

1.12 autofit

AUTOFIT=yes|no

Purpose: Sets the Autofit magnification option.

1.13 whitewindow

WHITEWINDOW=yes|no

Purpose: Sets the window background color option.

1.14 language

LANGUAGE=locale|english|french

Purpose: Sets the program language.

1.15 toolbox

TOOLBOX=left|right

Purpose: Sets the default toolbox position.

1.16 clipunit

CLIPUNIT=x

Purpose: Sets the unit of the clipboard.device.

The default Amiga clipboard is number 0. You can force TypeSmith to use another clipboard unit by changing the CLIPUNIT tooltype to another number.

1.17 maxfactor

MAXFACTOR=1|2

Purpose: Sets the maximum view magnification factor.

MAXFACTOR=1 allows up to 100% magnification.

MAXFACTOR=2 allows up to 50% magnification.

Use the MAXFACTOR=2 setting if your Amiga has only 512K of chip RAM.

1.18 displayfont

DISPLAYFONT=name.font

Purpose: Sets the font used for menus and requester titles

Where: name.font is a font in the Fonts: directory.

Example: DISPLAYFONT=topaz.font

1.19 displayfontsize

DISPLAYFONTSIZE=#

Purpose: Sets the size of the font used for menus and requester titles.

Where: # is the size of the font.

Example: DISPLAYFONTSIZE=8

1.20 information

INFORMATION=position

Purpose: Sets the position of the status bar.

Where: position=Top or Bottom.

Example: POSITION=Top
POSITION=Bottom

1.21 color#

COLOR0=#
COLOR#_RED=#
COLOR#_GREEN=#
COLOR#_BLUE=#

Purpose: Sets the interface colors, for colors 0 to 3.

Where: # is the decimal RGB value, from 0 to 255.

1.22 #?_PATH

DMF_PATH=fontpath
SOFTLOGIK_PATH=fontpath
POSTSCRIPT_PATH=fontpath
INTELLIFONT_PATH=fontpath
RRE_PATH=tsfonts
TRUETYPE_PATH=stuff:psfonts
GRAPHIC_PATH=fontpath

Purpose: Sets the default path for various types of files.

Where: fontpath is a path.

Example: SOFTLOGIK_PATH=Work:PageStream2/PSFonts

1.23 #?_PTRN

DMF_PTRN=(pattern|pattern...)
FM_PTRN=(pattern|pattern...)
SOFTLOGIK_PTRN=(pattern|pattern...) (for Soft-Logik bitmap screen fonts)
PFB_PTRN=(pattern|pattern...)
AFM_PTRN=(pattern|pattern...)
PFM_PTRN=(pattern|pattern...)
ABF_PTRN=(pattern|pattern...)
RTF_PTRN=(pattern|pattern...)
TTF_PTRN=(pattern|pattern...)

```

FON_PTRN=(pattern|pattern...)
INTELLIFON_PTRN=(pattern|pattern...)
PS_PTRN=(pattern|pattern...) (for type 3 fonts)
ILBM_PTRN=(pattern|pattern...)
DR2D_PTRN=(pattern|pattern...)
COMPOSITION_PTRN=(pattern|pattern...)
KERNING_PTRN=(pattern|pattern...)
AREXX_PTRN=(pattern|pattern...)

```

Purpose: Sets the file matching pattern for various types of files.

Where: pattern is a file requester pattern.

Example: IFF_PTRN=#?iff|#?ilbm

1.24 SF#=filepath

SF#=filepath

Purpose: Sets the path for the ARexx macro script assigned to a function key.

Where: SF is 'F' for unshifted function keys, or 'SF' for shifted.
 # is the function key number (1-10).
 Filepath is a path and filename.

Example: F6=work:typesmith/rexx/demo.tsr

1.25 Font Tool Types

Font Tool Types

Project icons for PostScript and Compugraphic files are not required so you can delete font icons if you wish. Project icons for .DMF files contain information useful to TypeSmith because some information cannot be stored in the .DMF file. In general, you should not delete them until you are finished working on a font.

Create Icons must be checked in the Options requester for icons to be saved. If this option is not checked, this information cannot be saved with DMF fonts.

DMF Font Files

```

ID
VERSION
BBOXX
BBOXY
BBOXXM
BBOXYM
XHEIGHT
CAPHEIGHT

```

DESCENDER
ASCENDER
FONTNAME
FULLNAME
FAMILYNAME
WEIGHT
NOTICE
FIXEDPITCH
ENCODING

1.26 id

ID=#

Purpose: Specifies the unique ID number.

Where: # is the font ID number.

1.27 version

VERSION=#

Purpose: Contains the version number of the font.

Where: # is the version number. Major version numbers = 256, while minor version numbers = 1.

Examples: VERSION=256 means 1.0
 VERSION=257 means 1.1
 VERSION=514 means 2.2

1.28 bboxx

BBOXX=#

Purpose: Specifies the bounding box right value.

Where: # is the coordinate in character units.

1.29 bboxy

BBOXY=#

Purpose: Specifies the bounding box top value.

Where: # is the coordinate in character units.

1.30 bboxxm

BBOXX=#

Purpose: Specifies the bounding box left value.

Where: # is the coordinate in character units.

1.31 bboxym

BBOXY=#

Purpose: Specifies the bounding box bottom value.

Where: # is the coordinate in character units.

1.32 xheight

XHEIGHT=#

Purpose: Specifies the x-height position.

Where: # is the size in character units.

1.33 capheight

CAPHEIGHT=#

Purpose: Specifies the cap height position.

Where: # is the size in character units.

1.34 descender

DESCENDER=#

Purpose: Specifies the descender position.

Where: # is the size in character units.

1.35 ascender

ASCENDER=#

Purpose: Specifies the ascender position.

Where: # is the size in character units.

1.36 fontname

FONTNAME=name

Purpose: Specifies the font name.

Where: name is the font name.

Example: FONTNAME=Garamond-Semibold

1.37 fullname

FULLNAME=name

Purpose: Specifies the full font name.

Where: name is the full font name.

Example: FONTNAME=Garamond Semibold

1.38 familyname

FAMILYNAME=name

Purpose: Specifies the font family name.

Where: name is the family name.

Example: FAMILYNAME=Garamond

1.39 weight

WEIGHT=name

Purpose: Specifies the font weight.

Where: name is the font weight.

Example: WEIGHT=Semibold

1.40 notice

NOTICE=text

Purpose: Specifies the font notice.

Where: text is the font notice.

Example: NOTICE=Created with TypeSmith Amiga

1.41 fixedpitch

FIXEDPITCH=yes|no

Purpose: Sets the fixed pitch toggle.

1.42 encoding

ENCODING=type

Purpose: Sets the encoding type.

Where: type is the encoding type, CUSTOM|STANDARD.

Notes: If CUSTOM is used, 255 additional tooltypes for each character will be added to define the character names. They are numbered in hexadecimal from 1 to FF and are not intended to be user editable.
