

TOO

Copyright © 1993 Soft-Logik Publishing Corporation

COLLABORATORS

	<i>TITLE :</i> TOO	
<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	TOO	1
1.1	TypeSmith2 Toolbox	1
1.2	Pointer Tool	2
1.3	Pen Tool	2
1.4	Box Tool	3
1.5	Ellipse Tool	3
1.6	Add Point	4
1.7	Join Points	4
1.8	Line to Curve	4
1.9	Curve to Line	4
1.10	Edit Bitmap Font	4
1.11	Show Template	5
1.12	Show Filled Characters	5
1.13	Magnify Tool	5
1.14	Change Character Tool	6
1.15	Previous Character Tool	6
1.16	Next Character Tool	6

Chapter 1

TOO

1.1 TypeSmith2 Toolbox

TypeSmith2 Toolbox

Pointer
Pen
Box
Ellipse

Add Point
Join Points
Line to Curve
Curve to Line

Edit Bitmap Font
Show Template

Show Filled Characters
Magnify

Goto Character
Previous Character
Next Character

The toolbox icons represent the tools you use to draw and manipulate character paths. The toolbox has a move bar which can be used to move it anywhere on the screen. It also has a depth gadget to hide it behind other windows.

To select a tool, click on it with the mouse pointer. If a tool remains selected after you choose it, it will be sunken in the toolbox to show that is selected.

The mouse pointer will change shapes, depending on the tool selected. The mouse pointer will change back to a pointer whenever it is outside of a character window, so you can always select menu commands and requester options regardless of the tool in use.

The tools at the bottom of the toolbox are used to change characters. They do not stay depressed after use because they do not change the mouse

pointer mode.

Getting help on specific tools

You can get help on a specific tool from within TypeSmith by positioning the mouse pointer over a tool and then pressing the Help key. This will open the Help system directly to the desired tool.

1.2 Pointer Tool

Pointer Tool

The Pointer tool is used to select and manipulate points and paths.

Selecting Points and Paths

To select a point:

- click on it with the pointer.

To select a point while leaving other points selected:

- shift click on it with the pointer.

To deselect all points:

- Press the space bar.

To select a number of points:

- Shift click on them.
- Draw a marquee box around them.

To select all the points in a character:

- Choose Select All

To select all the points in the current path:

- Choose Select Path when one point is selected.

Moving Points and/or Paths:

To move a selected point:

- Drag the point to another position.

To move selected multiple points and/or paths:

- Drag from a point or segment to another position.

Deleting a Point

To delete one or more selected points:

- Press Del or choose Delete

1.3 Pen Tool

Pen Tool

NOTE: the Pen tool icon has been changed from a curve to a pen nib! The manual's pictures of this tool are no longer correct.

The Pen tool allow you to create complex shapes not provided by the basic shape tools.

The steps to draw a path are:

1. Select the Pen tool.

The mouseform will change to a drawing crosshair.

2. Position the mouse crosshair. Start the path.

To start a line:

- click the left mouse button.

To start a curve with the first curve handle at the startpoint:

- click the left mouse button.

To start a curve segment and place the first curve handle:

- drag the mouse from the startpoint to the curve handle.

3. Place the first path point.

To end a line segment:

- click to end the line segment.

To end a curve:

- drag the mouse from the path point to the second curve handle.

4. If you want the next segment to be smoothed curve:

- drag the mouse; or

If you want the next segment to be a normal curve or a line:

- press and hold the Alt key before starting to drag the mouse.

5. Place another path point. Repeat as required.

6. End the path. Press the right mouse button or Escape.

Note: Hold down the Shift key to constrain drawing to horizontal, vertical and 45 degree directions.

1.4 Box Tool

Box Tool

The Box tool is used to draw rectangles and squares.

Click to start a box. Move the mouse to define the size. Hold down Shift to constrain the box to a square. Click to end the box.

1.5 Ellipse Tool

Ellipse Tool

The Ellipse tool is used to draw ellipses and circles.

Click to start an ellipse. Move the mouse to define the size. Hold down Shift to constrain the ellipse to a circle. Click to end the ellipse.

1.6 Add Point

Add Point

The Add Point tool is used to add a point to a path.

Select two neighboring points. Choose the Add Point tool to add a point in the middle of the selected points.

1.7 Join Points

Join Points

The Join Points tool is used to join separate paths.

Select two neighboring points in one path, and two neighboring points in another path. Choose the Join Points tool to join the paths.

1.8 Line to Curve

Line to Curve

The Line to Curve tool is used to convert a line segment to a curve segment.

Select two neighboring point handles. Choose the Line to Curve tool to convert the line segment to a curve segment. Curve handles will appear at the start and end points of the segment.

1.9 Curve to Line

Curve to Line

The Curve to Line tool is used to convert a curve segment to a line segment.

Select two neighboring point handles. Choose the Curve to Line tool to convert the curve segment to a line segment.

1.10 Edit Bitmap Font

Edit Bitmap Font

The Edit Bitmap Font tool allows you to edit the bitmap template for the current character when a bitmap font is open. It is equivalent to choosing the Edit command. You cannot edit bitmap pictures, only bitmap fonts.

Choosing the Edit command or tool toggles the bitmap grid. When the tool is depressed, or when the command has a checkmark next to it in the menu, you can edit the bitmap font (if one is open).

The bitmap editing mode provides a standard paint mode like a paint program. When you paint a white dot, it will change to black, and vice versa. Clicking changes just one dot, while dragging changes all the dots touched by the pointer.

To move the entire character within the boundaries of the bitmap character, hold down a Shift key and press one of the arrow keys.

1.11 Show Template

Show Template

The Show Template tool is used to toggle the display of the bitmap template layer.

When the tool is depressed, the bitmap template will be visible. When the tool is unselected, the bitmap template will be hidden.

1.12 Show Filled Characters

Show Filled Characters

The Show Filled Characters tool is used to toggle the display of character fills. It is easier to edit characters when they are unfilled, so you should use this tool for previewing your finished characters.

When the tool is depressed, the character will be filled. When the tool is unselected, the character will be unfilled.

1.13 Magnify Tool

Magnify Tool

The Magnify tool is used to increase and decrease the magnification in the current character window. It is equivalent to choosing the Zoom In or Zoom Out commands.

You can also press the plus key on the numberpad (of any Amiga except the A600 which does not have a number pad.)

To increase the view magnification, select the tool and click in the character window. To decrease the view magnification, hold down a Shift key and click.

Note: The maximum view magnification will be 100% if the MAXFACTOR tooltype is set to 1.

1.14 Change Character Tool

Change Page Tool

The Change Character tool is used to choose the character to edit. Simply type a new decimal character number in the text gadget and then press Tab or Return to move to that character.

1.15 Previous Character Tool

Previous Character Tool

The Previous Character tool is used to move to the next lower character.

1.16 Next Character Tool

Next Character Tool

The Next Character tool is used to move to the next higher character.
