

TEM

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COLLABORATORS

	<i>TITLE :</i> TEM		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Contents

1	TEM	1
1.1	Menus: Template	1
1.2	Template/ New Bitmap Font...	1
1.3	Template/ Open »	2
1.4	Template/ Open » IFF ILBM Template...	2
1.5	Template/ Open » Amiga Bitmap Font...	3
1.6	Template/ Open » Soft-Logik Bitmap Font...	3
1.7	Template/ Open » ABF PostScript Screen Font...	4
1.8	Template/ Save »	4
1.9	Template/ Save » IFF ILBM Template...	4
1.10	Template/ Save » Amiga Bitmap Font...	4
1.11	Template/ Save » Soft-Logik Bitmap Font...	5
1.12	Template/ Save » ABF PostScript Screen Font...	5
1.13	Template/ Edit	5
1.14	Template/ Clear	6
1.15	Template/ Autotrace...	6
1.16	Template/ Generate Character	6

Chapter 1

TEM

1.1 Menus: Template

Template:

```
New Bitmap Font...
Open »
  IFF ILBM Template...
  Amiga Bitmap Font...
  Soft-Logik Bitmap Font...
  ABF PostScript Screen Font...
Save »
  IFF ILBM Template...
  Amiga Bitmap Font...
  Soft-Logik Bitmap Font...
  ABF PostScript Screen Font...

Edit
Clear

Autotrace...
Generate Character
```

1.2 Template/ New Bitmap Font...

Template/ New Bitmap Font...

This command opens a requester to set the size for a new bitmap font. Choose a size from the requester and then TypeSmith will automatically generate bitmap characters based on the actual character outlines. These bitmaps will require hand-tuning, but will provide a good starting point.

If you later create or change a character outline and want to automatically generate a bitmap for that character without creating a whole new bitmap font, choose the Generate Character command.

Requester Gadgets:

Bitmap Font Size: Choose a size from those listed for the new bitmap font.

User Point Size: Enter a size for the new bitmap font.

1.3 Template/ Open »

Template/ Open »"

This command allows you to open existing bitmap fonts and templates.

You must have an active window containing a font outline before opening a bitmap font or bitmap picture.

See also:

- Open » IFF ILBM Template...
- Open » Amiga Bitmap Font...
- Open » Soft-Logik Bitmap Font...
- Open » PostScript ABF Screen Font...

1.4 Template/ Open » IFF ILBM Template...

Template/ Open » IFF ILBM Template...

This command allows you to load a bitmap picture into the bitmap template. The template can be used as a guide over which you can draw your character. This is useful if you have a scanned example of your character. Any type of IFF ILBM picture can be imported except CMYK pictures.

This command will open a file requester to select a picture file to import. The file must be in IFF ILBM format. Choose a file and click on the Ok gadget. TypeSmith will load the picture and will open a requester to set the import option.

Specify whether to import the picture at its original size, scale it to fit in the character window, or to paste it to any size. Scaling a picture to fit will change its horizontal and vertical size to match the character window. This may distort the aspect ratio.

After the bitmap picture appears, you can drag it and resize it at any time with the mouse pointer just as you would a character path. You cannot edit the bitmap picture or manipulate it with any other TypeSmith command except Autotrace.

Bitmap pictures are shown in the background of the current character window when the Show Template command or Show Template tool are selected. If the command and tool are not selected when a bitmap picture is imported, they will be toggled on automatically.

IMPORTANT! Bitmap fonts and bitmap pictures share the template layer in TypeSmith. Loading a bitmap template clears the bitmap for that character,

and thus you can no longer save the bitmap characters as a font file. You will have to reopen the bitmap font file to clear the bitmap picture from the template layer.

Requester Gadgets:

Original Size: Import the picture at its original size and aspect ratio.

Frame to Scale: Paste the picture into the window at any size by dragging it.

Scale to Fit: Automatically scale the picture to fill the window.

1.5 Template/ Open » Amiga Bitmap Font...

Template/ Open » Soft-Logik Bitmap Font...

This command allows you to open an AmigaDOS format bitmap font. It will open a file requester to select an Amiga bitmap font and size to open. TypeSmith is capable of opening standard bitmap fonts, but is not compatible with colorfonts.

Bitmap fonts are shown on the bitmap template for the outline font. You can toggle the display of the bitmap layer by choosing the Show Template tool or by choosing the Show Template command. You can edit the bitmap font with the Edit command.

1.6 Template/ Open » Soft-Logik Bitmap Font...

Template/ Open » Soft-Logik Bitmap Font...

This command allows you to open a Soft-Logik format bitmap font. It will open a file requester to select a font file to open.

Soft-Logik format bitmap fonts normally have the following file extensions:

```
##I: Amiga format interlace mode
##N: Amiga format non-interlace mode
##H: Atari format high-resolution mode
##M: Atari format medium-resolution mode
- where ## is the size of the bitmap font.
```

The difference between the modes is the aspect ratio used when designing the font. TypeSmith will create only Amiga interlace fonts, but any format can be loaded.

Bitmap fonts are shown on the bitmap template for the outline font. You can toggle the display of the bitmap layer by choosing the Show Template tool or by choosing the Show Template command. You can edit the bitmap font with the Edit command.

1.7 Template/ Open » ABF PostScript Screen Font...

Template/ Open » ABF PostScript Screen Font...

This command allows you to open a PostScript Type 1 format bitmap font. It will open a file requester to select a font file to open.

PostScript Type 1 format bitmap fonts normally have the following file extensions:

.ABF
.## - where ## is the size of the bitmap font.

Bitmap fonts are shown on the bitmap template for the outline font. You can toggle the display of the bitmap layer by choosing the Show Template tool or by choosing the Show Template command. You can edit the bitmap font with the Edit command.

Note: FON format fonts may not be opened in TypeSmith.

1.8 Template/ Save »

Template/ Save »"

This command allows you to save the current bitmap font or template.

If the current character has an IFF ILBM template, the Open » IFF ILBM Template command will be available. If a bitmap font is open and you have not imported a bitmap template, you can save the bitmap font in any of the available formats.

See also:

Save » IFF ILBM Template...
Save » Amiga Bitmap Font...
Save » Soft-Logik Bitmap Font...
Save » PostScript ABF Screen Font...

1.9 Template/ Save » IFF ILBM Template...

Template/ Save » IFF ILBM Template...

This command allows you to save the current bitmap template as an IFF ILBM picture. It will only be available if the current character has a bitmap template.

This command will open a file requester to choose a name and filepath for the picture.

1.10 Template/ Save » Amiga Bitmap Font...

Template/ Save » Soft-Logik Bitmap Font...

This command allows you to save the current bitmap font as an AmigaDOS format bitmap font. It will open a file requester to select a name and filepath for the font.

This command will only be available if a bitmap font is open and if you have not imported a bitmap picture template.

AmigaDOS bitmap fonts are normally stored in the FONTS: directory.

1.11 Template/ Save » Soft-Logik Bitmap Font...

Template/ Save » Soft-Logik Bitmap Font...

This command allows you to save a Soft-Logik format bitmap font. It will open a file requester to select a font name and filepath.

This command will only be available if a bitmap font is open and if you have not imported a bitmap picture template.

Soft-Logik format bitmap fonts created with TypeSmith normally have a .##I file extension, where I stands for interlace and ## is the size of the font file. You can use any file extension you wish, since PageStream is not name sensitive.

1.12 Template/ Save » ABF PostScript Screen Font...

Template/ Save » ABF PostScript Screen Font...

This command allows you to save a PostScript Type 1 format bitmap font. It will open a file requester to select a font name and filepath for the font.

This command will only be available if a bitmap font is open and if you have not imported a bitmap picture template.

PostScript Type 1 format bitmap fonts normally have the following file extensions, but you can use any file extension you want.

.ABF
.## - where ## is the size of the bitmap font.

1.13 Template/ Edit

Template/ Edit

This command allows you to edit the bitmap template for the current character when a bitmap font is open. It is equivalent to choosing the Edit Bitmap tool from the toolbox. 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.

1.14 Template/ Clear

Template/ Clear

This command clears the bitmap font and/or template from memory.

1.15 Template/ Autotrace...

Template/ Autotrace...

This command opens a requester to set options for tracing a picture. Autotracing converts a bitmap picture into paths that can be used as part of a character. For example, you could start your character as a hand-drawn sketch. Then you could scan it, import it as a picture and autotrace it.

This feature is intended to provide you with an approximation of a character outline based on an imported picture, but you should hand-edit it to create the final character outline.

Requester Gadgets:

Normal: Creates the simplest trace and is the fastest.

Medium: Medium accuracy and speed.

Accurate: Creates more points but is slower.

TypeSmith will open a status requester to show the progress of the tracing process.

1.16 Template/ Generate Character

Template/ Generate Character

If after creating a bitmap font, you later create or change a character

outline and want to automatically generate a bitmap for that character with this command.

Generate Character creates a bitmap character for the current character only.

See also:

New Bitmap Font...
