**SET**

**COLLABORATORS**

| | *TITLE* :<br><br>SET | | |
|---|---|---|---|
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
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**REVISION HISTORY**

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# Chapter 1

# SET

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## 1.2   Settings/ Show Grid

```
Settings/ Show Grid
```

This command toggles the display of the non-printing background grid.
The grid will be visible when the Show Grid command has a checkmark next
to it in the menu.

When the Show Template command is toggled off, the grid display will be
disabled, since toggling on the background template turns off the grid and
guides.

The grid spacing is set with the Set Grid command. The grid's magnetic
attraction is toggled on with the Snap to Grid command.

## 1.3   Settings/ Snap to Grid

Settings/ Snap to Grid

This command toggles on and off the display of the non-printing background
grid.

When the grid snap is toggled on, points and paths are snapped to the
closest grid points when moved or drawn. When Snap to Grid is toggled off,
points and paths will not be affected by the grid, even if it is visible.

Turning Snap to Grid on does not affect the position of paths which are
already part of the character. When you draw a path with Snap to Grid on,
the entire path is snapped to the grid. If you move an existing path, its
top left corner will be snapped to the grid. If you move a point in a
path, the point will be snapped to the grid.

The grid display is toggled with the Show Grid command. The grid spacing is
set with the Set Grid command.

## 1.4   Settings/ Set Grid...

Settings/ Set Grid...

This command is used to change the grid spacing. It opens a requester to
choose the horizontal and vertical grid intervals. You can select from
preset and custom grid spacing.

The grid display is toggled with the Show Grid command. Grid snap is
toggled on with the Snap to Grid command.

Requester Gadgets:

Horizontal: Choose the horizontal grid spacing, or enter the
spacing in the text gadget.

Vertical: Choose the vertical grid spacing, or enter the spacing
in the text gadget.

## 1.5   Settings/ Show Guides

Settings/ Show Guides

This command toggles the display of the non-printing character guides. The
guides will be visible when the Show Guides command has a checkmark next
to it in the menu.

When the Show Template command is toggled off, the guide display will
be disabled, since toggling off the background turns off the grid and
guides.

The guides are used to position the character outline. The four horizontal
guides represent the font's ascent, descent, cap height and x-height

lines. The left vertical guide shows the left edge of the character and
the right vertical guide shows the right edge of the character. The right
edge guide will only be visible when the character has a width greater
than 0.

The guide positions are set with the Font Dimensions command.


## 1.6   Settings/ Show Rulers

Settings/ Show Rulers

This command toggles the display of the character window rulers. The
rulers will be visible when the Show Rulers command has a checkmark next
to it in the menu.

When the rulers are visible, arrows indicating the guide positions will be
displayed so that you can move the guides visually.


## 1.7   Settings/ Install ARexx Macros...

Settings/ Install ARexx Macros...

This command opens a requester to assign ARexx scripts to the function
keys. You can assign up to twenty ARexx macro scripts to the ten function
keys. The first ten ARexx macros are assigned to the function keys without
a modifier. The second ten ARexx macros are assigned to the function keys
with a Shift key modifier.

To execute an ARexx macro, you simply press the appropriate function key
while holding down the Shift key (if applicable).

Requester Gadgets:

F1 to F10: Enter the the path and name of the macro to install.
Alternatively, click on the set path (folder) gadget for a function key to
choose a macro from a file requester.

Modifier: This toggles the display of unshifted and shifted
function key combinations.


## 1.8   Settings/ Options...

Settings/ Options...

This command opens a requester to change the program defaults to your
taste.

Choosing a View Mode & Screen Type

The Screen Type gadget allows you to open TypeSmith on the Workbench or a

public or custom screen. Using TypeSmith on the Workbench will save memory because an additional screen is not required. The Workbench limits you to its view mode, while you can choose any type of view mode with a custom screen. Public screens can be shared by other applications, but they require more memory since another screen must be opened.

The Viewmode gadget opens a requester to select the type of screen for TypeSmith. Only the screen types available for your system will be listed in the requester. Do not choose a screen type which your monitor is incapable of displaying. Click on the desired screen type and then choose the OK gadget to accept the change.

If TypeSmith is opened on the Workbench or an existing public screen, the view mode selection will not be used until you change to a custom screen.

To open TypeSmith on the Workbench screen:
    1. Choose Workbench with the Screen Type gadget.

To open TypeSmith on an existing public screen:
    1. Choose Public Screen with the Screen Type gadget.
    2. Enter its name in the text gadget.
To open TypeSmith on a new public screen:
    1. Choose Custom Screen with the Screen Type gadget.
        The screen will be called TYPESMITH. If this is the second copy
        of TypeSmith running, the screen will be called TYPESMITH.1.
    2. Choose the screen mode with the Viewmode gadget.

Requester Gadgets:

Viewmode: Click to choose a view mode from a requester.

Screen Type: Choose the type of screen. If you choose a Public screen, enter its name in the text gadget.

Screen Font: Click to choose a screen font from a requester.

Screen Colors: Click on a color swatch to change. Drag its red, green and blue component sliders to change the color.

Auto Fit in Window: Makes character outlines always fit in the character window.

Background White: Toggles the background color of the character window. (White or gray.)

Create Icons?: Toggles the saving of icons for font files.

Toolbox Position: Toggles the default toolbox position between the left and right sides of the screen.

## 1.9   Settings/ Set Paths...

Settings/ Set Paths...

This command opens a requester to set the default directory paths for font

and graphic files. The default directory is used when you first open or
save a file with a file requester.

Requester Gadgets:

Soft-Logik Files: Enter the the path for Soft-Logik format files.
(DMF, FM, ##I)

PostScript Files: Enter the the path for PostScript Type 1 and 3
format files. (PFB, AFM, PFM, ABF)

Intellifont Files: Enter the the path for Compugraphic
Intellifont format files. (TYPE, LIB)

Graphic Files: Enter the path for bitmap pictures and structured
drawings. (IFF, ILBM, DR2D)

Alternatively, click on the set path (folder) gadget for each type of file
to choose a path from a file path requester.


## 1.10   Settings/ Revert to Last Saved

Settings/ Last Saved...

You can load the last saved settings into TypeSmith.

All settings will be affected not just only those saved by Save Settings.


## 1.11   Settings/ Save Settings...

Settings/ Save Settings...

You can save changes made with the Install ARexx Macros, Options and Set
Paths commands by choosing the Save Settings command from the Settings
menu. This command also saves the state of several toggle commands.

The following is a list of preferences which are saved by Save Settings:

Settings/Options/Viewmode
Settings/Options/Screen Type
Settings/Options/Screen Font
Settings/Options/Create Icons
Settings/Options/Screen Font
Settings/Options/Color Palette Settings
Settings/Options/Auto Fit in Window
Settings/Options/Background White
Settings/Options/Toolbox Position
Settings/Show Grid toggle
Settings/Snap-to-Grid toggle
Settings/Show Guides toggle
Settings/Show Ruleres toggle
Settings/Set Paths/Font and graphic paths

Settings/Install ARexx Macros/macro paths
File Requester: Show/Hide patterns