

VIE

Copyright © 1993 Soft-Logik Publishing Corporation

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	VIE	1
1.1	Menus: View	1
1.2	View/ Zoom In	1
1.3	View/ Fit in Window	1
1.4	View/ Zoom Out	2
1.5	View/ Show Overview	2
1.6	View/ Show Type Preview	4
1.7	View/ Show Composite Characters	5
1.8	View/ Show Filled Characters	5
1.9	View/ Show Template	5

Chapter 1

VIE

1.1 Menus: View

View:

Zoom In

Fit in Window

Zoom Out

Show Overview

Show Type Preview

Show Composite Characters

Show Filled Characters

Show Template

1.2 View/ Zoom In

View/ Zoom In

This command increases the magnification in the current character window. It is equivalent to clicking in the window with the Magnify tool, or pressing the plus key on the numberpad (of any Amiga except the A600 which does not have a number pad.)

When the maximum magnification level is reached, the Zoom In command will become ghosted, making it unavailable.

Note: The maximum view magnification will be 100% if the MAXFACTOR link `TypeSmith:Help/English/tty/MAXFACTOR` tooltip is set to 1.

See also:

Zoom Out

1.3 View/ Fit in Window

View/ Fit in Window

This command changes the view magnification to the closest ratio which fits the entire character in the window.

1.4 View/ Zoom Out

View/ Zoom Out

This command decreases the magnification in the current character window. It is equivalent to Shift clicking in the window with the Magnify tool, or pressing the minus key on the numberpad (of any Amiga except the A600 which does not have a number pad.)

When the minimum magnification level is reached, the Zoom Out command will become ghosted, making it unavailable.

See also:

Zoom In

1.5 View/ Show Overview

View/ Show Overview

This command opens a panel requester to select characters and character ranges to edit. When a character window is active, the main menus are available, and when the Overview panel is active, its own menus are available.

The Overview panel allows you to choose which character windows to open, and to select ranges of characters for batch changes. The panel can remain open until you are finished with it. Click on the Close gadget or choose the panel's Close command from the Project menu to close the Overview panel.

You can choose how the characters are shown in the Overview panel. Its Overview Type menu allows you to choose from a fast Sample Font, a slower preview generated from the character Outlines, or the bitmap font Templates. Characters shown in black exist in your font, while characters shown in white do not have any paths.

Update Overview

The Overview panel will use the character information from the time the panel was opened or last updated. If you delete or add characters to your font, choose the Update command from the panel's Project menu.

Selecting Characters and Ranges

To select a single character from the Overview panel, click on the character in the panel. To select a range of characters, drag select them

with the mouse pointer. To select all the characters, choose the Characters gadget. To select all the numerals, choose the Numerals gadget. To select all 255 characters, choose the All gadget or choose the Select All command.

Panel Gadgets:

Characters: Selects all the letters in the font.

Numerals: Selects all the numerals in the font.

All: Selects all 256 characters in the font.

Panel Menus:

Project/Update: Refreshes the Overview panel display based on the current character outlines.

Project/Print Preview: Prints a full character set preview of the font. It opens a requester identical to that opened by the Print Preview command.

Project/Close: Closes the Overview panel.

Edit/Undo: Undoes the last panel action (if possible).

Edit/Cut: Removes the selected characters from the Overview panel and stores them in the Amiga clipboard.

Edit/Copy: Copies the selected characters from the Overview panel and stores them in the Amiga clipboard.

Edit/Paste: Pastes the contents of the Amiga clipboard into the selected character in the Overview panel.

Edit/Delete: Permanently removes the selected characters from the Overview panel.

Edit/Select All: Selects all the characters in the font in the Overview panel.

Character/Duplicate: Duplicates the selected characters in their own character positions with offsets. See Path/Duplicate for more information.

Character/Skew: Skews the selected characters. See Path/Skew for more information.

Character/Rotate: Rotates the selected characters. See Path/Rotate for more information.

Character/Scale: Scales the selected characters. See Path/Scale for more information.

Character/Flip: Flips the selected characters. See Path/Flip for more information.

Character/Reduce Points: Eliminates excess points in the selected characters. See Edit/Reduce Points.

Character/Correct Path Directions: Changes path directions to the PostScript standard for the selected characters. See Edit/Correct Path Directions.

OverviewType/Outlines: Show actual character outlines in the Overview panel.

OverviewType/Templates: Show bitmap characters in the Overview panel.

OverviewType/Sample Font: Show the screen font in the Overview panel.

1.6 View/ Show Type Preview

View/ Show Type Preview

This command opens a panel requester to see characters used together in words. When a character window is active, the main menus are available, and when the Type Preview panel is active, its menus are available.

When the Type Preview panel is opened, it will be blank. You can type in it just as you would in any text gadget, to see how characters look together. The character spacing and kerning pair tables will be used to space the characters.

You can delete the last character typed in the panel with the Backspace key. To delete the entire line, choose the Delete Line command from the panel's Project menu. Only one line of type may be entered in the Type Preview panel.

Note: a font metric must be created to make the Type Preview command available.

Update Preview

The Type Preview panel will use the character outline and metric information from the time the panel was opened. If you make changes to the font and want your displayed characters to be updated for the new font information, choose the Update command from the panel's Project menu.

Print Type Preview

The Print Preview command from the panel's Project menu is used to print the contents of the Type Preview panel to the Preferences printer. It opens a requester identical to that opened by the Print Preview command.

The Character Size text gadget in the Print requester will be ghosted when the panel's Print Preview command is chosen, because the type size is chosen from the panel's Size menu.

Panel Menus:

Project/Update: Refreshes the Type Preview panel display based on the current character outlines and metrics.

Project/Delete: Deletes the contents of the Type Preview panel.

Project/Print Preview: Opens the Print Preview requester. See Print Preview.

Project/Close: Closes the Type Preview panel.

Size/50: Sets the preview size to 50 points.

Size/70: Sets the preview size to 70 points.

Size/100: Sets the preview size to 100 points.

Size/User: Opens a requester to enter a custom preview size.

1.7 View/ Show Composite Characters

View/ Show Composite Characters

This command toggles the display of composite characters. When the command is off, character parts are shown. The default in TypeSmith is to show character compositions, since this is how they will be shown when used in an application. While you are creating the base parts to reference in compositions, you must turn off the display of compositions so that you can draw and edit paths stored in positions used by compositions.

Composite characters will be shown when the command has a checkmark next to it in the menu.

You cannot edit a character which has composition references while composite characters are displayed. If you attempt to draw or edit the visible paths in the character window, you will be prompted to edit its component parts.

1.8 View/ Show Filled Characters

View/ Show Filled Characters

This command toggles the display of character fills. You will normally design characters in outline mode; that is, when characters are shown unfilled. You can preview characters as filled shapes to get a better idea of how the final character will look.

This command is equivalent to the Show Filled Characters tool from the toolbox. When the tool is depressed, or when the command has a checkmark next to it in the menu, characters will appear filled.

1.9 View/ Show Template

View/ Show Template

This command toggles the display of the background bitmap picture. If a bitmap picture or a bitmap font is loaded, its display can be toggled on and off with the Show Template command or the Show Template tool from the toolbox. The background template will be visible when the Show Template command has a checkmark next to it in the menu, and when the Show Template tool is depressed. Choosing the command will also select the tool, and vice versa.

When the Show Template command is selected, the Show Grid and Show Guides commands will be ghosted, since toggling on the bitmap template turns off the grid and guide display.
