



# **Foreigner 3.21**

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## What is Foreigner?

Foreigner© is a utility for copying special characters that do not appear on the standard North American keyboard (including accented characters, fractions, superscript numbers, symbols etc.) to the Windows clipboard from which they can be pasted into a Windows application. Characters may also be pasted directly into an application using the mouse. It works with virtually all program windows that accept text, including those used for entering filenames in File-Open and File-Save dialog boxes.

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## How Foreigner compares with Windows CharMap

Foreigner is similar in function to the CharMap utility included with Windows 3.1. However, in my humble opinion, it is superior in several ways:

1. Foreigner has an **Always on Top** option that enables you to keep it visible on your screen at all times, so it's much quicker to access the characters you need regularly. There is no need to bring up the Windows task list or to wade through a pile of overlapping windows to find it.
2. Foreigner's main window is resizeable (using commands in the **Configure** submenu), so you need only display those characters you use, not the entire character set. You can, for example, have an unobtrusive single row of buttons along the bottom of your screen.
3. **Characters can be displayed at various sizes** (between 50% and 200% of their actual size) without affecting the size of the pasted text, making Foreigner more effective for use on systems with high-resolution monitors.
4. Foreigner supports direct pasting, which enables you to select a character from Foreigner's main window then point at the window to receive that character with the mouse. One mouse click and it's there; no need for Edit-Paste commands. For programs that do not initially support direct-pasting of characters, Foreigner includes a **training facility**. Once trained for a specific window, Foreigner should be able to direct-paste to it.
5. Foreigner **remembers where you left it** on the screen the last time you moved it, and reopens at that place. So, if you want to have a character "bar" along the bottom of your screen at all times, you can.
6. Foreigner **retains the formatting** of the character that you paste into the receiving application. If the buttons in Foreigner's window show characters in 12 point bold italics, the character that appears in your application will have these attributes also.
7. Foreigner includes a **free TrueType® font** that you can install on your system. This font includes virtually all common fractions (in addition to the  $\frac{1}{4}$ ,  $\frac{1}{2}$  and  $\frac{3}{4}$  fractions found in most fonts included with Windows) and is much easier and faster to use than creating fractions manually using several separate characters.

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## New features in this version

### Version      Comments

- 3.21** a) Updated the French translation to fix a few mistakes (Je vois demande le pardon!).
- b) Recompiled the entire program using a new version of the Microsoft C compiler, which resulted in a significantly smaller EXE file and, hopefully, a faster program. A side-effect of the update is that Foreigner's code is now optimized for 386-class computers; **it will no longer work on 286-based computers**. I also added support for Microsoft's 3D control library that *must* be installed in the Windows system directory. If not, Foreigner will abort with an error message. A copy of the necessary file (CTL3D.DLL) is included in the Foreigner archive file or on its installation disk (depending on the version you have). Only install this file if you do not already have a copy in your Windows system directory, or if my file has a newer date stamp than yours.
- 3.20** a) **Foreigner goes multi-lingual!** In keeping with the spirit of the software (to simplify access to the characters used in languages other than English), Foreigner now displays its menus in several different, user-selectable languages. Currently, English, French and German are supported. Other languages will be added as I receive translations of the text. If you are fluent in a language other than those in Foreigner 3.20 and are willing to perform the translation of about one half page of text in exchange for a free registered copy of Foreigner, please contact me.
- b) Two shortcut keys for changing the zoom level were added: Control+Z increases the zoom level (for example, from 150% to 175%) and Control+Shift+Z decreases the zoom level (for example, from 75% to 50%). I find that when switching between fonts, it is helpful to be able to quickly switch the zoom level to a value that is appropriate for the particular font. In addition, two new preset zoom levels were added: 90% and 110%.
- c) Buttons now have a minimum size (the width and height of the Minimize/Maximize buttons in Foreigners window caption) below which the characters on the buttons may shrink but the button dimensions will remain unchanged. Previously, button size was determined by the average size of characters in the active character set. The change prevents the occurrence of tiny, unuseable buttons for fonts with very small characters.
- d) Foreigner now has a nifty, new 3D icon to replace the boring, two-dimensional one it had sported since version 1.0.
- e) Corrected a problem that caused Foreigner to save its position on the desktop if it was advised by Windows of a shutdown while it was minimized to an icon. When it was reopened, it would reappear as a fully open window at the former position of its icon.
- f) Corrected a problem that caused Foreigner to occasionally reset the margin settings of the text into which a character was direct-pasted in Microsoft Word for Windows.
- 3.10** This version is similar to 3.00 (see below) with the following additions:
- a) A new zoom level feature in the configuration menu lets you specify the size at which the buttons in Foreigner's window should be displayed, between 50% and 200% of their base size (100%). This setting affects only the size of the display, not the size of characters sent to the receiving application.

- b) A training facility was added that allows Foreigner to be user-configured to work with programs that previously resisted its direct-pasting. See the section "Training Foreigner to direct-paste" in the Customizing Foreigner section. [Click here to go there.](#)
- c) Some program features, such as the number of character sets and the number of windows that can be trained, are enhanced in registered copies of the program. For example, the evaluation copy provides three character sets; the registered copy provides five. The evaluation copy allows you train one window whereas the registered copy allows up to 20 trained windows. [Click here to find out how to register your copy of Foreigner.](#)
- d) The first 30 buttons in Foreigner's window, which were for characters that probably would not display properly in most applications, were eliminated.

**3.00** Foreigner's second major overhaul. Some of the changes include the following:

- a) **Foreigner no longer works under Windows 3.0 and below.** I decided to remove support for Windows 3.0 since it increased the complexity of code for the **Always on Top** option. If you have still not upgraded to Windows 3.1, I strongly suggest that you do, since you get a whole bunch of goodies in addition to the new version of Foreigner (of course, ignore CharMap!). If you are using Windows 3.0, stick with Foreigner version 2.00. At the same time, I also removed the ShowFonts option that disabled the display of fonts in Foreigner's main window; I assumed (correctly?) that most computers using Foreigner have the power to display fonts at an acceptable speed.
- b) I removed the user-defined character set option because, given Foreigner's newfound ability to access all the fonts on your system, the code became very complicated. Sorry if this change inconveniences anyone (if so, continue using version 2.0) but I found, personally, that I rarely used user-defined sets anyway. The upside is that Foreigner now lets you set three character sets as your defaults and you can switch between them reasonably quickly using Control+1, Control+2 and Control+3 keyboard accelerators.
- c) Mechanism by which characters are direct-pasted to Ami Professional was revised so that it doesn't flash the menu bar as the character is pasted into the document. Support for direct pasting in Works for Windows 2.0 was added.
- d) Foreigner is much better now in its ability to retain the formatting of characters it passes to the receiving application. Text attributes such as point size, bold and italics should be preserved in most word processors, so long as the **Retain format** option is set.
- e) Foreigner now displays the name of the active character set in its caption bar (assuming you don't reduce the number of columns to the point that there is not enough of the caption visible to do so).
- f) A help file using the Windows hypertext help engine was added.
- g) Foreigner's status changed from "freeware" to "shareware". Okay, okay, I'm getting selfish in my old age: I actually think I should be compensated, however meagerly, for my days of labor on this new version. As a reminder, Foreigner flashes a short message in its window caption. When you register, you receive a copy that doesn't do this, along with other benefits.
- h) Foreigner now uses any font installed on your system (including [TrueType®](#)) for its character sets. This allows me to bundle a custom fractions font for use with registered copies of Foreigner (and any other Windows application that uses TrueType). This, if nothing else, should be sufficient incentive to get you to register your copy for the meager sum of \$8 Canadian (\$6.50 US).

- i) A scroll bar on Foreigner's right side allows you to scroll through the 256 characters in a given set.
- j) The maximum number of buttons that can be displayed simultaneously increased from 96 to 256.
- k) The mechanism to resize Foreigner's main window was changed. It was too easy to resize the window accidentally using the window border. The only way to do resize Foreigner now is to use the **Rows** or **Columns** commands in the **Configure** submenu.
- l) Cleaned up Foreigner's system menu to put all configuration-related items in a **Configure** submenu.
- m) Foreigner now saves its configuration information in a private file called FOREIGN.INI rather than the Windows file WIN.INI. It creates FOREIGN.INI in the same directory as the program file FOREIGN.EXE when it is run for the first time.

**2.10** Unreleased prototype to test some features planned for the next major version of Foreigner (3.0).

**2.00** Foreigner's first major overhaul; changes were so many that I'm not sure if I remember them all:

- a) Foreigner's use of system resources was reduced
- b) The icons of some other applications (e.g., Postman, Winwhere) are no longer clobbered by Foreigner, as they used to be.
- c) The main window is now resizeable, using the controls in the About box or with the mouse.
- d) A new **Always on Top** option was added.
- e) Support for direct paste to Ami Professional was added (finally!).
- f) The Rich Text Format (RTF) was supported when pasting symbol characters to the Windows clipboard.
- g) The dialog box for defining characters for the user-defined set was simplified so you no longer have to remember arcane code numbers to access the characters you want.
- h) The character set selection box was moved to Foreigner's system menu to reduce Foreigner's window size to the bare minimum.
- i) Foreigner now "remembers" where it was on the screen when you last used it, and reappears there when executed the next time
- j) The arrow keys can now be used to navigate around Foreigner's main window, although I still contend that you probably will prefer to use a mouse.
- k) General program operation is somewhat faster, although this is rather subjective depending on the type of CPU on which it's running.

**1.11** Fixed a bug that prevented the symbol font from being displayed on systems without an on-the-fly screen font generator (e.g., ATM or FaceLift); I guess I just assumed everyone used these things...

**1.10** Major update to the program. Support for the Windows symbol font and user-defined character sets is added.

**1.02** Added ability to close Foreigner altogether as an alternative to minimizing it after a key is pressed. This resulted in a change to the description of the first option in the system menu and the addition of a submenu. A flag in WIN.INI is also

renamed.

**1.01** Modified code so an attempt to execute a second copy of Foreigner simply brings the existing copy to the top of the desktop. This greatly simplifies the macro needed to bring up Foreigner from Word (and presumably other programs).

Previously, WIN.INI was updated every time Foreigner was closed. Now, that file is updated only if options have been changed during the session.

Changed the crosshair cursor so it is easier to distinguish from one used by other programs (the default Windows-supplied crosshair).

**1.00** First distributed version.

**0.90** First working version of the program extracted from Bookworm (April 1991).

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## Installing Foreigner

To install Foreigner manually, copy the file FOREIGN.EXE into your Windows directory (or some other directory, if you prefer) and, optionally, create an icon in a Program Manager group (see the Windows documentation if you don't know how to do this). A typical installation might go as follows:

**Hint:** If you want these instructions to remain visible as you install Foreigner, go to the **Help** menu above and select **Always on Top**. When checked, this option, like the equivalent in Foreigner, causes the help window to remain on top of all other windows on the desktop.

1. Run the Windows File Manager (WINFILE.EXE).
2. Under its **File** menu, select the **Create Directory** command.
3. When the **Create Directory** dialog box appears, enter the directory name **C:\FOREIGN** and press the return key.
4. Under the **File** menu, select the **Copy** command.
5. When the **Copy** dialog box appears, enter **A:\\*.\*** at the **From** line and **C:\FOREIGN** in the **To** line and press the return key.
6. Close the File Manager.
7. In the Windows Program Manager, open the group entitled **Startup**.
8. Under the **File** menu, select the **New** command.
9. In the dialog box that appears, select the **Program item** open and press the return key.
10. In the dialog box that appears, type **Foreigner** in the **Description** field and **C:\FOREIGN\FOREIGN.EXE** in the **Command line** field. Press the return key.
11. Double mouse-click on the new Foreigner icon that appears in the **Startup** group to run the program. Since you placed the Foreigner icon in the **Startup** group in steps 7-10, Foreigner will be run each time you run Windows. If you do not wish this to happen, replace the group name **Startup** in step 7 with that of another Program Manager group.

The options that you set in Foreigner's system menu will be saved in your FOREIGN.INI file under the section entitled **[Foreigner]** so they will remain in effect next time Foreigner is run. See the section "Customizing Foreigner" for more information.

If you use Foreigner with a word processor that supports user-defined macros (such as Microsoft Word for Windows or Lotus Amí Professional), you may wish to write a macro to execute Foreigner directly from within the program using a menu command or keystroke. For example, the following macro (named InsertForeignCharacter) works with Word for Windows versions 1.1 through 6.0:

```
Sub MAIN
Shell "C:\WIN3\FORIGN.EXE", 1
End Sub
```

You will need to change the directory in the Shell command above to the one in which you install FOREIGN.EXE, unless it is in a directory included in your DOS PATH environment variable. I installed this macro so it appears at the bottom of the **Insert** menu (as **Foreign Character**) of my copy of Word but, of course, this is up to you. If you are unsure how to use macros, read the documentation that accompanies your word processor (or whatever program you are using).



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## Uninstalling Foreigner

Many programmers believe that you (the user) will never want to stop using their program and, therefore, see no need to include some facility for removing it from your system. Although I am sympathetic to this attitude (you won't ever want to stop using Foreigner, will you?), I include instructions below for removing Foreigner without a trace. However, you will have to do it manually; I am not going to make it too easy for you.

All of the files that Foreigner requires to execute are located in the same directory on your hard disk (**C:\FOREIGN** or whatever you specified when installing it). Therefore, to remove Foreigner, follow these steps:

1. Delete, using the File Manager or some other file management utility, the entire contents of the directory containing the Foreigner files.
2. Remove the now empty directory.
3. If you had created an icon in Program Manager for Foreigner, delete it.
4. If you have added a macro script to your word processor to call Foreigner, delete it also.

[Oops, I changed my mind! Click here for installion instructions.](#)

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## How to use Foreigner

Suppose you want to use the copyright symbol (©) in a word processing document. One way to get it is to press and hold the Alt key while typing the number 0169 (don't forget the leading zero). Of course, who can remember the numbers for all the possible characters.

Rather than remembering the 4-digit numbers for all the characters you need, Foreigner displays a keypad of buttons with all the available characters in a particular character sets. Press the button with the character you want and that character will be copied to the Windows clipboard. Then, shift back to your application and paste the character in from the clipboard (using either the program's Edit-Paste command or the Shift-Insert key sequence).

Alternatively, you can direct-paste characters directly from Foreigner into your application, thereby bypassing the clipboard and increasing speed and efficiency.

**Note:** The current version of Foreigner does work without a mouse but you must use the arrow keys or the Tab and Shift-Tab keys to select the character you want. It is much easier (and faster) to use a mouse to select the desired button. So my advice is: **BUY A MOUSE!**

See: [Keys used in Foreigner](#)

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## Options

There are several options that are set in **Configure** submenu located in Foreigner's system menu in the upper left corner of its main window. When an option is set, a checkmark will appear to the left of the menu command and the current setting of the option (on or off) will be saved in FOREIGN.INI when Foreigner is closed (so that the same option settings will be in effect when you run Foreigner again). The options are:

1. **Rows** Used to change the number of rows of buttons displayed in Foreigner's main window (default = 8).
2. **Columns** Used to change the number of columns of buttons displayed in Foreigner's main window (default = 8). Since there is a minimum space that Foreigner must occupy, you cannot set the number of columns less than 3.
3. **Retain format** When this option is set, Foreigner will attempt to retain character format (point size, bold, or italics) when passing a character to the receiving application. It does this by copying the character to the Windows clipboard in Rich Text Format (RTF), which it assumes the receiving application can understand.
4. **Paste direct to app** After pressing a button in Foreigner, the mouse cursor will change to a crosshair. You then point with the mouse to a window visible on the Windows desktop that you want to receive the character, click the left button, and the character will be pasted into that window (assuming it is a window that accepts character input). The mouse cursor will change back to its former type and the window receiving the character will get the input focus.
5. **Action on press** When a button is pressed to copy a character to the clipboard (or paste directly to an app, depending on the setting of option #4) and this option is set, Foreigner can be reduced to an icon on the Windows desktop (**Minimize**) or it can be closed (**Close**). Alternatively, if you select **Always on Top**, Foreigner will do its darndest to remain on the top of the pile with no other windows covering it (even it is reduced to an icon).
6. **Character set** This option selects which character set Foreigner displays in its window. It displays the three character sets that you have used most recently. Any font available on your system is theoretically available as a Foreigner character set. Using the **Choose** command, you can select one.
7. **Zoom level** This option lets you change the size of the buttons in Foreigner's main window without affecting the size of the characters that will be pasted into your application. By default, the text displayed on the buttons is 100% of its actual size when pasted. For example, if the active character set uses 12 point characters, the text on the buttons will display in 12 points. To make the buttons appear smaller, set this value less than 100; to make them appear larger, set it greater than 100. For example, if this value is set to 200 and the characters should be 12 points, the text on the buttons will display as 24 points. I reiterate: This setting has no effect on the size of pasted text.
8. **Language** This option, added in Foreigner 3.20, lets you change the language in which Foreigners menus are displayed. Currently, Foreigner supports three languages: English, French and German. When changed, all

menus and dialog boxes over which Foreigner has control, appear with text in the selected language. Some text strings, however, such as those in the Windows system menu (Restore, Minimize etc.) and the button text of the standard message boxes (Yes/No etc.) are the under control of Windows. These cannot be changed by Foreigner.

If you are using Foreigner with a word processor and you write a macro to run Foreigner in response to a menu command (such as described above), a convenient setup would be to turn on options #5 (particularly **Always on Top**) and #4 (**Paste direct to app**). Then you could type in the word processor, pop up the Foreigner window (or simply point to it, if it's on top), and two mouse clicks later, continue typing where you left off.

Since selection of the window to receive the character requires a mouse, option #4 is only available if you have a mouse installed. No mouse - no direct paste. When this option is selected, the character usually bypasses the Windows clipboard (thereby saving its present contents from destruction, as occurs when the character is copied to the clipboard). Be aware, however, that not all windows that may receive the character from Foreigner will recognize it (e.g., graphics applications). Most of these will simply ignore it. If you find one that doesn't play nicely with Foreigner when direct pasting, let me know. Some windows may disallow some characters. For example, some filename input boxes do not allow entry of characters that would make an illegal DOS name.

Note that direct paste works with most windows but it does not work with some dialog box controls, such as filename entry controls in **File-Open** boxes. However, you can still open the dialog box, switch to Foreigner, copy a character to the clipboard, then switch back to the application and use the Shift-Insert key sequence to paste the character in from the clipboard.

If you change your mind after pressing one of Foreigner's buttons, press the escape key, the right mouse button, or if you have a three button mouse, the middle or right button. Any of these will cancel the direct paste. Note, however, that some utilities that capture the mouse (such as Number & Co.'s Whiskers) may interfere with the ability of these buttons to cancel a direct paste. An alternative way to cancel a paste is to left-click on a window you know can't process the character input, such as the Windows desktop or a window caption (or even Foreigner itself).

### **Important note**

Foreigner will try to send the associated typeface along with the character when direct pasting characters from the symbol sets, if the receiving application recognizes Microsoft's Rich Text Format clipboard format. However, not all applications will do so. If not, this will mean that if you select a character from the symbol set in Foreigner then paste it into an application, its appearance once it arrives there will be determined by what typeface is active at the time. You may need to manually change the character to the symbol typeface in the application. So don't panic if the character you get doesn't initially look like the one you selected in Foreigner. Be sure to set the **Retain format** option in Foreigner's **Configure** submenu to enable Rich Text Format pasting.

[Click here for information on customizing Foreigner](#)

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## Selecting a character set

Unlike previous versions of Foreigner, that provided only three pre-defined character sets, Foreigner now supports all system fonts (including TrueType® and Adobe® Type I) as character sets. This means that you can use Foreigner to access any character in any typeface installed on your computer. The **Character set** submenu displays the three most recently selected character sets, as well as a **Choose** command that brings up a dialog box showing all available fonts on your system.

**Hint:** A short-cut to bring up the character set dialog box is to double-click with the mouse on Foreigner's window caption.

An important caveat on the use of symbol characters is that, unless your receiving application recognizes Rich Text Format, Foreigner sends only the actual character to your application but not an associated typeface. So, once again, don't panic (or worse, swear under your breath at the humble programmer) if the character you get doesn't initially look like the one you selected in Foreigner.

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## Customizing Foreigner

Foreigner cannot be all things to all people. However, it is possible to configure Foreigner to better meet your needs. The more commonly used configuration options are available within Foreigner's **Configure** submenu, while the more arcane ones can be set by manually editing Foreigner's configuration file, [FOREIGN.INI](#).

Information is available for these topics:

[Changing the size of Foreigner's window](#)

[Defining what Foreigner does when a button is pressed](#)

[Changing character sets](#)

[Pasting formatted characters into applications](#)

[Modifying FOREIGN.INI settings](#)

[Training Foreigner to direct-paste](#)

[Changing the language in which menus are displayed](#)

See: [How Foreigner compares with Windows CharMap](#)

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## Changing the size of Foreigner's window

By default, Foreigner displays 256 buttons in its main window. If you prefer to decrease this, use the **Rows** and **Columns** commands in the **Configure** submenu. Be aware that the product of the number of rows and the number of columns cannot exceed 256 and the number of rows and columns cannot exceed the number that can be displayed across the display screen at one time.

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## Defining what Foreigner does when a button is pressed

The **Action on press** command in Foreigner's system menu allows you to determine what happens to Foreigner when you select one of its characters. The **Close** command will cause Foreigner to exit after a command is pressed. The **Minimize** command simply iconizes it on the desktop. The **Always on Top** option keeps Foreigner from being covered by other windows on the desktop. This option originally worked under both Windows 3.0 and Windows 3.1, although a different (aesthetically disconcerting) method was used for the former. Given that everyone and his dog should now have upgraded to 3.1, I have removed support for 3.0.

**Note:** The **Always on Top** option means exactly that. Literally nothing will cover Foreigner's main window when this option is selected. This includes most screen blankers (e.g. After Dark), which looks rather odd, since Foreigner will appear on top of the fireworks etc.

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## Changing character sets

The **Character set** command in Foreigner's **Configure** submenu is used to select from the three default character sets, or to select from among all fonts installed on your system.

When Foreigner is initially installed, its three default character sets are 1) Arial, 12 points, regular, 2) Symbol, 12 points, regular, and 3) Wingdings, 12 points, regular. Arial is the set that is displayed. You change between the sets using Control+1 (for set #1), Control+2 (for set #2), or Control+3 (for, you guessed it, set #3). The set that is currently displayed will be indicated by a checkmark beside its name and also in Foreigner's main window caption, if there is sufficient room. You can change the font setting for any of these three sets using the **C**hoose command or by double-clicking on Foreigner's window caption. The sets you choose are saved in Foreigner's configuration file (FOREIGN.INI) and become the new defaults.

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## Training Foreigner to direct-paste

Foreigner's ability to direct-paste characters to applications is addicting. So users are disappointed when they encounter a program for which direct-pasting doesn't seem to work. They point to the window and click the mouse but nothing happens; no character appears.

There are two solutions to this problem. One is to modify the Foreigner source code to explicitly recognize each of these "problem" programs. A more flexible approach is to train Foreigner to deal with these programs as you are using it. Starting with version 3.10, Foreigner includes such a training facility.

If you encounter a text-processing program which consistently does not accept characters from Foreigner, you can train Foreigner on this program as follows:

1. Make sure that **Paste direct to app** option is turned on. Some programs will accept text from Foreigner when this option is set but not if it is turned off. If this is the case, do not proceed with training, as it would have no effect.
2. Click on any button in Foreigner's window, turning the mouse cursor to a crosshair.
3. Press and hold the Control and Shift keys and click on the window that is not responding to Foreigner's direct-paste efforts.
4. Foreigner will respond with one of several messages explained below. If Foreigner determines that training can proceed, it will ask you for confirmation. If you press the Yes button, Foreigner will become trained on that program and, henceforth, is more likely to succeed in direct-pasting. The training is permanent and needs to be done only once.

Training information is saved in Foreigner's initialization file FOREIGN.INI under the [Classes] heading. The information in this section is not generally user-configurable. In fact, you may seriously damage Foreigner's ability to direct-paste by altering any information in this section. Unless you know exactly what you are doing, you should not manually edit this section. The only exception to this is if you wish to remove all training information from Foreigner. Do this by deleting the entire [Classes] section from the file.

### Training messages

When you attempt to train Foreigner on a window using the procedure described above, it will respond with one of several messages:

Message	Explanation
<i>Train on this window?</i>	Foreigner is asking you to confirm the training for the window over which you clicked. Press Yes to train Foreigner on that window or press No to abort. The training information will be saved to the file FOREIGN.INI when you exit Foreigner.
<i>Already trained for this window.</i>	Foreigner has already been trained on the window over which you clicked. By default, Foreigner is trained on two programs for which Foreigner users have reported problems: Ami Professional 3.0 and Microsoft Works for Windows 2.0. Therefore, this message will appear if you try to train Foreigner for either of these programs, even though it may be your first training attempt.
<i>Cannot train any more windows.</i>	There is a limit on the number of windows for which Foreigner may be trained. This limit is three for the evaluation version of Foreigner (including the two default

trainings mentioned above) and 20 for the registered version.

*Cannot train on that window.*

Foreigner has determined that the window over which you clicked cannot be trained. This includes all of the Windows standard controls (edit controls, list boxes, combo boxes, static controls, buttons, MDI clients, and scroll bars) and DOS windows. In most cases, this is because the window is not designed to accept text input.

**Note:** Training Foreigner to recognize a specific program does not guarantee that it will be able to direct-paste to that program after training. However, it should solve many direct-pasting problems. Also, training is specific to a particular window in a program; if a program has multiple windows, you *may* need to train Foreigner on each of them separately.

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## Changing the language in which menus are displayed

By default, Foreigner displays its menus and dialog boxes in English. If you prefer to have them displayed in another language, such as French or German, select **Language** in the **Configure** submenu and choose from the list of languages that are supported. All text will immediately display in the chosen language. Your choice will be saved in Foreigner's configuration file (FOREIGN.INI) and will become the new default.

If you have tried changing the language setting in Foreigner, you have no doubt discovered that multi-language support extends only to its menus and dialog boxes, not to its help file that you are reading now. This is an unfortunate consequence of the help file's large size and the high cost of translation services. Sorry!

**Note:** Currently, Foreigner version 3.21 supports English, French and German. Other languages will be added as I obtain translations of the text. If you are fluent in a language other than those in Foreigner (for example, Spanish, Portugese or Italian) and are willing to perform the translation of about one half page of text in exchange for a free registered copy of Foreigner, please contact me.

[Click here to go to the configuration index](#)

## Pasting formatted characters into applications

Foreigner passes character information to the Windows clipboard in basic CF\_TEXT format (as in preceding versions) and, if the **Retain format** option is set, in Microsoft's Rich Text Format (RTF). This means that it is possible to pass formatting information along with the actual character when direct pasting to an application, if that application recognizes RTF.

If direct paste is activated, the character is first sent to the clipboard in RTF, then an **Edit-Paste** command is automatically issued to the receiving application to paste it in. If you find that characters do not pass through to your application correctly, you can turn off RTF support by unchecking the **Retain format** option in Foreigner's **Configure** submenu.

Be aware also that the left and right curly braces ({ and }) are used for special purposes by RTF, and the current version of Foreigner does not allow these characters to be copied to the clipboard (or pasted directly to an application) if **Retain format** is turned on.

[Click here to go to the configuration index](#)

## Modifying FOREIGN.INI settings (for the "roll-your-own" crowd)

If you are comfortable mucking around with Foreigner's configuration file (FOREIGN.INI) using a text editor, you can set several additional features about Foreigner. Bear in mind, however, that you may inadvertently do damage, either to Foreigner or to the entire system when you do this. If you have never modified an .INI manually, you may want to consult the Windows manuals before proceeding. Any text editor will suffice to make the changes, so long as it creates pure ANSI textfiles as output.

Foreigner's configuration information is contained in the file FOREIGN.INI in the same directory as the Foreigner program (usually **C:\FOREIGN**). The variables, and their default values, are as follows:

```
[Foreigner]
ActionOnPress=3
CopyToApp=1
PasteRTF=1
NumRows=8
NumCols=8
ActiveButton=0
TopRow=0
XPos=50
YPos=50
ScrollPos=0
CharSetNum=0
CharSet0=Arial,12,0,0
CharSet1=Symbol,10,1,0
CharSet2=Wingdings,0,0,0
ZoomLevel=100
Language=0
```

Variable	Explanation
ActionOnPress	Foreigner's response to a keypress (0 = nothing will happen, 1 = minimize, 2 = close, 3 = always on top).
CopyToApp	Determines if direct paste capability is enabled (0 = false, 1 = true).
PasteRTF	Determines whether characters are copied to the clipboard in <u>Rich Text Format</u> (0 = false, 1 = true).
NumRows, NumCols	The number of rows and columns, respectively, to be displayed in Foreigner's main window (be sure the product of these two numbers does <b>not</b> exceed 256, or unpredictable things may happen).
ActiveButton	The last button in Foreigner's main window to be selected when Foreigner was closed. This button becomes the default the next time the program runs. Normally, you should <b>not</b> change this value manually.
TopRow	Determines the position of the default button (above) with respect to the main Foreigner window. Normally, you should <b>not</b> change this value manually.
XPos, YPos	The X and Y coordinates on the Windows desktop (in pixels) where Foreigner was located when it was last executed (so it will always reappear where you left it the last time). Be sure not to set these values larger than the actual dimensions of your screen.

ScrollPos	The position of the scroll bar at the right side of Foreigner's main window when it is closed, so that the same characters will be displayed. Normally, you should <b>not</b> change this value manually.
CharSetNum	The number of the character set that is displayed by default each time Foreigner is executed (0-2 where 0 is the first of the three default sets).
CharSet#	The definition of each of Foreigner's four character sets, where # is between 0 and 2. Each line gives the name of the set, its point size, whether it is bold or not (0 = false, 1 = true), and whether it is italic or not (0 = false, 1 = true).
ZoomLevel	The setting for the zoom level feature. Acceptable values are 50, 75, 100, 125, 150, 175 and 200. If you really <b>must</b> have a zoom level other than those supplied with Foreigner, set its value as a whole-number percentage here (for example: ZoomLevel=300 would give a 300% zoom).
Language	The language in which Foreigner's menus will be displayed on startup. Possible values in version 3.20 are 0 (English), 1 (French) and 2 (German). Other languages will be added as I find persons to do the translations.

Following this section in FOREIGN.INI may be several lines containing Foreigner's training information. By default, Foreigner is trained on two program: Ami Professional 3.0 and Microsoft Works for Windows 2.0. Therefore, the training information is as follows:

```
[Classes]
0=AmiProLayoutA
1=MSWorksDoc
```

If you have trained Foreigner on any other programs, they will appear as additional lines. The numbers at the beginnings of lines should be consecutive. The text following the equals sign describes an attribute of the trained program, it is **not** the name of the program.

The evaluation version of Foreigner allows up to three trained windows (including the two defaults listed above) whereas the registered version provides up to 20 windows.

[Click here to go to the configuration index](#)



## Keys used in Foreigner

The following are the keys used in Foreigner. Although it is possible, in principle, to use Foreigner (and most Windows programs, for that matter) without a mouse, in practice, you have to have a serious masochistic streak to do so. My advise: buy a mouse!

<b>Key(s)</b>	<b>Function</b>
Arrow keys	Moves the active button (the one that will be pasted) left, right, up, or down. The buttons will scroll up or down if the button you move to is not visible.
PAGEUP, PAGEDOWN	Moves the active button up or down by one "page" full of buttons.
HOME, END	Moves the active button to the first button (HOME) or the last button (END).
TAB	Moves from button to button (left to right).
SHIFT + TAB	Moves from button to button in reverse order.
ESC	Cancels a direct-paste
SPACEBAR	Presses the current button.
F1	Displays the main Help Index for Foreigner.
CONTROL + ESC	Switches to the Task List.
ALT + SPACEBAR	Displays Foreigner's system menu.
ALT + F4	Exit Foreigner.
CONTROL + #	# is a number between 1 and 3 (or between 1 and 5 in the registered version), causing Foreigner to switch the default set that is displayed.
CONTROL + C	Brings up the font selection dialog box to change the attributes of one of the three default sets.
CONTROL + Z	Zooms the display to the next highest level (for example, from 100% to 110%). No further enlargement is permitted once the maximum preset zoom level is reached.
CONTROL + SHIFT + Z	Reduces the zoom value to the next lowest level (for example, from 100% to 90%). No further reduction is permitted once the minimum preset zoom level is reached.
CONTROL + SHIFT + click	Train Foreigner to direct-paste to the window over which you click with the mouse.

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## How to register your copy of Foreigner

**Foreigner is shareware.** This means that you can freely give copies to all your friends (as long you give them all of the *unmodified* files that you received - FOREIGN.EXE, FOREIGN.HLP and README.TXT). You are permitted to use Foreigner for a trial period of **21 days**, after which time you are expected to A) decide that Foreigner gives your life new meaning, for which you endow me (the author) with the princely sum of \$8 Canadian or \$6.50 US, or B) decide that Foreigner is simply not your cup-of-tea, and stop using it. If you wisely choose option A, I will send you the following:

1. a **disk** (3½" or 5¼" format, your choice) containing the most recent version of Foreigner with the following enhancements over the evaluation version:
  - a) the number of character sets that you can switch between using CONTROL-# is increased from three to five
  - b) the active character set is displayed in Foreigner's window caption, so it is easy to tell what set you are using
  - c) the number of windows that can be trained is increased from three to 20
  - d) the intermittent reminder notice ("Evaluation version") in Foreigner's window caption is removed
2. a free TrueType® **fractions font** that can be used in any Windows application that supports TrueType (that is, most of the better ones)
3. my undying gratitude, and the **peace-of-mind** in knowing that your support of the shareware concept promotes the continued development of quality shareware

**Note: You must register a copy of Foreigner for each computer on which you use it. Corporate users should contact me for information on multi-user and network licenses.**

Some of you loyal users from versions past may be wondering why I've become mercenary with the newest version (previous versions were free). The reason is that after hearing from hoards of individual and corporate users world-wide, having Foreigner featured in at least three books and one monthly computer magazine, I decided that I should get some meager reward for the hours I have spent hunched over a keyboard. If you disagree, I would be pleased to discuss it with you.

To register your copy of Foreigner, send \$8 Canadian (\$6.50 US) to:

**Gordon Goldsborough  
c/o Bookworm Software  
3604 Willowdale Crescent  
Brandon, Manitoba, Canada R7B 3C6  
Phone: (204) 727-9786  
Internet email: goldsborough@brandonu.ca**

[Click here to display a convenient order form for Foreigner](#)

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**To print a copy of this order form for mailing, use the Print Topic command in the File menu above.**

## Foreigner 3.21 registration

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## Copyright and warranty

You are encouraged to freely distribute copies of the *evaluation version* of Foreigner 3.21 for others to try. However, Foreigner is NOT in the public domain; I retain the copyright (© 1991-1994, L.G.Goldsborough) and people who wish to continue using the software after the 21 day evaluation period must register a copy with me. Please do not change, edit, alter, or rename any of the files in the evaluation package in any way (this means no fiddling with the executable program's string or icon resources either, guys).

**The software author (L.G.Goldsborough) disclaims all warranties, either express or implied, including, but not limited to implied warranties of merchantability and fitness for a particular purpose, with respect to the product. Should the program prove defective, the user assumes the risk of paying the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. In no event will the author be liable for any damages whatsoever (including without limitation damages for loss of business profits, business interruption, loss of business information and the like) arising out of the use or the inability to use this product even if the author has been advised of the possibility of such damages.**

If you do encounter problems with Foreigner, or if you think of a way to improve it, please feel free to contact me. See the section "How to register your copy of Foreigner" for my email and snail-mail addresses, and phone number. Or open Foreigner's **About Foreigner** dialog box, where this information also appears.

[Click here to go to the "How to register your copy of Foreigner"](#)

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## Troubleshooting

### 1. *When I double-click on Foreigner's icon in the Program Manager, I receive a very sinister message saying "File error. Cannot find CTL3D.DLL". What gives?*

As of version 3.21, Foreigner supports the Microsoft 3D control library, which gives dialog boxes that sexy, cutting-edge three-dimensional look. To achieve this effect, programs depend on a Windows dynamic-link-library file called CTL3D.DLL that is usually located in the system directory. Unfortunately, this file is not included with all versions of Windows so some users may not have it (if you have virtually any new Microsoft application, such as Word 6 or Excel 5, you have this library file). If not, a copy is provided with Foreigner in its archive file (if you have the evaluation version) or on the program installation disk (if you have the registered version). If copying this file manually into the Windows system directory, make sure there is not already a installed copy of CTL3D.DLL or, that its date stamp is older than the one provided with Foreigner. By the way, if you are using a shell other than the Program Manager (for example, the Norton Desktop), the error message you see may not explicitly mention the absence of CTL3D.DLL but the solution is the same.

### 2. *When I press a button in Foreigner, then point to the window I want the character in, nothing happens.*

- a) Direct pasting may be disabled; check if there is a check mark next to the option **Paste direct to app** in Foreigner's **Configure** submenu (located in its system menu). If it is unchecked, check it and try again.
- b) The program you are trying to paste a character into may not be designed to accept text input, or it may not recognize the character you are trying to paste into it. If you are sure that the program should accept text, try a different character in the selected character set.
- c) Are you trying to direct-paste characters to a DOS window? If so, stop. Foreigner cannot direct-paste to DOS windows. Don't try to train Foreigner on a DOS window either; Foreigner's training utility recognizes and ignores them.
- d) The program you are trying to paste a character into may not recognize text in the Rich Text Format (RTF) that Foreigner uses to retain formatting. One way to find out if this is the case is to select some text in your program and copy it to the clipboard. Then open the Windows Clipboard viewer (CLIPBRD.EXE) and pull down its **View** menu. It will list the various formats in which the text you have copied to it are "rendered". If your application supports RTF, "Rich Text Format" should appear in this list (although there are exceptions to this). If not, that may be your problem, for which there is no solution. (Sorry)
- e) You may be using a program or version that, for obscure reasons known only to its programmers, does not work with Foreigner. Contact me with information on the program; I can try to work around the problem.
- f) Some programs (e.g., PageMaker 4.0) will only accept characters from Foreigner if you don't have the **Minimize** option set. I have no idea why not but it's only a minor annoyance. Pasting from the clipboard with **Minimize** option set does work okay.

### 3. *Nothing happened when I tried to direct-paste characters to a window so I trained Foreigner on the window. Still nothing happens.*

Oh, oh, looks bad! You may be out of luck. By convention, Windows programs are supposed to reserve the Control+V command sequence for the Edit-Paste operation. Foreigner uses this command to pass characters to the receiving "trained" program. Unfortunately, non-conforming programs, particularly ones intended for versions of Windows older than 3.1, may use Control+V for some other purpose. One example is Ami

(not Ami Pro) version 1.0 which uses Control+V to zoom in and out of full-page view mode. For such programs, your only option is to turn off direct-pasting and use Foreigner to copy characters to the clipboard, from which you can paste them using whatever Edit-Paste command works in your application. But hey, you still have all the functionality of Windows CharMap and then some!

**4. *I trained Foreigner on a program. After confirming the training when Foreigner asked me to, I changed my mind. How can I "untrain" Foreigner?***

Generally, this is not something you should do routinely, since it is difficult, although not impossible, to "untrain" Foreigner. You will have to view the contents of the section marked [Classes] in Foreigner's initialization file FOREIGN.INI when Foreigner is **not** running. This section contains a series of lines, each describing one program to which Foreigner is trained. If the program you wish to "untrain" was just recently trained, it is probably the last line in this section. If so, delete this line and save the file. If the program to "untrain" was done a while ago, you may or may not be able to recognize it from the text that follows the = sign in each line (for example, 0=AmiProLayoutA is for Ami Professional). If you do find it, delete that line then renumber all subsequent lines to ensure that all numbers before the = sign are consecutive. (I told you it was difficult.) By the way, do not change any of the text on the other lines, or Foreigner's ability to direct-paste to programs on which it is trained may be affected.

**5. *The Paste direct to app command is missing from my Configure submenu. Why?***

You probably do not have a mouse installed on your system, or it is not recognized by Windows. Direct pasting is only enabled if you have a mouse.

**6. *Direct pasting works for some characters I select, but not for others.***

- a) Some word processors do not allow you to use some or all characters whose ANSI value is greater than 0127 (that is, the ones in the bottom half of Foreigner's window). This seems to be the case for Microsoft Works for Windows version 2. I'm afraid there is no way around this problem. Perhaps you might consider changing word processors (?).
- b) Some word processors have problems in the way they interpret the information that Foreigner passes to them. This seems to depend on the specific font you have selected; some will work reliably, others may not. For example, on my system, Word for Windows 2.0 and 6.0 do not correctly translate characters from the Times New Roman and Wingdings character sets, although both work just fine with Ami Professional 3.0.

**7. *I pressed one of Foreigner's buttons and the cursor changed to the crosshair but I changed my mind. How do I cancel a direct paste?***

Press the escape key on the keyboard, click the right mouse button or click the left button over a window that you know will not accept the character input (such as the Windows desktop).

**8. *I am using Word for Windows 1.1. When I try to direct paste, the cursor (normally a crosshair) turns back to an I-beam when switching from Foreigner to Word.***

This only occurs if the mouse is not moved during the switch. This does not mean that direct paste has been unsuccessful. When you begin to move the mouse, the cursor will change back to a crosshair. Just click the left mouse button to proceed with the paste.

**9. *I changed the number of rows that Foreigner should display in its main window and the number of columns changed also. What's happening?***

Windows character sets are composed of up to 256 characters. Foreigner will display as many or as few of these as you wish, within limits. If you try to set the number of rows to 30 (the maximum possible) while the number of columns is already 30, this would

theoretically give 900 characters. Therefore, Foreigner assumes that since you want to change the number of rows, it may have to reduce the number of columns to keep within the 256 character limit. Of course, if the product of the number of rows and columns is less than 256, no automatic reduction will occur.

10. ***Foreigner does not save its configuration (such as its position on the screen, the active character sets etc.).***

- a) Foreigner saves its configuration information at two times: 1) when you run it for the first time and it does not find a configuration file (FOREIGN.INI) in the same directory in which the program was installed, and 2) when you exit Foreigner. Therefore, Foreigner may not save its configuration information if it does not get a chance to exit normally, such as if Windows terminates unexpectedly. Alternatively, if you installed Foreigner onto a read-only drive (for example, a network server or a write-protected diskette), it may not be able to write into FOREIGN.INI. To ensure that FOREIGN.INI is saved, exit Foreigner and install it on a writeable storage device.
- b) If the contents of FOREIGN.INI are damaged (such as if it is opened in a text editor and changes to critical parameters are made manually), Foreigner may malfunction. If so, delete FOREIGN.INI and allow Foreigner to create a fresh copy on the next time it runs. Of course, this will set your configuration back to the default settings.

11. ***Foreigner runs very slowly on my computer.***

Foreigner does a lot of calculations to position its buttons with the correct font. This, in turn, leads to a performance penalty. If you have a fast 386, 486 or Pentium, it is probably not noticeable. However, for those with more meager CPUs, the delay may become intolerable. If so, I offer the following suggestions:

- a) Use an earlier version of Foreigner (1.1 or 2.0) that are less complex and therefore run more quickly. Regrettably, these versions limit you to only a standard ANSI or Symbol font, but life is always a series of tradeoffs, isn't it?
- b) You may find that it takes a long time for the character set selection dialog box to appear when you use the **Choose** command in the configuration submenu, or when you double-click on Foreigner's window caption. This is a function of the number of fonts installed on your system. You can increase responsiveness by removing unused fonts from your system using the Windows control panel.
- c) Buy a faster computer.

12. ***I cannot access Foreigner's help system from within Foreigner.***

Be sure that the help file FOREIGN.HLP is located in the same directory on your hard drive as the program file FOREIGN.EXE. Foreigner expects these two files to be located together and will not be able to provide help if they are separated. Of course, I assume that if you are reading this note, you do have a working copy of FOREIGN.HLP.

13. ***There are no buttons visible in Foreigner's window, or there are blank spaces among the ones that are visible.***

This is probably due to a problem with Foreigner's initialization file FOREIGN.INI. The easiest way to remedy it is to exit Foreigner, delete the file FOREIGN.INI then run Foreigner again, forcing it to create a "clean" copy with default values. The downside of this is that you lose any settings you may have altered in FOREIGN.INI. As an alternative, you could try manually editing individual lines in FOREIGN.INI. Be sure that Foreigner is not running if you do this; otherwise, your changes will not be recognized.

14. ***When I try to run Foreigner, nothing happens; it does not appear on my desktop.***

My guess is that you reduced the display resolution of your system from, say, 1024x768

to 800x600 since the last time you used Foreigner. Remember that Foreigner retains its position on your desktop and reopens at the same place the next time you run it. The way that it does this is to save its X and Y coordinates in its configuration file FOREIGN.INI. It reads these values on reopening and displays itself there. If you have reduced the display resolution so its former location is greater than the maximum size of the smaller desktop, Foreigner will still run but it will not be visible because it is beyond the edge of the desktop. To resolve this problem, exit Foreigner (press Alt+F4 if it is not visible), and manually edit FOREIGN.INI to change the values of XPos and Ypos to some small number (e.g., 10). Alternatively, delete FOREIGN.INI altogether and Foreigner will recreate a new copy with default values when it runs.

**15. *I have lots of money burning a hole in my pocket. What can I do with it?***

- a) Buy copies of Foreigner for everyone in the typing pool.
- b) Suggest that your company adopt Foreigner as a corporate standard, and contact me for bulk licensing rates.
- c) Give registered copies of Foreigner as Christmas gifts. Foreigner makes a great stocking stuffer for that hard-to-buy-for boss.

**16. *You didn't provide an answer to the problem I am having with Foreigner.***

Uh, oh! You are going to have to contact me on this one. See the section "How to register your copy of Foreigner" for my email and snail-mail addresses, and phone number. Or open Foreigner's **About Foreigner** dialog box, where this information also appears.

[Click here to go to the "How to register your copy of Foreigner"](#)

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## Acknowledgements

Foreigner began life as part of another Windows program I wrote (Bookworm© - a flat-file database program for bibliographic information - contact me if you're interested). On the urging of my colleague Jan-Peter Frahm, I extracted the code relating to "foreign" characters and made a standalone application that could be used by other Windows apps.

Foreigner 3.21 was written in Microsoft C version 8.0 (also known as Visual C/C++ 1.0) hosted under Windows for Workgroups 3.11. My programming system consisted of a 386DX-33 CPU with 16 MB RAM and a SuperVGA monitor running at 1024x768.

I thank Charles Petzold for an inspirational (and much thumbed) book on Windows programming, and Morrie Wilson for helping to get a neophyte Windows programmer up to speed on Windows memory management (although I doubt he could pick me out of a police line). Thanks also to my wife (a computer widow) and my colleagues at Brandon University for support and encouragement along the way (who think I should be charging big bucks for Foreigner). I also thank Jens Dennig, Randy Krawec and François Blais for their help in translating Foreigner's menus. Steve Hammond designed Foreigner's nifty 3D icon. Finally, I thank the many users of Foreigner around the world for their continued comments and suggestions for improvement, some of which I have even adopted!

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## **Always on Top**

This means that the Foreigner window will remain visible on the Windows desktop at all times; literally no other window can cover it (even a screen blanker such as After Dark). This is an extremely useful feature because it allows you to maintain a toolbar of commonly used characters, available for use in your word processor or page layout program at the click of a mouse button.

## Resizing Foreigner's window

Use the **R**ows and **C**olumns commands in Foreigner's **C**onfigure submenu to change the number of button displayed in Foreigner's main window.

## Direct pasting

One way to transfer characters from Foreigner to your text application is to copy them into the Windows clipboard and paste them from there into your application.

A faster way, however, is to enable direct-pasting (by setting the **Paste direct to app** option in the **Configure** submenu). Then, you press the button for the character you want in Foreigner, point and click (with the mouse) at the window you want that character in, and it's there. Easy!

## Clipboard

The clipboard is an area of computer memory that is available to all Windows programs for temporary storage of data (text, pictures etc.). Information is copied to the clipboard, then pasted into another program, or into another place in the same program. It is handy "scratch-pad".

Foreigner can pass text characters to another Windows program by copying them to the common clipboard, from which they can be pasted into the other program. Alternatively, text can be pasted directly into the receiving program, bypassing the clipboard, using Foreigner's direct-paste facility.

## **Rich Text Format (RTF)**

In 1987, Microsoft published a format for transferring text between otherwise incompatible computers (e.g. Macintosh and PCs) while retaining much of its formatting (type and paragraph attributes, some graphics etc.). This format, called Rich Text Format (RTF), has also come to be a standard method for transferring formatted text, via the clipboard or via files, between different programs running under Windows.

Foreigner uses RTF to retain formatting when it passes a character to a receiving application. If that application recognizes RTF, it should retain the character's point size, and bold and italic attributes.

## FOREIGN.INI

Foreigner's configuration file, FOREIGN.INI, contains information critical to the way the program works. Its default contents (that is, its contents when you first install Foreigner) are as follows:

```
[Foreigner]
ActionOnPress=3
CopyToApp=1
PasteRTF=1
NumRows=8
NumCols=8
ActiveButton=0
TopRow=0
XPos=50
YPos=50
ScrollPos=0
CharSetNum=0
CharSet0=Arial,12,0,0
CharSet1=Symbol,10,1,0
CharSet2=Wingdings,0,0,0
ZoomLevel=100
Language=0
```

## TrueType

TrueType is a font scaling technology developed by Apple Computer, and licensed by Microsoft for inclusion in Windows 3.1. It allows you to specify virtually any point size of font, and TrueType will ensure that the font used for screen display is a close match of the final printed output (what-you-see-is-what-you-get; WYSIWYG).





