FontView

COLLABORATORS

	TITLE : FontView		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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FontView

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                    FontView v2.5c - 18 Jan 1995
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1.2   Legal Information

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                    Legal Information
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    FontView is NOT Public Domain, the main program and all associated
files remain copyright ©1994/5 Steve Banham.  If you find FontView useful,
and would like to continue using it then please read the section on


            registration
                .


    The user takes full responsiblity for ANY problem which may occur
through using FontView.  Whilst the program has been extensively tested and
the author has not found any dangerous problems, if anything untoward
happens through using it then I, the author, take NO reponsibility
whatsoever.

    Whilst, I am keen to find/eliminate any bugs in FontView and add new
features, my continued interest in updating this program will be influenced
by the number of registrations received.  In other words, if people don't
do the right thing and send the small amount requested then my interest in
the program will dwindle accordingly.

    The program may not be used in any commercial venture without prior
written consent from the
                author
                . It may be included in PD
or shareware libraries which charge only a nominal fee for disk copying.

    The following files MUST accompany any distribution of FontView.

        FontView              22704
        FontView.info           850
        FontView.guide        19447
        FontView.guide.info     518
```

1.3 What Is FontView?

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 What Is It?
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    This program displays various information about any font selected from
your FONTS: directory.  Once a font has been selected, you can also view a
sample display of this font.  All text styles are supported by the sample
viewer.  You can re-assign the FONTS: directory from within FontView.
This lets you view fonts from anywhere.  The FONTS: directory will be
re-assigned to 'SYS:Fonts' once you quit FontView.

    FontView also allows you to switch it to different public screens.  For
example, you may wish to see how a font looks on a certain screen without
configuring the screen to use the font.  Just move FontView to the screen
and you can then view it using the screen mode in question.
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1.4   Installation

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 Installation
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    FontView requires Workbench 2.04+ (v37) in order to run. If you are
running anything lower than this then the program will simply fail to run.

    You also need reqtools.library v38.1248 correctly installed for
FontView to work. As long as it is installed, just copy FontView to the
destination of your choice. You must use at least v38.1248 – there seems
to be a bug of some kind with earlier versions of reqtools' font requester.
No special assigns are needed.

    FontView does need to access the 'assign' command in your c: directory
so make sure that it is available. As of v2.5, FontView will also run the
Fix Fonts program to update all #?.font files in the FONTS: directory.
This program must be in SYS:System/FixFonts for this function to work
properly.

1.5   Usage

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                Usage
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    Once run from either the CLI or Workbench a window will open containing
various gadgets.

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                Gadgets
                – Program gadget descriptions.

                Information
                – Font information definitions.
```

    There are four extra gadgets in the main window which allow you to
select the font style which will be displayed in the sample. Try them to
see what they do. Be aware that not all fonts allow all the styles. You
may find that with some fonts although certain styles have been selected
the actual displayed font does not have these characteristics. This is
perfectly normal and not a bug.

    All the functions are duplicated in the pull down menus for
convenience. Most are named identically, however two aren't. 'Change
FONTS: dir...' does the same thing as the Directory Button, and 'New Font
is identical to the 'Select Font Button'.

    The program is reasonably simple, play around and you'll soon discover
how it works.

1.6 Gadgets

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                   Gadgets
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  Select Font Button -   Brings up a font requester from which you can
                         choose a font and it's size. The font name
                         will be visible in the window.

  Directory Button   -   Brings up a directory requester which can be used
                         to select a new path to assign FONTS: too. This
                         allows the font requester to be used to access
                         fonts from anywhere. When the program is ended it
                         resets the FONTS: assign to: 'SYS:Fonts/'.

  Font Information   -   Brings up a seperate window which contains all of
                         the selected fonts particulars. This button
                         toggles the
                information
               window on and off. If you
                         change screens this window will always start off
                         closed.

  View Font Sample   -   Shows a sample of the selected font. This is
                         just a simple reqtools requester so if a font
                         is too large to show on the screen, the text
                         will be 'hanging' over the edges. This isn't
                         really a problem, most of the font is viewable
                         and nothing nasty happens. The 'Continue' gadget
                         will always be available although it can look a
                         little odd.

  Move To New Screen -   Opens a screen requester which contains all the
                         available Public Screens. Select one and then
                         FontView will move to that screen. I have noticed
                         that some screens (CygnusEd) show up as a Public
                         Screen, but you can only move to them if they are
                         configured to allow visitors. CygnusED has a menu
                         option to do this.

  Fix Fonts          -   Runs the Fix Fonts program to update the #?.font
                         files. Useful when you remove or add a particular
                         size of font to/from your Hard Drive. The #?.font
                         files will be updated to reflect your changes.
                     ** Remember that this function operates on the FONTS:
                         directory so make sure you set the directory
                         assign to the directory you intend to update.

  About              -   Information about the program.

  Quit               -   Quit program.
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1.7 Font Information

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 Font Information
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  Height        :  The height of the font (number of pixels/lines).

  Width         :  The nominal width of each character. If the font
                   is normal (non proportional) this is the width
                   between the first pixels of two characters. If a
                   proportional font is used a special array of
                   different width for each character may be used.

  Low (Char)    :  A font can consist of up to 256 characters, but
                   usually the font is much smaller. You can for
                   example have a font which only consists of
                   capital letters (A, B, C, .. Y, Z). This field
                   tells us and the system which is the first character.

  High (Char)   :  The last character in this font.

  B(ase)Line    :  The number of pixels down the baseline is from the
                   top of the characters. You may not use a base line
                   which is greater than the nominal height - 1
                   (tf_YSize-1), or the system may crash!

  (Bold)Smear   :  When you change the style to bold by calling the
                   SetSoftStyle() function a copy of the font is
                   placed on top of itself and a bit to the right.
                   The further to the right, the bolder characters.
                   This value represents the number of pixels to the
                   right the characters should be moved. This value
                   is usually set to 1, but large fonts usually need
                   larger values.

  Modulo        :  The graphics (character data) for the characters
                   are organized into lines. First comes the top line
                   of all characters, then the second line and so
                   on... This value represents the number of bytes
                   needed for each line.

  Tall          :  The font is specially designed for high resolution
                   screens with no interlace. (Each pixel is only half
                   as wide as it is tall.)

  Wide          :  The font is specially designed for low resolution
                   screens which are interlaced. (Each pixel is only half
                   as tall as it is wide.)

  Reverse       :  The font should be printed in the opposite direction
                   (right to left).

  Design        :  If you have designed the font for the size specified in
                   the "tf_ YSize" field this flag should be set. If a
                   program has constructed this size of the font the flag
                   should not be set. (The graphical quality of a
                   Constructed font is usually not as good as a font which
                   has been designed for this size.)
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  Type            :  The fonts can either be 'Fixed Width' or 'Proportional'.
                     Proportional fonts are ones where the width of each
                     character will vary depending on how wide the character
                     is itself. The box containing an "i" will (usually) not
                     be as wide as a "w" for example.

  Users           :  Several programs may use the same font
                     simultaneously, and this value represents the
                     current number of users. Each time the font
                     is opened by a program this value is increased,
                     and each time someone closes the font this value
                     is decreased.

  Location        :  Tells us whether the Font is located on Disk or in Rom.
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1.8 Development History

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 History
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    * indicates a new feature.


   v1.0    - Based on an Arexx program which I wrote a while ago.
           - Now completely coded in C.
           - First Public Release.


   v1.01   * Added intuition menus.
           - Bug fix: If the font requester had not been used and the
              program was quit then a guru would occur. Simply because,
              the program was trying to free a buffer for a non-existing
              requester structure.


   v1.02   - Minor changes to the GUI. Tidied up some of the string
              gadget locations.
           - Cleaned up intuition loops. All similar controls use the
              same function instead of one for each.


   v2.0    * Requires Kickstart v37+.
           * Complete re-write. Now has font sensitive interface.
           * Everything is now using proper gadtools.library calls.
           * Font styles adjustable from main window.
           * Added Change FONTS: dir option.
           * Automatically senses the screen font in use and presents
              data on it when the program begins.
           * Font requester remembers last selected font.
           - Various slight changes to displayed data.


   v2.1    * Added Public Screen switching.
           * Added Pull-Down menus.
           - Bug fix: On some systems the requesters would refuse to
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                     open on anything other than the Workbench Screen. This has
                     been fixed.
                   - Bug fix: Crashed on quiting if 'Use Screen' was selected
                     and nothing was entered. Disabled 'Use Screen' until
                     the listview has been used.
                   - Bug Fix: Although FontView's initial data was the screen
                     font of the public screen on which it opened, the sample
                     displayer would only show topaz 8.
                   - Bug Fix: If the Public Screen could not be located/used
                     then the workbench was used but not brought to the front.
                   * Added a requester to notify if a screen could not be used.
                   - Slight change to 'About' requester - gadget text.


   v2.2          - Bug Fix: Some of the earlier bug fixes had created
                     problems of their own hopefully they are all gone.
                   * Re-worked the entire interface display.
                   * If no screen is selected from the requester, then the main
                     window will still close and refresh itself. This helps
                     avoid some of the updating problems it was having.
                   - BugFix: A previous fix had stopped the font requester from
                     using the last selected font as a default - and if it was
                     canceled.


   v2.3          * Added new font info items. Modulo, Baseline, BoldSmear,
                     TallDot, WideDot, RevPath, Designed.
                   * Redesigned interface from scratch to accommodate new
                     info items.
                   - Standardized some of the requester titles.
                   - Changed documentation to Amigaguide format.


   v2.4          * Moved font information to a seperate window which can be
                     turned on or off. I found the info was only of interest on
                     occasions.
                   * The main window now has a zoom gadget which allows the
                     program to be iconified quite nicely. The menu functions
                     and hotkeys still work whilst the minimized window is
                     selected.
                   - Changed menu layout slightly.
                   - Bug Fix: Previous version had to close and reopen the main
                     window if no screen was selected in the requester. This is
                     no longer necessary.


   v2.5          * Added Fix Fonts function.
                   - Moved all gui info to one source file - less work.
                   - Stretched Font and Dir name gadgets - to allow for
                     longer names.
                   - Bug Fix: The assign routine wasn't working perfectly.
                     changed to running the external Assign command. The
                     assign routine in earlier versions can cause some real
                     problems in a multi-tasking environment. Make sure the
                     assign command is in your c: directory.
                   - Made FontView shareware. Added appropriate requesters.
                   - Changed Menu Item 'About' to ? instead of A as per g/lines.
```

                          - All windows now have zoom gadgets to make them easier to
                             get out of the way if so required.

          v2.5a   - Added failure requesters for incorrect kickstart and
                       reqtools versions. Now when run on anything less than Wb2.0
                       the program will give a 'Requires Kickstart v37+' requester
                       instead of just quiting silently, and a 'Requires reqtools.
                       library v38+'.
                     - Slight changes to some requesters.
                     - There seems to be a problem with earlier releases of v38
                       reqtools and the font requester. I have been unable to
                       track this down, but using at least v38.1248 fixes
                       the problem.

          v2.5b   - Minor update due to my mail addresses changing.

          v2.5c   - FontView double-locked the workbench screen but
                       didn't release both locks when it quit. This resulted
                       in other programs being unable to close and re-open
                       the workbench screen because intuition thought something
                       was still open there. :(Now fixed... :)

1.9 Program Credits

 Credits
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FontView v2.5c was created using the following software packages:

     Lattice SAS/C v5.10a   © SAS Insitute.
     GadToolsBox v2.0   © Jan Van Den Baard.
     Reqtools.library v38   © Nico Francois.
     Cygnus Ed v3.5   © CygnusSoft Software.

Thanks To:

  Max Gunsberger for his requests/suggestions and bug reports.

Registered Users:

     Max Gunsberger
     Arthur Sawilejskij
     Fred Mauloni

1.10   Registration

 Registration
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    As mentioned elsewhere in these documents, if you wish to continue
using FontView then please consider registering. Although, nothing is

disabled in the unregistered release , a small donation would be greatly
appreciated.

   If you wish to continue using FontView, then $AUD5 (Australian Dollars)
is the suggested amount, although I will accept larger figures of course.
:) Those that send the $5 will receive a personalised version of FontView,
without the reminder requester's.

   Those that wish can also have FontView compiled to suit their CPU. By
all accounts, using a version compiled for the faster machines does speed
up program operation somewhat. I am in no position to verify this, but I
will send a 68000 version as well just in case any problems occur.

   Registered users can receive updates of FontView by simply sending a
floppy disk and return postage. I will send the most current version of
FontView as soon as possible. If I am working on a significant update I
will retain the disk and send it when the update is finished.

   Send all relevant details to me along with your money. I will not be
responsible for chasing you if you don't tell me your address. Be warned,
I will pocket your money and leave it up to you to get in touch.

   Thanks for trying FontView and I hope the program meets your needs...

1.11   Possible Additions

 Possible Additions To FontView
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   The following are just a few ideas I have for FontView. If you have any
ideas then feel free to drop me a line mentioning them.

   - Print a sample of the selected font to the printer.

   - Add TOOLTYPES to icon, allowing the user to choose which screen
     FontView first opens on, etc etc...

1.12   Contacting The Author

 Author
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   Send all bug reports, comments, registrations etc to:

        Steve Banham
        17 Denehurst Place,
        Port Macquarie,
        NSW, 2444
        Australia.

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FidoNet:    3:622/423.2
AmigaNet:  41:220/423.2
EMail:      steveb@portmac.apana.org.au
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