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Chapter 1

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1.1 Cloanto - The Kara Collection - ColorFonts

ColorFonts

As this CD-ROM goes into production, the Amiga remains the first and only personal computer to include system support for multicolored fonts ("ColorFonts"). The ColorFont format, originally developed by Inter/Active Softworks in the Calligrapher software, was incorporated as a standard feature into the Amiga operating system beginning from version 2.0. ColorFonts are rendered using multicolored bitmaps (up to 256 colors) rather than a single bitplane or vector description used to build monochrome fonts.

The majority of Amiga paint, animation and video titling packages support ColorFonts directly. These programs include the latest versions of: Brilliance, ColorType, DCTV, Deluxe Paint, Director, Express Paint, FontMachine, Personal Fonts Maker, Personal Paint, Photon Paint, Scala MultiMedia, Shakespeare, SpectraColor, TV Text Professional, VideoTitler, X-DVE and many others.

Kara Fonts, designed by Kara Blohm, are certainly the most famous collection of professional Amiga ColorFonts. The Kara Collection CD-ROM contains 80 Amiga ColorFonts, which are stored in the "ColorFonts" drawer. The CD-ROM also includes hundreds of alternate palettes (for example, to render the same font in gold, steel, etc.), and copies of the ColorFonts pre-converted into non-standard file formats required by specific programs such as Broadcast Titler by InnoVision Technology, and PowerTitler and X-Titler by ClassX.

The variety of applications for Kara Fonts is limited only by imagination. For example, Kara Fonts look great for large initialized letters at the beginning of a paragraph. They are also especially effective when they are raised off the surface by a "drop shadow".

[Click here](#) to view a short slide show with samples of the various ColorFonts on the CD-ROM.

Different Font Families

The ColorFonts on the CD-ROM are grouped into font "families". Each family includes fonts in different sizes:

Name	Size			
Bevel	55	72	84	104
Brick	55	72	84	103
Bullion	78			
Capsule	82			
Cast	60	72	90	114
Chisel	50	62	76	98
ChiselScript	86	98	116	
ChiselSerif	55	72	84	104
Chrome	55	72	80	104
ChromeChiselScript	115			
ChromeScript	88			
ChromeSerif	75	100	124	
Column	55	72	84	98
Embossed	68	86	108	
Engraved	74	104		
Glass	78	104		
GoldExtrude	78	104	132	
Granite	55	72	84	100
GraniteChisel	76	104	128	
KaraBrushed	75	100	130	
KaraChiselScriptRoman	80	100	130	
KaraGothicChisel	104			
KaraGothicSerif	75	100	130	
KaraRomanExtrude	80	105	130	
KaraTubular	98			
Marble	55	72	84	104
MarbleBevel	76	100	120	
Wood	58	72	90	114

The Amiga documentation explains in detail how the fonts are grouped into directories and files. If some font files are moved manually from the CD-ROM, it is important to leave the files beginning with a number (these contain the actual font bitmaps, and the number indicates the font size in pixels) inside the directories having the same name as the font family. Files ending with ".font" are used by the system to describe each font family. These index files can be copied manually, or recreated automatically by executing the FixFonts program (it can be found in the "System" directory). FixFonts should always be launched after manually adding or removing font sizes to a font family (it is not necessary when using the CD-ROMs Installer software, or the ColorType package). FixFonts requires that "FONTS:" be assigned to the "Fonts" directory to be updated.

All Kara fonts use 8 colors, except for Chisel and Column, which use 5. In most fonts, the first color is the background color, and by default it is black.

Character Sets

All fonts include numerals and other special signs. Some fonts contain upper and lower case letters. Other fonts contain only upper case letters.

Different font sizes (e.g. 100 and 75, or 84 and 55) can be combined to achieve the effect of capitalization. This gives a similar effect of capitals and lower case, but it also has more "presence". To create a definite style, try using an italicized (slanted) 100 point initial cap with a smaller size for the rest of the word, or vice versa.

When using ColorFonts, the "undefined" character (an empty box) indicates that the selected character does not exist in the current font. All Kara Fonts include the most used special characters (e.g. "\$", "?", etc.) The ColorType software makes it very easy to assemble parts of existing characters into new signs.

The "<" and ">" characters are special "invisible" characters which are used to adjust the spacing between letters: pressing ">" on the keyboard adds a small space (positive kerning), and "<" removes a small space (negative kerning). Technically speaking, these characters possess no visible bitmap, but they do have a positive or negative "size" (which is one pixel). During editing, the Backspace, Delete and Cursor keys will treat these characters one by one, like any other character, only that the cursor will be seen moving one pixel at a time.

The "non-break space" is a special character which appears as a space, but is not interpreted like the normal space by programs which justify or break text into lines (doing so where there are spaces). It is associated to the <Alt-Space> keyboard combination (decimal code 160 in the Amiga character set).

Most ColorFonts include different combinations of national and other special characters which may be missing from certain Amiga keyboards. The following table lists these special characters, and the equivalent key combination on a USA keyboard.

Amiga Code	Character	Keys	Description
161	¡	<Alt-I>	Inverted exclamation mark
162	¢	<Alt-J>	Cent
163	£	<Alt-L>	Pound sterling
169	©	<Alt-E>	Copyright
174	®	<Alt-R>	Registered
176	\textdegree{}	<Alt-W>	Ring
191	¿	<Shift-Alt-M>	Inverted question mark
196	Ä	<Alt-K>, then <A>	A with dieresis
214	Ö	<Alt-K>, then <O>	O with dieresis
220	Ü	<Alt-K>, then <U>	U with dieresis
223	ß	<Alt-S>	German double S
241	ñ	<Alt-J>, then <N>	N with tilde

Some ColorFonts in script (handwriting) style have multiple variants of certain letters or combinations of letters (ligatures). These are associated to unused characters on the keyboard.

Amiga Code	Character	Key	Description
35	st	<#>	ST ligature
42	d	<*>	Alternate D
64	swash	<@>	Decorative ending
91	r	<[>	Alternate R

92	fl	<\>	FL ligature
93	z	<]>	Alternate Z
96	th	<`>	TH ligature
123	s	<{>	First alternate S
124	l	< >	Alternate L
126	s	<}>	Second alternate S
126	tt	<~>	TT ligature

Specific Font Usage

Brick, Chrome, Engraved, Granite and Marble

All these fonts have a one pixel outline, which creates a three-dimensional effect when "dragged". For example, in Personal Paint, they can be picked up as a brush and using the straight line, polygon line, circle or square line tools, they can be dragged in any direction. This reveals the sides of the font rendered as if the same light source as in all Kara Fonts was illuminating them. Reducing the size of this font before it is dragged may lose the outline - so it is recommended to drag it first, and then reduce the result, if necessary.

Bevel, Cast, Chisel, ChiselSerif, Column and Wood

These fonts are all rendered with the same light source as the one pixel outlines found in Brick, Chrome, Engraved, Granite and Marble. However, these fonts don't need "dragging", as the "dimension" is rendered into them. The provided alternate color palettes can be mixed in different ways for different effects. On all of these fonts, except Wood, it is possible to move the light source to the lower right by reversing the order of the colors in the palette.

ChiselScript, ChromeScript and ChromeChiselScript

These are "handwriting" style fonts that include ligatures (pairs of letters) and alternate characters to render certain combinations of letters which otherwise would not look very well. Some letters may not look the best with certain other letters, but the alternate designs will. As explained in the section on Character Sets, one stroke of the appropriate key brings up a nice ready made pair of letters or an alternate d, l, r, s or z (not all fonts include all of these alternate signs). Here is a simplified keyboard layout for the alternate signs:

<[> = r	<{> = s	<`> = th	<#> = st
<]> = z	<}> = s	<~> = tt	<\> = fl
<*> = d	< > = l	<@> = swash	

Embossed

This font was especially designed for backgrounds. The alternate color palettes which are included for this font give an example of what can be done by changing the colors. Special attention should be paid not only to the RGB values of the color entries, but especially to the Value settings (the last slider in Personal Paint's Palette requester). The value of

color 0 (the background color) must always be between the values of colors 3 and 4, so that all edges of the letters have the proper definition. If the value of color 0 is the same as one of the other colors, an edge of the letters disappears. A reversal of the color palette will "deboss" the font.

Glass

This is a special face and it truly has to be treated like glass. It has transparent properties which allow the background to show through. The bevel edges are made up of a check pattern to allow every other pixel to show the background, thus affecting the color and appearance of the character. A reduction in size would damage the pattern, and is therefore not recommended.

Kerning (Letter Spacing)

Kerning is the adjustment of the space between the letters so that they appear more proportionally spaced.

Amiga fonts (including ColorFonts) do not have a two-dimensional kerning table like those of other systems. The spacing information associated to each character is normally acceptable, but certain combinations of letters (e.g. "LT", "TA", "VA", "WA", "YA" etc.) may require specific manual adjustment. These couples of letters tend to create a "hole" between them. Manual kerning makes it possible to reduce this space.

As explained in the section on Character Sets, all ColorFonts include two special characters designed for kerning adjustment: "<" and ">". These are not displayed as "<" or ">", but they respectively increase or decrease the spacing between the adjacent characters:

"<" = Kerning adjustment to the left one pixel at a time
">" = Kerning adjustment to the right one pixel at a time

Kerning is usually accomplished before a letter is actually typed. However, its need is often discovered after the text is typed. To correct this, it is possible to move the cursor back, and then use the kerning keys as needed. The kerning keys work by inserting "invisible" characters, which can always be deleted, if necessary.

Alternate Color Palettes

All Kara Fonts use 8 colors (the background color plus 7), except for Chisel and Column, which use 5 (the background color plus 4). In most fonts (Embossed being one exception), the first color (also called "color 0") is the image background color, and by default it is black. Some adjustment of the other font colors may be necessary if the font is used on other backgrounds. Color 0 is defined as "transparent" in the ColorFont data, and it is not used to draw the character images. In the Glass font, this transparency feature is even used to achieve a special effect.

A variety of interesting effects can be achieved by simply changing the color palette. A font originally designed to look like steel can be

transformed into gold. Different predefined color palettes are included in the "Palettes" directory (inside "ColorFonts"). With a program like Personal Paint, these can be applied to the current image using the Load Palette command in the Color menu. The palettes are grouped after the fonts they have been designed for. However, it is possible to experiment and apply certain palettes to different fonts.

Standard file name names and suffixes are used on all predefined color palettes on the CD-ROM. Files named "Default" contain the same colors as the font, which means that loading the default palette (in Personal Paint: "Color/Palette/Load..." menu item) would have the same effect as applying the font palette after loading the font ("Color/Palette/From Font" menu item). Palettes named "Alternate" contain slight variations of the default palettes. Numbers are used in the file name when several variants are included. Palette names ending with "On White" indicate that they are designed to be used on a white background. In the "Black & White on White" Palettes, this means that a few colors have been changed to express a better contrast on white (e.g. for DTP projects). Palettes with the "Video" suffix have been especially designed for video applications. These have the saturation levels of certain colors, which may be too "hot" for video, lowered to an acceptable range. These palettes have been pre-tested on a waveform and vectorscope for optimum transfer to video.

Using ColorFonts with Amiga Software: General Instructions

With most software packages, ColorFonts can be selected and used exactly like their black and white counterparts. The manuals of the various programs may contain more specific instructions on this subject. Here are some generic, step by step instructions for using ColorFonts:

- 1) If an operating system older than 2.0 is being used, then the ColorText software should be run. It can be found in the "Utilities" drawer.
 - 2) If the ColorFonts are to be loaded from the CD-ROM, then one of the configuration icons of the CD-ROM should be selected. If instead they were installed to a hard disk, it is likely that the correct "FONTS:" assignments were made during the installation (otherwise, step 4 applies).
 - 3) Start the software. Select an Amiga high resolution screen (with a pixel ratio close to 1:1, usually having a screen size of at least 640x400), such as "High Res Laced", or "VGA", with at least 8 colors.
 - 4) If the software does not list the ColorFonts in its font requester, then the font requester should be closed, and the AssignFonts program should be launched. It can be found in the "Utilities" drawer of the CD-ROM. All Kara Fonts are included in "KaraCD:ColorFonts/Fonts" ("KaraCD:PFM/Amiga_Fonts" contains additional black and white fonts). This path can be selected using AssignFonts.
 - 5) If the software still does not include the new fonts in its font requester, it is recommended to try and run AssignFonts before starting the software. If this does not work, please refer to the Troubleshooting section.
 - 6) Select a ColorFont in the font requester.
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7) If the software has the capability to apply the ColorFont's palette, it should be done at this point. In Personal Paint, this is done by selecting the "Color/Palette/From Font" menu item. Deluxe Paint has a similar requester which asks whether to apply the font palette when the font is loaded. If the software has no such command, it should be possible to load the color palette manually, from the directory containing all color palettes. If, for example, the Granite font is selected, the palette to be loaded would be "KaraCD:ColorFonts/Palettes/Granite/Default.col".

8) If the font contains only capital letters, it is more convenient to activate the <Caps Lock> key at this point.

9) It should be possible to position the cursor and start typing. If something doesn't work, please refer to the Troubleshooting section.

In general, the above instructions also apply to the following programs.

Using ColorFonts with Amiga Software: Personal Paint

Cloanto's Personal Paint has been designed with ColorFonts in mind from the beginning, so they are easily selected and used as described in the General Instructions.

To display the Font Requester, the Text tool must be selected with the right mouse button.

The demonstration version of Personal Paint included on the CD-ROM has a cycle gadget on the top right of the Font Requester, which is preprogrammed to cycle from the default system "FONTS:" path to the full set of fonts on the CD-ROM.

In the font requester, it is possible to scroll the font preview box by moving the mouse with the left button pressed. The colors are changed automatically as each new font is selected, but the original image colors are restored after the Font Requester is closed.

After the font is selected, the "Color/Palette/From Font" menu item can be selected to copy the font's palette to the first 8 colors of the image.

The text cursor can be positioned by pressing the left mouse button, and the entire text can be repositioned at any time with the right mouse button.

Alternate palettes can be loaded with the "Color/Palette/Load..." menu item.

Using ColorFonts with Amiga Software: Deluxe Paint

ColorFonts in Electronic Art's Deluxe Paint work as described in the General Instructions and in the section on Personal Paint.

After the font selection, a requester appears asking whether the font palette should be used. Alternate palettes can be loaded as described for Personal Paint.

It should be noted that certain versions of Deluxe Paint do not run properly if the "dpaint" font cannot be found in "FONTS:". This may occur if AssignFonts is used to reassign "FONTS:" before starting Deluxe Paint.

Using ColorFonts with Amiga Software: Broadcast Titler

Broadcast Titler by InnoVision Technology does not support Amiga ColorFonts directly, but it uses its own format instead. The Kara Collection CD-ROM includes a set of Kara Fonts converted into the "Broadcast Titler Fonts" format. These are stored in "KaraCD:ColorFonts/BTitler". A few fonts, incompatible with the InnoVision Font Converter package, have been excluded.

Broadcast Titler is capable of handling as many different fonts on the screen at the same time (each with its own palette), as can fit vertically on the page.

The function key <F10> activates the color palette associated to the font. Please refer to the documentation included with Broadcast Titler for additional instructions.

Using ColorFonts with Amiga Software: PowerTitler and X-Titler

Like Broadcast Titler, PowerTitler and X-Titler do not support Amiga ColorFonts directly. The Kara Collection CD-ROM includes however a set of fonts converted into the "CFont" format developed by ClassX. This very speed-efficient format is used by the PowerTitler, X-Titler and X-Titler Pro packages. Characters having a code greater than 127 are not used by these programs, and therefore have not been converted. The fonts are stored in "KaraCD:ColorFonts/CFonts".

CFont information is stored in a metric data file (ending with a ".fnt" suffix) and in a corresponding IFF-ILBM file (file names ending with ".ifnt"), containing the font image. The latter can be manipulated with programs such as Personal Paint to apply effects such as Blur or Emboss. If a CFont image is modified with a paint program, the following limitations apply: the page must remain in the same format; the letters must remain in the same position; the image cannot be saved with a stencil; no more than 16 colors can be used; color 0 cannot be used to draw the letters (or it would appear transparent when using video genlock devices).

Newer products by ClassX, such as X-DVE, X-DVE2 and FontMachine, use Amiga ColorFonts directly (and not CFonts).

Using ColorFonts with Amiga Software: VideoTitler

VideoTitler from Aegis, a division of Oxxi, can load ColorFonts directly.

In general, to change from one font directory to another from within VideoTitler, it is necessary to bring the Workbench screen to the front and use the AssignFonts software. If AssignFonts is used before running VideoTitler, it is possible that a series of messages saying "Cannot load

font XYX" is displayed. For each of these messages, OK should be selected.

- 1) Press <F6> to display the Font Requester.
 - 2) Click on the box where the ColorFonts are to be used.
 - 3) Select "Install New Font" from the requester, and choose a font and size. Press OK.
 - 4) Make sure that the ColorFont appears selected by an outlined box.
 - 5) Close the Font Requester by selecting the close gadget on its upper left corner.
 - 6) To use the font palette, select the "Edit/Color/Colortext Palette" menu item (or use the keyboard equivalent: <Right Amiga-5>).
 - 7) After closing the Color Palette requester, position the cross-hair cursor where the text should be centered, and press the left mouse button to begin typing.
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