

**FreshFonts**

**COLLABORATORS**

	<i>TITLE :</i> FreshFonts		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## FreshFonts

### 1.1 Programs Contents

This part of the CD contains various programs which are using `↔`  
directly  
or indirectly the fonts.

There are four directories for different computer types:

Acorn

Amiga

Mac

PC

### 1.2 acorn

This drawer contains ACORN programs!

Sorry, at the moment there are no programs available for Acorn Computer!

### 1.3 amiga

This drawer contains AMIGA programs.

CacheFont

DannyAmor  
FontSupport

HebrewBible

---

PFB2PFA  
PasTeX  
Rashumon3

## 1.4 cachefont

CacheFont v1.0  
By Adam Dawes  
1st September 1994

So what is CacheFont?  
System Requirements  
Usage  
Testing  
Legal Stuff  
My Thanks go to..  
Contacting the author

## 1.5 What Is CacheFont?

CacheFont is a little utility that makes accessing your fonts significantly quicker -- in fact, near instant.

I was always annoyed when using any programs on my Amiga which involved fonts by the fact that when the program went to see what fonts were available, I was presented with a rather lengthy wait. I decided I'd finally had enough of this, and it was time to do something about it.

So after much poring over my keyboard and flicking through Amiga Intern, I finally came up with a solution. This utility comes in two parts:

CacheFont . . . . Installs or removes CacheFont (run it once to install the program, and a second time to remove it).  
MakeFontList . . This program must be run before CacheFont can be used. It creates the list of fonts that CacheFont will use later in order to avoid reading the whole font list again.

CacheFont relies entirely on the files made by the MakeFontList utility. If

---

your fonts directory is changed, CacheFont will *\*not\** know anything about it unless you run MakeFontList afterwards. Even rebooting your machine won't change the list of fonts that CacheFont is aware of, so please run the MakeFontList utility every time you change your font directory. It takes only as long to run as a single font requester would've taken without CacheFont, and I think you'll agree that your font directory is changed much less often than you open a font requester!

## 1.6 System Requirements

CacheFont will only work on an Amiga with OS2 or greater. You don't need a harddrive, vast quantities of memory, or anything else.

## 1.7 Usage

Using CacheFont

-----

CacheFont is installed simply by entering its command from the command line. It will print a message telling you that it has installed itself, and from then on all your font requesters will be running through the patch.

If you wish to uninstall the patch, simply execute the command again and it will remove itself.

The best way to install CacheFont is by including it in your startup-sequence or user-startup. This way, the patch will be initialised every time your system is booted.

You do not need to 'run' the program as it returns control to your command line immediately.

Using MakeFontList

-----

MakeFontList must be run in order for the CacheFont to function. It scans your Fonts: directory and stores the information needed by CacheFont in a directory (which will be created if necessary) called Fonts:CacheFontData/.

If CacheFont has any difficulty reading these data files, it will display a requester asking you to run MakeFontList, and continue by using the original (slow) unpatched routine.

You will need to run MakeFontList every time you make a change to your Fonts: directory. Don't include this command in your startup-sequence though! Call it manually whenever you need to.

And how much disk space is wasted by the caching information files? Well I have 55 fonts installed at the moment, and the cache files come out to a whopping great 1581 bytes, hardly a great sacrifice. :)

## 1.8 Testing

CacheFont has been tested without any problems on the following ←  
utilities:

AdPro 2.5  
AmiQWK 2.5  
Brilliance  
CygnusEd Professional 3.5  
DeluxePaint4  
DeluxePaint4 AGA  
DirectoryOpus 4.12  
Filer 3.1  
Final Writer  
GoldEd 0.991  
GP Fax 2.343  
Infocom Task Force 1.55  
NComm  
Personal Fonts Maker 1.2  
PowerPacker 4.0a  
ProCalc 1.04  
Q-Blue 1.0  
Spot 1.3  
SuperBase Pro4  
Term 4.0  
ToolManager 2.1  
Typesmith 2.02  
Wordworth 3.0b  
Workbench 'Font' preferences program

CacheFont has been tested and works on the following computers:

A600  
A1200  
A1500  
A3000  
A4000/030  
A4000/040

..it should work on any other computers without any problems (see  
requirements  
).

## 1.9 Legal stuff

Ok, so my associates and I have tested this program as extensively as we can, and haven't found any bugs in it yet, but sod's law clearly dictates that the experiences of the many are worse than the experiences of the few.

I won't accept responsibility for any damage done to your system or data lost, directly or indirectly, as a result from using CacheFont or any of its associated files. You use the program entirely at your own risk. Of course if you \*do\* experience problems then I'll do what I can to sort them

---



out, and please let me know so that I can try to cure them in a future version of CacheFont.

CacheFont and its associated files are not public domain. They may be distributed freely as long as no unreasonable charge is imposed. It may not be included within any commercial package without express written permission from the author; the exceptions from this are the AmiNet CDs and Fred Fish's utility collections. CacheFont and its associated utilities may only be distributed if all files contained within the original archive are present.

## 1.10 Thanks to..

My thanks to the following people who have helped me test CacheFont:

Nick Doyle  
Jon Hudson  
Lars Janssen  
Roger Kille  
Mark Stacey  
Tim Still  
Nicholas Wynne

## 1.11 Contacting the author

Yes! Please do write to me if you like CacheFont or if you have any problems with it or suggestions for a new version. I can't promise to reply quickly if you write via snail-mail, but I will always reply to email messages. I can be contacted at:

InterNet  
ad32@vms.bton.ac.uk

FidoNet  
Adam Dawes@2:441/93.5

SnailMail  
Adam Dawes  
47 Friar Road  
Brighton  
BN1 6NH  
England

## 1.12 dannyamor

This drawer contains two programs written by Danny Amor.

CDTV-Player 2.31

---

CloudsAGA 1.15

## 1.13 cloudsaga 1.15

CLOUDS AGA V 1.15

© 1994 by Daniel Amor

English:

About

Gadgets

Menu

Thanks

Address

Deutsch:

Über

Gadgets

Menü

Danke

Adresse

## 1.14 About CloudsAGA

Welcome to CloudsAGA 1.15

CloudsAGA is a program which creates randomly clouds on your screen. You can save the clouds as

IFF

-files and can use

them as textures, as backgrounds or just for fun. CloudsAGA works on all Amigas with OS 2.x (only 32 colours) or OS 3.x (32-128 colours).

The usage of the program is easy, there are six

Gadgets

on the main

screen. Before getting there you have to choose your screen resolution and the colour depth via the

ScreenModeRequester

. This varies according

to your system.

---

CloudsAGA is the successor to the program Clouds 3.1. It has been totally rewritten using Oberon-2 and has now only half the size and at least double speed!

## 1.15 Gadgets

CloudsAGA can be controlled via six gadgets:

Size: Here you can change the size

.

Create: Creates the clouds on your screen.

Palette: Here you can change the colours.

Smooth: Smoothens your picture (good for 32 colour pics).

Save: Saves your picture.

Screen: Here you can choose your ScreenMode.

All gadgets can be accessed also via keyboard. Just press the key that is underlined (e.g. 'c' for Create).

## 1.16 Size

There are six different sizes possible: 25%, 50%, 75%, 100%, 200% and 400%. 100% is a size of 512x512, so it is easy to find out the other sizes:

25% = 64x64  
50% = 128x128  
75% = 256x256  
100% = 512x512  
200% = 1024x1024  
400% = 2048x2048

If you are using Workbench 2.1 or higher, you may use all of them in any resolution. Choose your resolution and change the width & height of the screen (e.g. choose DBLPal and enter via keyboard 1024 and 1024). You are not able to see all of the 200% and 400% pictures, if you don't have a graphics board which is able to display these sizes, but you can scroll around in the screen.

## 1.17 Menu

CloudsAGA has got a menu with two items. They are only available when the main control window is activated:

About: Shows some information about the program and its author.

---

Quit: Quits the program (same as clicking the close gadget).

## 1.18 ScreenModeRequester

CloudsAGA is using the built-in ASL-ScreenModeRequester. Read your Amiga manual to get more information on this subject.

## 1.19 IFF-Format

CloudsAGA is using the iff.library (© Christian A. Weber). With ↔  
this it is  
very easy to save pictures in the IFF-ILBM format. This format can be read  
by all Amiga software (e.g. Personal Paint, Deluxe Paint, Workbench,  
Final Writer...). If you have any information about saving via datatypes  
then please send it to me (see  
Address  
).

You can get the complete iff.library package from any good PD supplier  
(it's also on the Fish-Disks and on the Aminet).

## 1.20 Thanks

First of all I would like to thank all the people who have written ↔  
to me  
about Clouds. This inspired me to do CloudsAGA!

Special thanks to:

Jan van der Baard (for his Gadtoolsbox)  
Stuart C. Davis (for his support)  
Fred Fish (for his superb software collection)  
Fridtjof Siebert (for his wonderful Oberon-2 Compiler)  
Christian A. Weber (for his iff.library)

Please forgive me if you're not mentioned here. If you want to change this  
situation then please write to me (see  
Address  
).

## 1.21 Address

If you want to complain about the program, say something nice or if  
you have some good ideas for future releases then please write. I'm  
trying to answer all letters!

Snail-Mail: Danny Amor

---

Ludwigstr. 124  
70197 Stuttgart  
Germany

E-Mail: amor@student.uni-tuebingen.de

## 1.22 Über CloudsAGA

Willkommen zu CloudsAGA 1.15

CloudsAGA ist ein Programm, welches Zufallswolken auf den Schirm zaubert. Man kann die Wolken sogar als

IFF

-Dateien abspeichern und sie als Texturen,

als Hintergründe oder nur zum Spaß benutzen. CloudsAGA funktioniert auf allen Amiga mit OS 2.x (nur 32 Farben) oder OS 3.x (32-128 Farben). Die Benutzung des Programms ist sehr einfach. Es gibt sechs

Gadgets

auf dem

Schirm. Davor muß man allerdings noch die Bildschirmauflösung und die Farbtiefe auswählen. Das geschieht über den

ScreenModeRequester

.

Die Werte hängen von ihrem System ab.

CloudsAGA ist der Nachfolger des Programms Clouds 3.1. Es wurde komplett neu geschrieben (in Oberon-2) und ist jetzt nur noch halb so groß und dafür mindestens doppelt so schnell!

## 1.23 Gadgets

CloudsAGA kann über die sechs Gadgets gesteuert werden:

Size: Hier kann man die  
Größe  
wählen.

Create: Erzeugt die Wolken auf ihrem Schirm.

Palette: Hier kann man die Farben einstellen.

Smooth: Weichzeichner (gut für Bilder mit 32 Farben).

Save: Speichert das Bild.

Screen: Hier kann man die Auflösung auswählen.

Alle Gadgets können auch über die Tastatur aufgerufen werden. Dazu muß man einfach die Taste drücken, die unterstrichen ist (z.B. 'c' für Create).

---

## 1.24 Size

Es gibt sechs verschiedene Größen: 25%, 50%, 75%, 100%, 200% und 400%. 100% entspricht einer Größe von 512x512. Man kann also leicht die anderen Größen bestimmen:

25% = 64x64  
50% = 128x128  
75% = 256x256  
100% = 512x512  
200% = 1024x1024  
400% = 2048x2048

Mit Workbench 2.1 oder höher ist es möglich alle Größen in jeder beliebigen Bildschirmauflösung zu benutzen. Wählen Sie einfach Ihre Lieblingsauflösung und tragen Sie die gewünschte Breite und Höhe ein (wählen Sie z.B. DBLPal und geben Sie 1024 und 1024 mit der Tastatur ein). Man kann die 200% und 400% Bilder nicht vollständig sehen, außer man ist im Besitz einer Grafikkarte, die diese Auflösungen darstellen kann, aber man kann mit der Maus den Bildausschnitt verschieben.

## 1.25 Menü

CloudsAGA besitzt ein Menü mit zwei Punkten. Sie können nur aufgerufen werden, wenn das Hauptkontrollfenster aktiv ist:

About: Zeigt einige Infos über Programm und Autor.  
Quit: Verläßt das Programm (wie das Anklicken des Close Symbols).

## 1.26 ScreenModeRequester

CloudsAGA benutzt den eingebauten ASL-ScreenModeRequester. Nähere Informationen hierzu gibt es im Amiga-Handbuch.

## 1.27 IFF-Format

CloudsAGA benutzt die iff.library (© Christian A. Weber), um die  
Bilder  
im IFF-ILBM Format abzuspeichern (so ist es sehr einfach). Dieses Format wird von jeder Amiga Software unterstützt (z.B. Personal Paint, Deluxe Paint, Workbench, Final Writer...). Falls jemand Infos zur Hand haben sollte, wie man über die Datatypes abspeichern kann, dann her damit (siehe

Adresse  
).

Man kann das komplette iff.library-Paket von jedem guten PD Versand beziehen (es befindet sich auch auf den Fish-Disks und im Aminet).

---

## 1.28 Danke

Zuerst möchte ich mich bei allen Leuten bedanken, die mir zu ↔  
Clouds  
geschrieben haben. Dies hat mit zu CloudsAGA inspiriert!

Besonderen Dank an:

Jan van der Baard (für seine Gadtoolsbox)  
Stuart C. Davis (für seine Unterstützung)  
Fred Fish (für seine phantastische Software-Kollektion)  
Fridtjof Siebert (für seinen wunderbaren Oberon-2 Compiler)  
Christian A. Weber (für seine iff.library)

Vergebt mir, wenn ich Euch hier nicht genannt habe. Falls Du das ändern  
möchtest, dann schreib mir einfach (siehe  
Adresse  
).

## 1.29 Adresse

Wenn Du Dich beschweren möchtest, was sagen möchtest oder ein paar  
gute Ideen für zukünftige Programmversionen hast, dann schreib bitte. Ich  
versuche alle Briefe zu beantworten!

Schnecken-Post: Danny Amor  
Ludwigstr. 124  
70197 Stuttgart  
Deutschland

E-Mail: amor@student.uni-tuebingen.de

## 1.30 cdtv-player 2.31

```
*****
**                               **
**      CDTV-Player 2.3          **
**                               **
**  designed in April 1993      **
**                               **
**      by Daniel Amor          **
**                               **
*****
```

I.  
Introduction  
II.  
Features  
III.  
Gadgets  
IV.  
Edit

V.  
Karaoke  
VI.  
Archive  
VII.  
Preferences  
VIII.  
The future  
IX.  
Source-Code & Updates  
X.  
Assigns  
XI.  
AREXX  
XII.  
History  
XIII.  
Credits  
XIV.  
Address

## 1.31 I. Introduction

### I. Welcome to CDTV-Player 2.3

The idea for this program came up to me, as I was sitting in front of my CDTV and wanted to listen to some music and do some work at the same time. There is the possibility to press the play button while working on Workbench, but nothing else than the track number will be displayed. The other possibility to play Audio-CD's was to forget multitasking and use the built-in player-screen. I thought that this was quite lousy. In the German magazine 'AMIGA-DOS' I found a little program by Dr. Peter Kittel of Commodore - Germany in AMIGA-BASIC. This program looked more like a C-64 program with a lot of PEEKS and POKES. So I translated it into KICK-PASCAL (Lines in AmigaBasic vs Lines in Kick-Pascal = 200 vs 15) and designed a Workbench-Interface (all done in September 1992). This program is FISH-WARE. Commodore may even include this program into the original CDTV-package or bundle it with every CD-ROM. If you use this program for commercial matters, please don't forget to mention my name.

## 1.32 II. Features

### II. Features

CDTV-Player 2.3 features quite a lot of new options. First of all I added preferences in order to keep the program user-friendly (this will be extended in future versions). Then I've programmed a routine that recognizes the CD if it's in the archive (thanks to Frédéric Botton - Paris for his «Gimme\_a\_CD»-program and the idea). Then I've introduced a SHUFFLE function and an option to jump to seconds BACK and FORTH.

---



In earlier version only owners of a CD-ROM-drive could use the program. Now everybody with an AMIGA has access to the archive in order to search for a song or just have a look at the program. I've included now an option called KARAOKE. If any lyrics are found in the archive they may be displayed on-screen. Now an AREXX-Port has been included in order to control the function of the CDTV from other programs.

## 1.33 III. Gadgets

### III. Gadgets

Here's a short explanation of the gadgets.

REW : Decreases track number.  
PLAY : Plays current track.  
FF : Increases track number.  
PAUSE : Pauses play.  
STOP : Stops play.  
FADE : Fades smoothly in/out.  
LIVE : Automatic fade in at the beginning of a track and automatic fade out at the end.  
SINGLE : Toggles between playing one song and the whole CD.  
REPEAT : Toggles between playing once or multiple times.  
BACK : Jumps two seconds back.  
SCAN : Scans into every song on the CD.  
FORTH : Jumps two seconds forth.  
SECRET : Future options.  
KARAOKE : Live on-screen Karaoke (See V. Karaoke ).  
SHUFFLE : Toggles between normal and shuffled play.  
PROGRAM : Choose an order of play of your own.  
PREFS : Access to internal preferences. (See VII. Preferences ).  
EDIT : Opens edit window (See IV. Edit ).  
DISPLAY : Toggles display-mode:  
1. Track time played.  
2. CD time played.  
3. Remaining track time.  
4. Remaining CD time.  
5. No display (saves processing time).  
INFO : Displays information.

On the right side of the window there is a proportional gadget for the volume.

## 1.34 IV. Edit

#### IV. Edit

By pressing the EDIT-Gadget in the main window, another window will be opened and you'll get access to the archive. In earlier version you had to choose the CD you wanted to listen to from here. But this is done now automatically, so you can only have a look at the archive now. You can have a look at the songs by pressing the corresponding title. If CDTV-Player does not find the CD in the archive, you've got the possibility to add this CD to the archive, by pressing the ADD CD-Gadget. A new window will be opened and you've got the chance to enter the new CD. If you select a group beforehand then the group name will appear automatically in the group field.

### 1.35 V. Karaoke

#### V. Karaoke

When pressing the KARAOKE-Gadget in the main window, the program searches for the lyrics of the actual song. If found in the archive, they will be displayed on a separate screen, while playing the song. At the moment there aren't any special effects, but I'm going to do this in the near future (all ideas are welcome). If you want to create own KARAOKE-songs, have a look at 'lyrics:depeche mode.mx' (the only complete one, since I'm too lazy to key in all lyrics). When a genlock is available, you may use it for KARAOKE.

### 1.36 VI. Archive

#### VI. Archive

The archive is divided actually into two parts. The first part includes the group names and the CD titles, CD time, number of tracks (e.g. Brian Adams, Waking up the neighbours, 74:54.38|15). In earlier version I omitted the fractions of the second and the number of tracks, but that was not very precise for finding the right CD in the archive and so I had to include them, too. Have a look at Lyrics/A-ZMusix in order to learn how to build own archives. The second part of the archive consists of the group-files with the track titles and the lyrics.

#### IMPORTANT NOTICE:

Although there is a standard for AUDIO-CDs, playtime for the same CD may vary from country to country. If you have a CD, which is in the archive, but isn't recognized then change the time which is being displayed in the ADD-CD window (normally it varies about a few seconds). I'll introduce a function, which allows to change the time in the file.

### 1.37 VII. Preferences

---

## VII. Preferences

In this menu you may alter the internal preferences for some functions. On the left side there are two slider-gadgets. With the upper one you may choose the time for fading in & out at the beginning and the end of a track (1sec - 10sec). With the lower one you can choose the time for scanning into each track (5sec - 25sec). On the right there are two check boxes which are both related with the KARAOKE-Feature. Break enables you to quit the KARAOKE whenever you want (a close-gadget appears on-screen) and Time puts the playing time on the KARAOKE-Screen. This has been introduced to ease the input of new KARAOKE-Titles. Preferences are saved to s:CDTV.config.

## 1.38 VIII. The future

### VIII. The future

I'll include a function called COPY, which will simplify the COPY of CD's to a cassette. You'll just key in the exact amount of time you want to be copied and the program will select the songs in order to match your timing (or as close as possible).

I'll try to use PARNET for my program in order to use e.g. an AMIGA 4000 for KARAOKE while playing from CDTV (i.e. more & faster effects).

I'll try to extend the program in order to use it with SCSI-Drives (if anybody has any information on SCSI-Drives, please write).

If somebody out there has some other suggestions, needs or useful information then please write to me. (See XIV.

Address  
) .

## 1.39 IX. Source-Code & Updates

### IX. Source-Code & Updates

You can get the source-code for free, if you write to me and send a disk. Suggestions and ideas are welcome. New groups for the archives are also welcome. CDTV-Player was written in KICK-PASCAL 2.12.

You can get updates from me, you can download it from the AMINET, the FRAS, the better mailboxes and can get them of course from the Fish-Disks.

## 1.40 X. Assigns

### X. Assigns

Applies to OS 1.3 only!

---

For the moment, you'll have to do one ASSIGN in order to be able to load the Archive (I'm sorry). For example, if you've got the directory CDTV-Player in DF1:, then ASSIGN Lyrics: DF1:CDTV-Player/Lyrics. I've included a script for this purpose.

## 1.41 XI. Arexx

XI. Arexx

Arexx has been introduced in order to gain control over CDTV-Player from other programs. Please refer to the examples on the disk. At the moment you can only start a track and stop it again. In future releases you'll get complete control over the program.

## 1.42 XII. History

XI. History of CDTV-Player

Version 0.8 (12.09.92)

Translation of the AMIGA-BASIC-Program by Dr. Peter Kittel into KICK-PASCAL. Plays songs from CLI/SHELL without Workbench Interface.

Version 0.9 (14.09.92)

Added Workbench Interface in order to play songs without a keyboard. Added features like PAUSE, SCAN, SINGLE, REPEAT, FADE, DISPLAY.

Version 1.0B (18.09.92) Fish-Disk 759

First release with a lot of bugs in it (e.g. it didn't recognize if a CD was taken out of a drive or a floppy disk). Added an INFO-Window. Changed internal handling of 'cdtv.device'. Thought of a function called KARAOKE, but did not know how to do it.

Version 1.2 (26.10.92)

Redesigned Workbench Interface and added the KARAOKE window. This had nothing to do with KARAOKE, but you could choose the titles of a CD to be displayed while playing it. Removed all bugs concerning the disk-change problem.

Version 1.3 (05.11.92)

Added message for all people who don't own a 'cdtv.device'. Increased speed of overall program and reduced usage of processing time.

---

Version 1.4 (26.11.92)

Added some bugs while removing some others. Many internal changes (You can't 'see' a difference between 1.3 and 1.4, but 1.4 is more stable).

Version 1.5 (25.12.92) Fish-Disk 805

Increased size of KARAOKE window, added some gadgets to it. Renewed the documentation and increased speed again. Removed all nasty bugs concerning the KARAOKE option.

Version 1.5d (29.12.92)

Removed a little bug in the info-requester that caused sometimes a crash. It's a pity, that I've sent the disk four days ago.

Version 1.6 (11.01.93)

Renamed KARAOKE as EDIT, since I haven't got the time to implement a real KARAOKE function for the moment. Increased speed of EDIT output due to change to dynamic structures (well, at least one thing I could use from university). Moved to AMIGA 4000 for designing code (more memory, more fun). Added SHUFFLE.

Version 1.7f (25.01.93)

Third official release of CDTV-Player. Now everybody with an AMIGA is able to get into the program and have a look at the gadgets and use the EDIT function in order to look for a certain song. Added a search function in order to find the actual CD in the archive and load it automatically. Added PREFS, BACK & FORTH.

Version 1.7j (20.02.93)

Added a PROGRAM function and now it's possible to key in your own CD's. Removed quite a lot of unnecessary code. Improved design of EDIT. Removed bugs in SHUFFLE & PROGRAM (internal the same procedure).

Version 1.8 (22.02.93) Fish-Disk 849

Fourth official release of CDTV-Player. Included KARAOKE (very popular in Japan & Italy). Every text may be used for this option. Also included ADD CD, in order to key in new CD's.

Version 1.9 (23.03.93)

Added more preferences in order to toggle features of KARAOKE. Now Karaoke may be stopped at any time and it's possible to have a look at the playing time. Increased speed of KARAOKE-Screen-Output and removed some unnecessary

---

code.

Version 2.0 (04.04.93) Fish-Disk 868

Fifth official release of CDTV-Player. Now incorporates an AREXX-Port. This enables you to use the functions of CDTV-Player from other programs.

Version 2.01 (23.04.93)

Aaaargh. V2.0 did not work on machines where the arexx.library was not installed. Didn't notice until now, since I was using Arexx on my CDTV.

Version 2.02 (13.06.93)

Disabled AREXX, due to timing problems. Enhanced the ADDCD-Function.

Version 2.03 (28.06.93)

Enabled AREXX again, because all problems concerning it have been removed.

Version 2.05 (13.07.93) Fish-Disk 894

Sixth official release. Removed BUG in ADDCD-Function. Now it saves without any problems (made a work-around for a compiler-bug). REW & FF are now ghosted if there is no higher or lower track.

Version 2.06 (28.08.93)

CDTV-Player used all processing time. Bug removed.

Version 2.10 (29.08.93)

Added new Info-Requester and removed a little bug with REW & FF. Enhanced ADDCD. Shows now selected group.

Version 2.15 (30.08.93)

Vastly improved ADDCD-Function. Exit without saving possible.

Version 2.18 (01.09.93)

Saves now PREFERENCES. Added WINDOWDEPTH to the INFO-REQUESTER.

Version 2.20 (02.09.93)

No ASSIGN is necessary for users with Workbench 2.0 or higher! Update of the docs.

---

Version 2.25 (05.09.93)

Topaz 8 is now being forced. Output speed increased.

Version 2.30 (23.09.93)

Program is partly fontsensitive and the rest of it is prepared to be.

## 1.43 XIII. Credits

XIII. Credits

(In alphabetical order)

AUSTRALIA:

Ross Delaforce

AUSTRIA:

Peter Uitz, Wien

CANADA:

Darren Ewaniuk, Alberta  
Nick MacDonald

FINLAND:

Tomi Blinnikka, Helsinki

FRANCE:

Frédéric Botton, Paris

GERMANY:

Markus Bahr, Berlin  
Ioannis Chatziandreou, Bochum  
Hans-Christian Eckert, Berlin  
Marc Eisenach, Stadtallendorf  
Imke Gisch, Frankfurt  
Andreas Happel, Flensburg  
Peter Hellweg, Wetter  
Kai Hofmann, Bremen  
Dr. Peter Kittel, Frankfurt  
Thorsten Kratz, Erlangen  
Tom Kroener, Saarbrücken-Dudweiler  
Gerhard Leibrock, Kirkel  
Oliver Peiker

---

Alfred Prenner, Fürstfeldbruck  
Uwe Ripl  
Hanns Holger Rutz, Zeven  
Stefan Schmidt, Wahnebergen  
Werner Völker, Ebersbach  
Michael Zielinski, Hamburg

## GREECE:

Dimitrios Charalampidis, Thessaloniki

## GREAT BRITAIN:

Jason R. Hulance, Oxford  
Mark A. Smith, Hastings

## IRELAND:

Wai Hung Liu, Dublin

## ITALY:

Felice Murolo, Salerno  
Federico Villata, Rom

## LATVIA:

Wlad Fomin, Riga  
Dostick, Riga

## NEW ZEALAND:

Dave Hassall

## SWEDEN:

Thomas Bengtsson  
Stefan Ohlin, Solleftea

## SLOWENIA:

Jure Vrhovnik, Ljubljana

## USA:

Fred Fish, Tempe  
D. Jarvis  
George Knighton, Fremont  
Thomas J. Moore  
Arthur T. Murray, Seattle  
Nhan Nguyen, Sophomore

to be continued...

(If you like my program, please let me know, then you'll be mentioned here)

---



## 1.44 XIV. Address

XIV. Address

```
*****
**
**           If you want to contact me for one or the      **
** other reason then use one of the following addresses.  **
**
**           You may write to me in                        **
** Ceský, Deutsch, English, Français, Italiano, Russkij. **
**
** Snail Mail: Daniel Amor                                **
**                Ludwigstr. 124                          **
**                70197 Stuttgart                          **
**                Germany                                   **
**
** E-Mail:        amor@student.uni-tuebingen.de           **
** FidoNet:       2:246/1416 (Amiga Universe)             **
**
*****
```

## 1.45 hebrewbible

A set of ASCII files containing the Masoretic (Hebrew) text of the Bible, and 4 right-to-left Hebrew fonts in which to view the text. Also included are programs to display the text, verse by verse, optionally reciting the text aloud; to reformat the text by breaking large files up into smaller files, or changing the length of each line; to mask out vowels and/or cantillation marks to make word searches easier; converting the text into phonemes so the Amiga can read the text aloud; and displaying the numeric values of the verses for esoteric research. The right-to-left fonts can also be used in many word processors. Version 2.0 (1.1 for Read) Author: Simcha Kuritzky.

File-Formats

User\_Guide

RtoL\_Hebrew

Bible v1.1 by Simcha Kuritzky

This set of 2 disks contains ASCII files of the Masoretic (Hebrew) text of the Bible, from Genesis to the Book of Esther. These files are not archived. The text is based upon the University of Pennsylvania's CCAT texts, but was converted into a format which could be mapped to an Amiga font. The CCAT texts are PD, and so are my versions of them. Out of consideration for Jewish law, the names of God have been altered (Elohim is represented as Eloqim, and YodHehVovHeh as H', pronounced Hashem). I have found that vowel signs, cantillation marks, and even how chapters are split out by verse differ from text to text, so the Biblical text given here may not agree with a printed text.

Four right-to-left Hebrew fonts in which to view the text are also given. The 15-point font is the same as that used in Torah scrolls, except for numerals and chapter headers. The 16-point font represents Paleo-Hebrew, the alphabet in use until the Babylonian exile (c. 450 BCE), and hence the original alphabet of most of the Bible. The 24-point font is textbook Hebrew, including punctuation and vowel points. The 32-point font is the same, but also includes cantillation marks.

Numerous programs are also included. Read is a C program which will display the text, verse by verse. If a phoneme file is present, the program will recite the text aloud. Read can also search for text, go to a particular verse and phrase, and print out extracts. A BASIC version of Read is also included, called Read.Basic. Resize will reformat the text by breaking large files up into smaller files, or changing the length of each line, and the beginning characters (which move the cursor to the right side of the line before printing Hebrew text). Substitute will mask out vowels, cantillation marks, or convert final or dagesh forms into the "standard" letter form. This makes word searches easier. Substitute can also convert the text into phonemes so the Amiga can read the text aloud, using either Sephardi or Ashkenazi pronunciation, as well as create a file with both the Hebrew text and below it, the numeric equivalent of each word and verse (called Gematria). It can even append to the end of each verse a "word" consisting of the initial letters of each word in the verse, and a "word" consisting of the final letters of each word in the verse (called Notarikon).

The C programs have two forms: the compiled C program (the file name has no ending), and the source code (ending in .c). These programs can be run both from the WorkBench and from CLI. You can specify the input file, output file, and choice from the CLI.

Several other files are included in this set of disks. The font file Topaz/8 and the Torah fonts are in Bible:fonts. The BASIC version of Read requires AmigaBASIC which is in the Bible:Programs directory. To use the RtoL-Hebrew fonts in a word processor, you will need the usa00 map in Bible:devs/keymaps.

Comments, requests for corrections, and requests for enhancements can be sent to the address below. I do perform Hebrew and Yiddish word processing professionally, but as it is part time, only small assignments will be accepted. Any requests for significant enhancements must be accompanied by offers of compensation to be taken seriously. All programs and texts herein have been inspected and tested, but cannot be guaranteed 100% bug-free, nor can I guarantee they will work on any machine other than a stock A2000 running WorkBench 1.3 and a stock A4000/030 running WorkBench 3.0. All programs and texts are released to the public domain. Everyone is free to replicate and distribute them. If you modify any code, you must place your name in the introduction screen (e.g., Resize v. 2.1 by Simcha Kuritzky modified by Joe User). I don't want complaints about code I didn't write. The programs and texts may not be sold or incorporated into professional software without my explicit permission; this does not include library or disk-copying fees.

Shalom U'b'rakhot

Mr. Simcha Kuritzky  
1220 Blair Mill Road #508

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Silver Spring, MD 20910 USA

TAG BBS: 301 596 1491 (DC/Baltimore suburbs in Maryland, USA)  
 Internet: Simcha\_Kuritzky@mail.amsinc.com

## 1.46 file-formats

File formats for Bible and font files.

The Bible files are given here unarchived. They are straight ASCII files that can be loaded into a word processor. They will not be meaningful unless viewed with the right-to-left Torah fonts, though. I have found that ProWrite will support the font except for the English left-to-right characters (see below).

The Bible files contain two line types: English and Hebrew. The English lines use left-to-right characters, which in the Torah fonts are characters 129 through 154, plus 176 through 185 (numerals). These characters cannot be entered using the keyboard. The only English lines in the Bible files give the name of the book, "CHAPTER", and chapter number.

Each Hebrew line starts with either a tab (character 9) or a series of large left-to-right spaces (character 226). The files on this disk set use 2 super-spaces. The program Resize can be used to change which or the number of characters that begin each Hebrew line. The Hebrew characters will not word wrap in a word processor, so the program Resize can also be used to change the number of characters on each Hebrew line.

The definition of the actual letters used in the Torah font is given below (the attribution of traup--cantillation marks--is guesswork). The letters were assigned to the keyboard according to the standard Israeli typewriter layout. The vowels were assigned according to the layout used by the PC Hebrew word processor MegaWriter (except that, in MegaWriter, alt characters represent macro sequences rather than individual characters in a font).

Letter	Key	Hebrew letter	vowel	traup	other
32					left-to-right space
33	!	!			exclamation point
34	"	"			ending quotes
35	#	#			pound sign
36	\$	\$			dollar sign
37	%	%			percent sign
38	&	&			slash mark
39	'	'			(unused)
40	(	(			left paranthesis
41	)	)			right paranthesis
42	*	*			asterisk
43	+	+			(blank character)
44	,	,	sav		
45	-	-			(unused)
46	.	.	final tzadi		
47	/	/			backward slash

48	0	0		numeral 0
49	1	1		numeral 1
50	2	2		numeral 2
51	3	3		numeral 3
52	4	4		numeral 4
53	5	5		numeral 5
54	6	6		numeral 6
55	7	7		numeral 7
56	8	8		numeral 8
57	9	9		numeral 9
58	:	:	final pey	
59	;	;	final fey	
60	<	<	tav	
61	=	=		Hebrew hyphen
62	>	>		comma
63	?	?		sof pasuk, period
64	@	@		question mark
65	A	A	shin dagesh	
66	B	B	nun dagesh	
67	C	C	beys	
68	D	D	gimmel dagesh	
69	E	E	kuf dagesh	
70	F	F	kaf	
71	G	G		(not used)
72	H	H	yod dagesh	
73	I	I	final nun	kometz
74	J	J	khes	pasekh
75	K	K	lamed dagesh	
76	L	L	final kaf	
77	M	M	tzadi dagesh	
78	N	N	mem dagesh	
79	O	O		kholem vov
80	P	P	pey	
81	Q	Q	seen dagesh	
82	R	R	resh dagesh	
83	S	S	dalet dagesh	
84	T	T	aleph-lamed	
85	U	U		melupn vov
86	V	V	heh dagesh	
87	W	W	sheen dagesh	
88	X	X	samekh dagesh	
89	Y	Y	tes dagesh	
90	Z	Z	zayin dagesh	
91	[	[	final khaf	shva
92	\	\		invisible kholem (used w/seen, sheen)
93	]	]		beginning quote
94	^	^		half
95	_	_		shtrikl (overstrike)
96	`	`		(not used)
97	a	a	sheen	
98	b	b	nun	
99	c	c	veys	
100	d	d	gimmel	
101	e	e	kuf	
102	f	f	khaf	
103	g	g	ayin	
104	h	h	yod	

105	i	i	final nun	
106	j	j	khes	
107	k	k	lamed	
108	l	l	final khaf	
109	m	m	tzadi	
110	n	n	mem	
111	o	o	final mem	
112	p	p	fey	
113	q	q	seen	
114	r	r	resh	
115	s	s	dalet	
116	t	t	aleph	
117	u	u	vov	
118	v	v	heh	
119	w	w	sheen	
120	x	x	samekh	
121	y	y	tes	
122	z	z	zayin	
123	{	{	final khaf	kometz
124				(not used)
125	}	}		(not used)
126	~	~		(not used)
127				(not used)
128				(not used)
129		Left-to-Right	English A	
130		Left-to-Right	English B	
131		Left-to-Right	English C	
132		Left-to-Right	English D	
133		Left-to-Right	English E	
134		Left-to-Right	English F	
135		Left-to-Right	English G	
136		Left-to-Right	English H	
137		Left-to-Right	English I	
138		Left-to-Right	English J	
139		Left-to-Right	English K	
140		Left-to-Right	English L	
141		Left-to-Right	English M	
142		Left-to-Right	English N	
143		Left-to-Right	English O	
144		Left-to-Right	English P	
145		Left-to-Right	English Q	
146		Left-to-Right	English R	
147		Left-to-Right	English S	
148		Left-to-Right	English T	
149		Left-to-Right	English U	
150		Left-to-Right	English V	
151		Left-to-Right	English W	
152		Left-to-Right	English X	
153		Left-to-Right	English Y	
154		Left-to-Right	English Z	
155				(not used)
156				(not used)
157				(not used)
158				(not used)
159				(not used)
160				(not used)
161	;	alt-!		kern 3 pixels

162	¢ alt-"		geyrshayim
163	£ alt-#		kern -1 pixels
164	¤ alt-\$		(not used)
165	¥ alt-%		(not used)
166	alt-&		(not used)
167	§ alt-'		revia
168	¨ alt-(		(not used)
169	© alt-)		(not used)
170	ª alt-*		(not used)
171	« alt-+		(not used)
172	\ensuremath{\lnot} alt-,		yetiv
173	alt--		shalsheles
174	® alt-.		revia
175	ˆ alt-/		azla geresh
176	\textdegree{} alt-0	Left-to-Right numeral 0	
177	\ensuremath{\pm} alt-1	Left-to-Right numeral 1	
178	² alt-2	Left-to-Right numeral 2	
179	³ alt-3	Left-to-Right numeral 3	
180	´ alt-4	Left-to-Right numeral 4	
181	µ alt-5	Left-to-Right numeral 5	
182	¶ alt-6	Left-to-Right numeral 6	
183	· alt-7	Left-to-Right numeral 7	
184	¸ alt-8	Left-to-Right numeral 8	
185	¹ alt-9	Left-to-Right numeral 9	
186	º alt-:		zakeyf katan
187	» alt-;		zakeyf gadol
188	¼ alt-<		mapakh
189	½ alt-=		mapakhatum
190	¾ alt->		mugrash
191	¿ alt-?		(not used)
192	À alt-@		kern -3 pixels
193	Á alt-A	kawmetz	
194	Â alt-B		(not used)
195	Ã alt-C	kubutz	
196	Ä alt-D	pasekh	
197	Å alt-E	segol	
198	Æ alt-F	khataf pasekh	
199	Ç alt-G		(not used)
200	È alt-H	tzey yodn	pasekh
201	É alt-I		(not used)
202	Ê alt-J		(not used)
203	Ë alt-K		(not used)
204	Ì alt-L		munakh
205	Í alt-M		illuy
206	Î alt-N		(not used)
207	Ï alt-O		(not used)
208	Ð alt-P		(not used)
209	Ñ alt-Q		kholem
210	Ò alt-R		khataf segol
211	Ó alt-S		khataf kawmetz
212	Ô alt-T		tzeyre
213	Õ alt-U		(not used)
214	Ö alt-V		(not used)
215	× alt-W		kholem
216	Ø alt-X		shva
217	Ù alt-Y		atnakh
218	Ú alt-Z		khirik

219	Û alt-[	tipkha
220	Ü alt-\	azla
221	Ý alt-]	meyrkha
222	Ɔ alt-^	tipkha
223	Ɔ alt-_	zarkaw
224	à alt-`	meteg (blank character)
225	á alt-a	kawmetz (narrow)
226	â alt-b	Left-to-Right super space
227	ã alt-c	kubutz (narrow)
228	ä alt-d	pasekh (narrow)
229	å alt-e	segol (narrow)
230	æ alt-f	khataf pasekh (narrow)
231	ç alt-g	disappearing ayin
232	è alt-h	tzey yodn pasekh
233	é alt-i	(not used)
234	ê alt-j	meyrkha khefula
235	ë alt-k	lyamed
236	ì alt-l	silluk/darga
237	í alt-m	galgal
238	î alt-n	segolta
239	ï alt-o	telisha ketana
240	ð alt-p	telishaw gedolaw
241	ñ alt-q	kholem (narrow)
242	ò alt-r	khataf segol (narrow)
243	ó alt-s	khataf kawmetz (narrow)
244	ô alt-t	tzeyre (narrow)
245	ö alt-u	tzvey vovn
246	ö alt-v	yerakhbenyomo
247	ø\div\$ alt-w	kholem (narrow)
248	ø alt-x	shva (narrow)
249	ù alt-y	pazeyr
250	ú alt-z	khirik (narrow)
251	û alt-{	(not used)
252	ü alt-	separator (pasek)
253	ý alt-}	tebir
254	þ alt-~	zarka/sinnorit
255	ÿ alt-	telisha gadol

## 1.47 rtol\_hebrew

Right-to-Left Hebrew Fonts for the Amiga by Simcha Kuritzky

This disk contains two sets of right-to-left fonts: Hebrew (including Yiddish and Judeo-Arabic), and Torah (including Modern printed Hebrew, Medieval Hebrew, and Paleo-Hebrew). These fonts were created using Calligraphy, and were made to go from right to left by making the kerning negative. They can be viewed but not edited successfully using Fed. They will not be visible in NotePad, but will work in ProWrite, with the caveat that you must have something to type over. This means that you must first enter spaces or tabs before attempting to type anything in a right-to-left font. For your convenience, the space character (alt-space or alt-b in the Torah fonts) has been redefined as being an average word-length left-to-right space. This enables you to insert right-to-left text in a left-to-right document by simply switching fonts, typing a space, and then

typing the right-to-left word. The right-to-left space is available as the alt-space.

The other major limitation to these fonts is that they will not line wrap. Hence, they are most useful for inserting a word here and there as versus actual Hebrew or Yiddish word processing (right-to-left word processors are available on both the PC and Macintosh, but I have been unable to find one on the Amiga). I have successfully printed out text using ProWrite on an HP Laserjet. I do not know how other word processors or printers react to the fonts.

The characters are designed to be entered using map usa0. Because this map does not properly handle the keypad keys, I have created a new map called usa00, which has been included on this disk. It should be copied to the devs:keymaps directory. It is invoked by going to the System: directory and typing Setmap usa00 (you may wish to include this in your start-up sequence).

The Hebrew fonts were designed to fit the Israeli keyboard as implemented by MegaWriter on the PC. That is, the 22 standard Hebrew letters plus 5 finals are the unshifted characters, the dagesh (pointed) forms are the shifted characters, and the nekudot (vowel points) are alternate characters. Unlike MegaWriter, however, this font comes with a full complement of numerals, punctuation, and special characters, for Hebrew, Yiddish (Judeo-German) and Judeo-Arabic. Also, the characters come in two widths: regular and narrow. Narrow is approximately half the width of regular. The vowel points for the regular characters use alternate characters, while the same vowel points for the narrow characters use shifted alternate characters.

The vowels are designed to overstrike the last entered character, except for the holem which follows a lamed, which appears after the lamed. The "shtrikl" or over-line is also entered after the letter. There are three styles of quotation marks: the single quote, which can be used to indicate a numeral in Hebrew or to create foreign-equivalent letters; the high double quote, which can also be used to indicate a numeral in Hebrew or it can be used as an ending quote; and the low double quote, which is a beginning quote. In the RtoL-Hebrew fonts, the space character is a 5 character-wide left-to-right space, giving space to overtype; and the alt-space or alt-b is the right-to-left space. Micro-adjustment characters are the alternate ', 1, 2, and 3, which are right-to-left 1, 2, 4, and 8 pixels, respectively. The alternate shifted forms are left-to-right micro-adjustment characters. In the Torah fonts, alt-b is the left-to-right space which is almost 40 characters wide, and there are no micro-adjustment characters (see File\_Formats for more details on the Torah fonts).

Below is a chart showing all of the letters in this font, grouped alphabetically. The letters are written right to left, but their descriptions are left to right (i.e., 3 2 1 1 2 3). Also shown are a small number of characters which must be generated by typing two characters. The Yiddish characters' names are shown in italics. If the dagesh form changes the sound of the letter, then that letter's name is given, otherwise the word "(dagesh)" appears, indicating that the letter is simply pronounced as both the ending to one syllable and the beginning of the next. To see the keyboard equivalents of these letters, simply change the font on the desired letter(s) to an English font.



Letters have the sound of the first letter of their name; vowels have the sound of the underlined vowel in their name.

tâTâtââtá	Aleph, Aleph-Lamed, Pasekh-Aleph, Kawmetz-Aleph
Câcâc_	Beyt, Veyt, Veyt
dâDâd'	gimmel, (dagesh), foreign "j"
sâSâs'âsza	dalet, (dagesh), Judeo-Arabic "dh", "j"
1 vâVâv'	heh, (dagesh), abbreviation for God's Name
uâUâOâõ	vov, (dagesh) or melupn vov, holem vov, tzvey vovn
zâZâz'âza	zayin, (dagesh), foreign "zh", "zh"
jâj'	khet, Judeo-Arabic aspirated "h"
yâYây'âya	tet, (dagesh), Judeo-Arabic "tz", "tch"
hâHâhÚâêâÈ	yod, (dagesh), hiriq yod, tzvey yodn, pasekh tzvey yodn
FâFâf_âL	kaf, khaf, khaf, final khaf, final kaf (rare)
[â{	final khaf with shva, and with kawmetz
kâKâê	lamed, (dagesh), Slavic "ly"
nâNâo	mem, (dagesh), final mem
bâBâi	nun, (dagesh), final nun
xâX	samekh, (dagesh)
gâçâg'	'ayin (glottal stop), disappearing "e", Judeo-Arabic "gh"
PâPâp_â;â:	pey, fey, fey, final fey, final pey (rare)
mâMâm'	tzadi, (dagesh), foreign "ch" or Judeo-Arabic "dz"
eâE	kuf, (dagesh) [usually transliterated "q"]
râR	resh, (dagesh)
aAâWâqQ	shin, (dagesh), shin, (dagesh), sin, sin (dagesh)
<â,â,_â,'	tof, sof (in Israel tof), sof, Judeo-Arabic "th"

Vowel signs (shown with aleph and nun)

tââbÄ	pasekh "ah"
tæâbÆ	hataf pasekh "ah" (syllable not emphasized)
táâbÁ	kometz "aw" (in Israel, often pronounced "ah")
tóâbÓ	hataf kometz "aw" (syllable not emphasized)
tñâkt\$ \div \$âkb\$ \times \$	holem "oh" (in Israel, pronounced "aw")
túâbÚ	hiriq "ee"
tøâbØ	shva (silent or very short "i")
tôâbÔ	tzere "ey" (in Israel, pronounced "eh")
tââbĂ	segol "eh"
tòâbÒ	hataf segol "eh" (syllable not emphasized)
tââbĂ	kubutz "oo"

## 1.48 user\_guide

Bible Programs User Guide (v2.0 by Simcha Kuritzky)

Below are listed 4 examples of tasks to which the enclosed Bible programs are well-suited. It is difficult to document GUI systems without graphics, but I will do my best. Each line will begin with a verb, and when commands are listed, the full name of the command is given in parentheses. If you are instructed to type an answer to a question, the meaning of the answer is given in parenthesis. I am not including the "y" you must type at the beginning of each program to tell it that you wish to continue. I am also not including the answers you must give to the Read program concerning whether the screen is interlaced, or the font with which the file is to be displayed. The CLI version of these programs have an expert mode, to allow

you to specify all of the parameters from a script file. These are included below in curly brackets {}.

1. Include Isaiah 2:4 in an article

Click on the READ icon  
 answer Isaiah (input file)  
 answer n (no phoneme file)  
 Type g (goto)  
 answer y (book = Isaiah)  
 answer 2 (chapter 2)  
 answer 3 (verse 3)  
 [This will take you to Isaiah 2:3]  
 Type p (print screen)  
 answer Isaiah.2.4 (the name of the extract file)  
 Type " " (space)  
 [This will take you to Isaiah 2:4]  
 Type q (quit)  
 Enter your word-processing program, and load file Isaiah.2.4

2. Produce a document containing Hallel (Psalms 113-118)

Click on the RESIZE icon  
 answer 1 (split a large file into smaller ones)  
 answer Psalms (the file to be split up)  
 answer y (the output files will be Psalms.1, etc.)  
 or {Resize Psalms Psalms 1} from CLI  
 answer 20 (20 kilobytes per file)  
 [This will produce a set of smaller Psalms files]  
 Click on the RESIZE icon  
 answer 1 (split a large file into smaller ones)  
 answer Psalms.112 (the file to be split up)  
 answer n (the output files will not be Psalms.112, etc.)  
 answer Hallel (the path and file name to be created)  
 or {Resize Psalms.112 Hallel 1} from CLI  
 answer 0 (0 kilobytes per file--each psalm has its own file)  
 Enter your word-processing program, and load files Psalm.113  
 through Psalm.118

3. Find all instances of words based on "king" (mem, lamed, khaf) in the book of Esther (words such as king, queen, kingdom, reign)

Click on the SUBSTITUTE icon  
 answer Esther (input file)  
 answer y (output file = Esther.new)  
 answer 4 (eliminate vowels, traup, finals, and dageshes)  
 or {Substitute Esther Esther.new 4} from CLI  
 Click on the SUBSTITUTE icon  
 answer Esther (input file)  
 answer n (output file is not Esther.new)  
 answer Esther.sound (output file)  
 answer 5 (create phoneme file using Sephardi pronunciation)  
 or {Substitute Esther Esther.sound 5} from CLI  
 answer y (place commas after each word for clarity)  
 Click on the READ icon  
 answer Esther.new (input file)  
 answer y (there is a phoneme file)

```

    answer Esther.sound (phoneme file name)
Type l (define locate string)
    type nkf (the letters mem, lamed, khaf followed by Enter)
Type L
[This will take you to the first verse with a word based on "king"
 in it, and pronounce the verse for you.]
Type L (locate same string again)
Type q (quit) when finished

```

4. Find the numeric value of Isaiah 2:4 and see if any verses in Genesis Chapter 1 have the same numeric value.

```

[Follow the steps in example 1 to create the file Isaiah.2.4]
Click on the SUBSTITUTE icon
    answer Isaiah.2.4 (input file)
    answer y (output file will be Isaiah.2.4.new)
    answer 7 (gematria)
    or {Substitute Isaiah.2.4 Isaiah.2.4.new 7} from CLI
Click on the READ icon
    answer Genesis (input file)
    answer n (no phoneme file)
Type p (print extract)
    answer Genesis.1 (the name of the extract file)
Type g (goto)
    answer y (book = Genesis)
    answer 2,0 (chapter 2, verse 0)
[This will take you to the CHAPTER 2 screen and print out all the
 verses in chapter 1]
Type q (quit)
Click on the SUBSTITUTE icon
    answer Genesis.1 (input file)
    answer y (output file will be Genesis.1.new)
    answer 7 (gematria)
    or {Substitute Genesis.1 Genesis.1.new 7} from CLI
Click on the READ icon
    answer Isaiah.2.4.new (input file)
    answer n (no phoneme file)
Hit space bar until Hebrew comes onto screen
Note the value after (to the left of) the Hebrew period (large :)
Click on the READ icon
    answer Genesis.1.new (input file)
    answer n (no phoneme file)
Type l (locate)
    answer the numeric value of Isaiah.2.4 entered backwards
    (so that 5596 becomes ?6955; all verse values are preceded
    by a ?, and all word values have a space before and after)
Type q (quit) when done

```

## 1.49 pfb2pfa

This little program converts Adobe Binary Files to the Adobe Ascii Format.

Usage only from Shell/CLI: PFB2PFA joe.pfb joe.pfa

This program is part of the T1Util package and was compiled for the Amiga

by Michael Haephrati!

## 1.50 pastex

Third release of CD-ROM PasTeX

-----

After the first CD-ROM version on Fresh-Fish CD Oct 93 and the second CD-ROM version on the Meeting Pearls I, this is now the third release. It's still not the PasTeX 1.4 version, but it includes the newest BETA version of PasTeX 1.4.

Whats new against the first CD-ROM version:

- New MetaFont version. Now MetaFont 2.71 from Andreas Scherer is included.
- More fonts. I've added dc and wasy2 fonts.  
(dc fonts are new fonts with 256 chars per font)
- More font resolutions. Now there are additional 204x196 (FAX) and 600x600 dpi fonts.
- Some changes at the CALLMF scripts.
- New TeX macros.
- New printers in DVIPrint.printers.
- Includes a BETA version of PasTeX 1.4!  
PasTeX 1.4 BETA includes new DVIPrint, new ShowDVI, brand new SpecialHost, TeX 3.1415 but no new docs. Wait for the real PasTeX 1.4 if you need the docs.
- LaTeX2e  
A complete LaTeX2e version is installed in TeX:macros/latex2e.  
How to use LaTeX2e:
  - o Rename TeX:config/{Big}TeX.cnf.latex2e to {Big}TeX.cnf  
(With PasTeX 1.3 you have to use bigvirtex)
  - o Call TeX with "virtex &latex2e yourfile.tex"
 All LaTeX2e styles are copied to TeX:macros/latex2e/inputs.

Acknowledgements:

Some peoples I have to say "Thank you!" (without any order):  
 Bernd Raichle for the initex/virtex C source.  
 Olaf 'Olsen' Barthel for the new SpecialHost.  
 Andreas Scherer for the MetaFont port.  
 Joerg Cyril Hoehle for the help with DVIPrint.  
 ...and many many others.

Happy TeX'ing,  
Georg Hessmann (hessmann@Informatik.Uni-Hamburg.DE)  
09.06.1994

PasTeX 1.3/1.4 is copyright © 1990-1994 Georg Hessmann. All rights reserved.

The programs of PasTeX are: ShowDVI, DVIPrint, SpecialHost and flib.

Don't sell these programs for any commercial purpose!  
Don't put any of the PasTeX programs isolated on any other disk/CD.

Many other files on the CD installation do also have special copyrights! Look into the doc files of these programs/macros.

## 1.51 rashumon3

!It's time to join hands together!

We live in an era amazingly full of changes - walls collapse, borders vanish, peace conferences gather, oppressed peoples go free. Everything happens so fast, you can't imagine today what the world will look like tomorrow.

You, an Amiga fan, who chose a computer with a vision, deserve a word processor that matches the spirit of our age: Rashumon.

Rashumon is the first and only multilingual word processor for the Amiga. Languages of different directions like Greek, Arabic, English and Hebrew can be combined in one document, so that the logical order of the sentences is maintained

Rashumon is a full featured graphic word processor. It supports multiple fonts (up to 99 pixels high), including proportional spacing (up to 256 pixels wide).

Rashumon specializes in options, the kind you've probably found yourself wondering why on earth other word processors don't have. How about being able to highlight separate parts of text in your document, and manipulate them all? Or search for the word "Strawberry" colored in red (ignoring all the blue and the pink strawberries...) then replace it with "Lemon" in bold green?

Rashumon offers you IFF import and export. When you load an IFF brush, you are able to move it around with the mouse, and really watch it move! In real time!

If you wish to save the entire document in IFF format, Rashumon will automatically generate a separate file for each page.

Unlike so many other graphic word processors, Rashumon excels as a text editor. It has ultra high editing and scrolling speed. Furthermore, you

---

can customize it to work in monochrome mode, which even doubles the speed (the shift to and from monochrome will not interfere with your color assignment of the text, so you can still print colorful documents). Rashumon enables you to import and export ASCII files (including PC format). It has in store a variety of functions for handling strings: upper to lower case and vice-versa, reversing, blanks, reduction, etc.

Rashumon comes with a detailed, thorough user manual, but you wouldn't need it... Just load user-friendly Rashumon, and follow your imagination.

When you combine Rashumons graphic characteristics with its speedy text editor abilities, along with the multilingual features, you get a most powerful (yet easy to use) tool for the creative mind.

(C) HarmonySoft,  
69 Jabotinsky st.  
Givatayim 53319 ISRAEL

Tel/Fax: +972-3-315-967

## 1.52 mac

Sorry, at the moment there are no programs available for MacIntosh Computer!

## 1.53 pc

PSX

## 1.54 psx

PSX - PostScript Soft Font Downloader  
Copyright 1991, Costas Kitsos

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DOCUMENTATION FOR PSX (Version 2.00)

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## Introduction

PSX is a PostScript Soft Font Downloader that supports PostScript Type 1, Type 3, and Bitstream QEM formats. The program allows you to output to LPT1, LPT2, LPT3 or to direct output to a file. You may also print font samples with PSX and device configuration reports that inform you of your printer's memory status and available fonts. PSX v2.0 supports batch downloads (more than one soft font may be downloaded at a time) and command line font downloads if you wish to bypass the Main Menu.

## Installation

PSX is designed with a hard disk in mind and although floppy disk installation and operation is possible it will not be optimal. The following instructions assume hard disk installation.

You may copy PSX.EXE to any subdirectory of your hard disk. It does not need to reside in the same subdirectory as your PostScript soft fonts. You don't need to keep these instructions on your hard disk.

### Windows 3.0 Installation

- a. Although PSX is not a Windows 3.0 Application it works fine as a DOS Application running under Windows.

Start Windows.

- b. Open the Program Group containing your DOS Applications
  - c. While in Program Manager. Click on File.
  - d. Click on New.
-

e. Click on Program Item.

f. Under Description type: PSX

Under Command Line type: [drive]:[\path\] PSX.EXE

To force monochrome display use the optional parameter "/B"

Substitute [drive] and [\path\] with the appropriate drive and path where the program is located, e.g. C:\PSUTIL\PSX.EXE

g. Click on OK. Windows will install PSX.EXE (with a DOS icon) in your selected group. This completes Windows installation.

---

#### About PSX.CFG

PSX.CFG should reside in the same subdirectory as PSX.EXE. It contains configuration information that PSX uses when downloading soft fonts or performing printer related functions.

PSX.CFG information consists of the following:

1. Your Output Option (LPT1, LPT2, LPT3, or File).
2. The Drive/Directory where your Type 1 soft fonts are located (if any).
3. The Drive/Directory where your Type 3 soft fonts are located (if any).
4. The Drive/Directory where your Bitstream QEM soft fonts are located (if any).
5. The Delay time (optional) you wish to establish for batch downloads.

When you first run PSX it creates PSX.CFG for you using the following defaults:

```
Output = LPT1
Type 1 drive/directory = Current Drive/Directory
Type 3 drive/directory = Current Drive/Directory
Bitstream QEM drive/directory = Current Drive/Directory
Delay = NONE (0 seconds)
```

Of course you can change any of these at any point (you'll read later how) and also save a different configuration than the default.

---

#### Starting PSX

---



To start using PSX in DOS, change to the subdirectory containing PSX.EXE and at the DOS prompt type:

```
PSX
```

Hit enter to begin using PSX.

To force monochrome display start PSX with the optional parameter "/B". At the DOS prompt type: PSX /B and hit enter.

To start using PSX in Windows, change to the program group containing PSX.EXE and double click on the PSX icon.

---

### Using PSX

When you start PSX it takes you to the Main Screen which displays PSX's Main Menu and PSX's information box.

The Information Box:

The information box, located at the lower 1/4 of your screen, shows your configuration information on the left and PSX's key assignments on the right.

Let's assume that you installed PSX in "C:\PSUTIL\". When you first start the program the configuration information will read:

```
Output to LPT1
Type 1 Dir = C:\PSUTIL\
Type 3 Dir = C:\PSUTIL\
Bits Q Dir = C:\PSUTIL\
```

These assignments will change as you configure PSX to your environment.

The right part of the information box shows you PSX's key assignments:

```
F1 - Help
F5 - Font Name
F10 - Abort/Quit
ESC - Back up/Cancel
```

The F1 key displays a short Help Screen (press any key to exit the Help Screen).

The F5 key is used to find out a Type 1's or Bitstream's Font's Name when you are in a download submenu.

F10 ends PSX and returns you to DOS (or Windows). Pressing F10 while downloading a soft font allows you to Abort the download.

---

The Escape key (ESC) is used to Cancel an action or command or to Back up from submenus to the Main Menu.

PSX Main Menu:

The Main Menu gives you six options:

```
Select Output Options
Download Type 1 Fonts
Download Type 3 Fonts
Download Bitstream QEM fonts
Printer Control & Utilities
Exit PSX
```

To select an option, use the Up or Down arrow keys to move the light bar, press enter to select.

---

#### Selecting Output Options

To select output options move the light bar to the first choice of the Main Menu and press enter. PSX takes you to the Output Options submenu:

```
LPT1:
LPT2:
LPT3:
File:
```

Move the light bar to the Output option of your choice and press enter to select it. For example, if your printer is connected to LPT2, move the light bar to LPT2 and press enter to select it.

If you choose "File:" PSX prompts you for a filename. To make things easy on you PSX displays the current drive and directory but you may change this as you wish. Type the filename you want to print to e.g. "D:\PRJOBS\FILE1.PRN" and press enter. Please note that when you print to a file PSX does not append jobs but it overwrites the file with each new job. You must come back to this menu and change the output filename if you don't want PSX to overwrite the file.

Note that as you change Output Options the Information Box is updated to reflect them.

Press ESC to go back to the Main Menu.

---

Downloading Type 1 PostScript Soft Fonts

---

To download Type 1 soft fonts, move the light bar to the second choice of the Main Menu and press enter. You are presented with the "Download Type 1 Fonts" submenu:

```
    Select Font & Download
    Change Drive & Directory
```

Check the Information Box and see if the "Type 1 Dir" entry is correct. If not, select "Change Drive & Directory". PSX will prompt you for a drive and directory. If your Type 1 fonts are located in drive "F:" in the subdirectory "\PSFONTS\" type: F:\PSFONTS\ You can use the backspace, delete, insert, left and right arrow keys to edit your selection.

Press enter when satisfied or ESC to go back to the Type 1 submenu. PSX will update the Information Box with your current choice.

To download a soft font move the light bar to "Select Font & Download" and press enter.

PSX presents you with a listing of your soft fonts. For Type 1 soft fonts, PSX uses the filespec: "\*.PFB". It assumes the extension PFB since most Type 1 soft fonts use this extension.

To find the fonts you want to download, use the Up/Down arrow, Page Up/Page Down, Home, or End keys to travel through the directory listing. Optionally, you may press the first letter of the font's filename and PSX will search for the font on the list (e.g. to locate GLR\_\_\_\_.PFB just press "G", pressing "G" again will take you to the next file starting with "G").

To check the Font's PostScript Name press F5 while the light bar is on a font file and PSX will display the font's PostScript invocation name. If you get the message "No Font Name Available" don't become alarmed all it means is that PSX could not locate the Font Name.

Mark the soft fonts you wish to download by pressing the "Space Bar", PSX will put a check mark next to the selected file. To unmark a selection press the "Space Bar" again. Once you are satisfied with your selections, press enter to download. PSX will download the soft fonts and return you to the menu. If you'd rather not download any fonts press ESC and PSX will take you back to the Type 1 submenu and pressing ESC again will return you to the Main Menu.

For your protection, PSX verifies soft fonts before downloading them to the printer. If you get the error message: "Font Failed Verification - Font Download Aborted" it means that PSX could not verify the file as a Type 1 binary soft font and thus aborted the download.

If at any point you need to Abort a soft font download press "F10". PSX will ask you to confirm the Abort request, and take you back to the submenu.

---

---

### Downloading Type 3 PostScript Soft Fonts

To download Type 3 soft fonts, move the light bar to the third choice of the Main Menu and press enter. You are presented with the "Download Type 3 Fonts" submenu:

```
    Select Font & Download
    Change Drive & Directory
```

Check the Information Box and see if the "Type 3 Dir" entry is correct. If not, select "Change Drive & Directory". PSX will prompt you for a drive and directory. If your Type 3 fonts are located in drive "E:" in the subdirectory "\FONTS\TYPE3\" type: E:\FONTS\TYPE3\ You can use the backspace, delete, insert, left and right arrow keys to edit your selection. Press enter when satisfied or ESC to go back to the Type 3 submenu. PSX will update the Information Box with your current choice.

To download a soft font move the light bar to "Select Font & Download" and press enter. PSX presents you with a listing containing your soft fonts. For Type 3 soft fonts, PSX uses the filespec: "\*.P\*".

To find the fonts you want to download, use the Up/Down arrow, Page Up/Page Down, Home, or End keys to travel through the directory listing. Optionally, you may press the first letter of the font's filename and PSX will search for the font on the list (e.g. to locate MARYDALE.PFA just press "M", pressing "M" again will take you to the next file starting with "M").

The Font Name function (F5) is not available for Type 3 fonts because of the variety of Type 3 file formats. On the other hand, PSX will try to find the Font Name for you when you download the font.

Mark the soft fonts you wish to download by pressing the "Space Bar", PSX will put a check mark next to the selected file. To unmark a selection press the "Space Bar" again. Once you are satisfied with your selections, press enter to download. PSX will download the soft fonts and return you to the menu. If you'd rather not download any fonts press ESC and PSX will take you back to the Type 3 submenu and pressing ESC again will return you to the Main Menu.

For your protection, PSX verifies soft fonts before downloading them to the printer. If you get the error message: "Font Failed Verification - Font Download Aborted" it means that PSX could not verify the file as a Type 3 soft font and thus aborted the download.

If at any point you need to Abort a soft font download press "F10". PSX will ask you to confirm the Abort request, and take you back to the submenu.

---

---

### Downloading Bitstream QEM PostScript Soft Fonts

To download Bitstream QEM PostScript Soft fonts, move the light bar to the fourth choice of the Main Menu and press enter. You are presented with the "Download Bitstream QEM Fonts" submenu:

```
    Select Font & Download
    Change Drive & Directory
```

Check the Information Box and see if the "Bits Q Dir" entry is correct. If not, select "Change Drive & Directory". PSX will prompt you for a drive and directory. If your Bitstream QEM fonts are located in drive "C:" in the subdirectory "\BITS\FNT\" type: C:\BITS\FNT\ You can use the backspace, delete, insert, left and right arrow keys to edit your selection. Press enter when satisfied or ESC to go back to the Bitstream QEM submenu. PSX will update the Information Box with your current choice.

To download a soft font move the light bar to "Select Font & Download" and press enter. PSX presents you with a listing of your soft fonts. For Bitstream QEM soft fonts, PSX uses the filespec: "\*.PSF". It assumes the extension PSF since Fontware produced Bitstream QEM soft fonts use this extension.

To find the soft fonts you want to download, use the Up/Down arrow, Page Up/Page Down, Home, or End keys to travel through the directory listing. Optionally, you may press the first letter of the font's filename and PSX will search for the font on the list (e.g. to locate DKCFO.PSF just press "D", pressing "D" again will take you to the next file starting with "D").

To check the Font's PostScript Name press F5 while the light bar is on a font file and PSX will display the font's PostScript invocation name. If you get the message "No Font Name Available" don't become alarmed all it means is that PSX could not locate the Font Name.

Mark the soft fonts you wish to download by pressing the "Space Bar", PSX will put a check mark next to the selected file. To unmark a selection press the "Space Bar" again. Once you are satisfied with your selections, press enter to download. PSX will download the soft fonts and return you to the menu. If you'd rather not download any fonts press ESC and PSX will take you back to the Bitstream submenu, pressing ESC again will return you to the Main Menu.

For your protection, PSX verifies soft fonts before downloading them to the printer. If you get the error message: "Font Failed Verification - Font Download Aborted" it means that PSX could not verify the file as a Bitstream QEM soft font and thus aborted the download.

Note: Bitstream QEM PostScript soft fonts are intended for

---

PostScript printers equipped with the Bitstream Quality Enhancement Module, they have the file extension "PSF". These fonts should not be confused with Bitstream's PostScript Type 3 soft fonts that have the file extension "PSO".

If at any point you need to Abort a soft font download press "F10". PSX will ask you to confirm the Abort request, and take you back to the submenu.

---

#### Printer Control & Utilities

Selecting this option from the Main Menu, presents you with the following submenu:

- Print Font Sample Page
- Print Device Info Page
- Initialize Printer
- Change Delay

Print Font Sample Page:

PSX can print a font sample page using one of the soft fonts you downloaded. When you select this option, PSX presents you with a list of the soft fonts you downloaded (the list uses the actual PostScript Font Names instead of the filenames). Move the light bar to the font you want to print a sample of and press enter to select.

PSX will ask you if you want to print a Full Sample or a Quick Sample. Press "F" for the Full Sample or "Q" for the Quick Sample.

The Full Sample prints a quote from Aristotle's Ethics once in 12pt type and once in 15pt type, a font scaling sample, and a character set. The character set sample assumes that no characters are mapped between ASCII 0 and ASCII 32, but this seems to be the norm with most PostScript fonts (with the possible exception of some symbol fonts). If this is a new soft font and if you work a lot with type then you'll find the Full Sample more complete. The full sample takes 1 to 3 minutes to print, depending on the speed of your printer.

The Quick Sample only prints a quote from Aristotle's Ethics once in 12pt type and once in 15pt type. It should take 30 sec. to 2 minutes to complete, depending on the speed of your printer.

Print Device Info Page:

Choose this option if you want to find out information about your

---

printer, e.g. name, version, default character set encodings, total memory, available memory, available fonts (including soft fonts), e.t.c. The Device Info Page takes 20 to 30 seconds to print.

A question that I'm frequently asked is:

My printer has 3,500K, yet the Device Info Page Total Memory shows only 1,280K. How come?

The answer is that a good portion of your 3,500K is taken up by the PostScript Interpreter loaded into memory. Since this memory will never be available to you there is no reason to account for it. The Total Memory reported is the memory beyond that used by the PS interpreter.

Initialize Printer:

Choose this option if you want to reset the printer to the power on state. It will delete, from the printer's memory, all permanently downloaded soft fonts, headers and error handlers.

Change Delay:

You'll probably never have to adjust this but I thought I should make this feature available, just in case. Because PSX now supports batch downloads I added a feature that allows you to specify a delay of a few seconds between each download. You only need to adjust this if your printer seems uncomfortable during batch downloading. You may try different values of 2 seconds up to 10 seconds (which I'm sure you'll never need). When you specify a delay, PSX will display: "Waiting... ", for the selected amount of delay. To check your current delay setting, go to the Change Delay submenu. The delay you specified will be highlighted.

---

#### Quitting PSX

This submenu gives you two choices:

Save Configuration & Exit  
Exit Now

Save Configuration & Exit saves the current user configuration in PSX.CFG. I encourage you to use this option since it will save you time and energy from configuring PSX every time you run it. Selecting this option will save the current configuration and return you to DOS (or Windows).

---

Exit Now is the same as pressing F10. It returns you to DOS (or Windows).

---

#### Using PSX as a Command Line Downloader

New in this version of PSX, is the ability to use it as a command line downloader. This feature is useful if you only have a couple of fonts to download and you'd like to bypass the PSX Menu interface. The syntax is very simple, at the DOS prompt type:

#### PSX FONTFILE.EXT OUTPUT

FONTFILE.EXT is the font's filename which should include the drive and directory if different from the drive and directory PSX was started from.

OUTPUT can be LPT1, LPT2, LPT3 or any legal filename. Do not include a colon ":" after LPT1, LPT2, or LPT3 because PSX will reject your Output selection. When downloading to a file you may also specify a drive and directory.

You don't need to specify the type of font you wish to download. PSX will figure it out for you.

Example:

To download GLBI\_\_\_\_.PFB to LPT1, issue the command:

```
PSX GLBI____.PFB LPT1
```

To download CQCFO.PSF to a a file called FONT1.PRN, issue the command:

```
PSX CQCFO.PSF FONT1.PRN
```

The optional /B switch is not supported, nor is it needed for command line downloads. If you use it, PSX will start in regular mode.

---

#### Product Support

If you have any questions or comments you may reach me through CompuServe Mail at 73667,1755.

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Holzgang, Sybex Inc.

Learning PostScript - A Visual Approach, Ross Smith, Peachpit  
Press.

Running PostScript from MS-DOS, Gary Glover, Windcrest Books.

Legal Stuff:

This program is provided "as is" without warranty of any kind  
either express or implied. The entire risk related to the  
installation, performance and quality of the program is yours.  
In the event there is any defect the cost of all repairs,  
servicing or correction is up to you. In no event will I be  
liable for any damages caused from the use of this program or  
its documentation.

PSX is free but it is Copyrighted. You have my permission to  
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containing PSX.EXE, PSX.TXT, and PSX.NEW. You may not alter  
PSX.EXE, PSX.TXT, PSX.NEW or the archive in any way and you  
should not charge anything for it's distribution unless it's a  
modest fee covering duplication, shipping or transmission costs.  
BBS Sysops are granted permission to add their own BBS Telop.

I hope you find PSX useful and enjoyable.

Costas Kitsos  
April 18, 1991

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