

FontDT

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REVISION HISTORY

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Chapter 1

FontDT

1.1 FontDT 1.0

FontDT 1.0

FontDT package is Copyright © 1995 Michael Letowski.
All rights reserved.

The author's native language is Polish, so please forgive bad spelling, grammar mistakes etc. Or better – correct them.

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1.2 FontDT Copyright

Copyright

FontDT package is Copyright © 1995 Michael Letowski.

FontDT is freely distributable under the following conditions:

- no more than a reasonable fee is charged for copying/downloading;
- this distribution is not a part of other non-free distribution;
- the distribution is complete – it contains all the files (full list at the end of this chapter);
- no file in the distribution is changed.

Distribution without meeting conditions specified above requires written permission from me.

The DataType from the package works, but no guarantee is given nor implied. In no case will I be liable for any results of using supplied DataType.

The source code is provided only for informational purposes and is also under copyright. It is based on source for bmp.datatype by David N. Junod.

This documentation is based on CatEdit.guide, which is Copyright © 1993 Rafael D'Halleweyn.

Compugraphic, CG and Intellifont are registered trademarks of Agfa Corp.

List of all files in the distribution:

- Install FontDT.info
- Install FontDT
- FontDT.guide.info
- FontDT.guide
- Libs (dir)
 - DataTypes (dir)
 - font.datatype
- Devs.info
- Devs (dir)
 - DataTypes.info
 - DataTypes (dir)
 - Bitmap Font.info
 - Bitmap Font
 - Outline Font.info
 - Outline Font
- Src (dir)
 - classbase.c
 - dispatch.c
 - otag.c
 - prefs.c

1.3 Introduction to FontDT

Introduction

FontDT is a DataTypes subclass for loading and viewing Amiga fonts. Once installed it will let all DataTypes aware programs to recognize and load Amiga fonts as pictures.

1.4 Requirements for FontDT

Requirements

FontDT requires AmigaDOS 3.0 or higher (datatypes.library and diskfont.library V39+). Outline fonts subsystem (bullet.library V39+) is required for accessing Compugraphic fonts. 3rd party libraries are necessary for viewing non-Compugraphic outline fonts (eg. type1.library by Amish S. Dave for Adobe Type1 fonts).

1.5 Installation of FontDT

Installation

Use supplied Installer script to copy necessary files. Activate class by double-clicking on DEVS:DataTypes/Bitmap Font and DEVS:DataTypes/Outline Font icon or use AddDataTypes REFRESH from Shell.

1.6 Configuring operation of FontDT

Configuration

You can use config files with FontDT to customize appearance of fonts on the screen. These files are PROGDIR:Prefs/DataTypes/font.prefs (PROGDIR: is a standard system assign and denotes drawer where given application resides) and ENV:DataTypes/font.prefs (searched in that order). Such setup seems to be standard across all modern DataTypes.

Each config file should consist of one line following standard AmigaDOS rules for passing parameters.

SYNOPSIS

```
[Strings] [CENTER] [INVERSE] [FONTNAME]
```

TEMPLATE

```
"STRINGS/M,CENTER=CENTRE/S, INVERSE/S, FONTNAME/S"
```

PARAMETERS

Strings - strings to display instead of default text. By default, FontDT will show a text consisting of all characters present in a given font. You can change this by supplying your own strings which will be used in place of this default string. Each string (separated by spaces) will be displayed as one line.

CENTER - this option causes each line to be centered before displaying. Only useful if you have supplied more than one own string and/or are trying to display font with more than one size.

INVERSE - for two-colour fonts this causes FontDT to inverse colours (ie. to use black background and white foreground). Does not work for colour fonts.

FONTNAME - if you don't use your own strings this option causes FontDT to use font's name and size to make default string.

EXAMPLES

FontDT is great will produce:

```
FontDT
is
great
```

"FontDT is great" will produce:

```
FontDT is great
```

"FontDT is" "great" CENTER will produce:

```
FontDT is
great
```

"FontDT is" "great" CENTER INVERSE will produce:

```
FontDT is
great
```

```
    FONTNAME will produce:
Times.font 12
Times.font 15
Times.font 18
```

```
SAMPLE CONFIGS
    Config 1
    Config 2
    Config 3
    Config 4
```

1.7 FontDT Notes

Notes

FontDT shows all available sizes of a given font.

The font which you want to view must be somewhere in your FONTS: assign.

If you have bitmaps created for outline fonts, it will show only them. Otherwise, it will try to show all sizes specified with Intellifont utility. If you have many sizes (or don't have any) this will likely fall.

If you get "Out of memory" messages from your DataTypes application, then this is probably caused by too wide default string (which is made of all available font characters). Use config files to change default string. Choose shorter string or the one made of several lines.

For colour fonts with many sizes colour is set for biggest size.

You can use pictures produced by FontDT as Workbench patterns, but IPrefs will complain that it can't find PROGDIR:, so you must cancel the requester.

Obviously, FontDT support only OM_NEW method.

1.8 FontDT History

History

Version 1.0 (22.4.95) - initial release.

1.9 To do in FontDT

To do

FontDT will not deal correctly with some of the less used fonts formats. If you find that your font is not displayed correctly (this particularly applies to color fonts) please send it to me so I can improve the code.

1.10 DataTypes Information

DataTypes

DataTypes is an AmigaDOS subsystem (introduced in AmigaDOS 3.0) for dealing with different types of files found on different machines (PC's, Macs and Amigas). DataTypes can be used for recognizing types of files and interpreting informations in this files. An example of the latter is MultiView, which can show many types of data.

DataTypes divide all files into the following main categories:

- syst (System) – system files;
- text (Text) – textual files;
- docu (Document) – documents (spreadsheet data, text with pictures etc.);
- soun (Sound) – sound samples;
- inst (Instrument) – musical instruments;
- musi (Music) – songs;
- pict (Picture) – graphics;
- anim (Animation) – animations;
- movi (Movie) – animation with sound.

Each category is further divided into subclasses. Each subclass interprets one type of file, converting it to some universal format. font.datatype is an example of such subclass.

1.11 Amiga fonts

Amiga fonts

Amiga fonts come in three basic varieties:

- traditional bitmap fonts are two-colour fonts. For each size there exists separate file containing bitmap description of all characters designed for that size.
- colour fonts are stored like bitmap ones, but they may contain additional informations about colour palette used when putting them on screen.
- outline fonts were introduced with release 2.04 of the operating system. Each outline fonts contains vector description of its characters which can be reproduced at any size – therefore they are scalable. From release 3.0 of the operating system it is possible to use outline fonts other than Compugraphic (with additional software).

Each font has a description file (xxxxx.font) containing informations about available sizes and their properties. FontDT operates on such files only.

1.12 About the Author

About the Author

FontDT package was written by Michael Letowski, who is a Software Engineering student at Technical University of Wroclaw and has A1200.

If you have something to say me (questions, remarks, suggestions, wishes, bug reports) please contact me (I like receiving mail!):

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POLAND

You can get my other free software:

MCommands - 7 useful AmigaDOS CLI commands
(Aminet://util/cli/MCommands-1.2.lha);
MCEd - 8 great ARexx scripts for CygnusEd users
(Aminet://text/edit/MCEd-1.2.lha);
ClipHandler - easily exchange data between AmigaDOS and applications
(Aminet://util/misc/ClipHandl-1.0.lha);
MREKO - DataType for viewing REKO cardsets
(Aminet://util/dtype/MREKO-1.0.lha).

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