

ALTISYS

# THE ART IMPORTER

User's Guide



ALLIS/9

# THE ART IMPORTER

User's Guide



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## Credits

The Art Importer was written and performed by Brian Welter, David Spells, and Parry Kejriwal with help from Kevin Crowder, Jim Von Ehr, Pete Mason, and Rusty Williams.

This manual was written by Katharine Green and Earl Allen with editing by Beth Wallace. Special thanks to Dianne Badenhop, Ruth Jones, and George Sullivan, Jr.

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An abstract geometric design featuring a large, light gray triangle that points towards the top right. A thick black diagonal line runs from the bottom left towards the top right, intersecting the gray triangle. The background is a light, textured off-white.

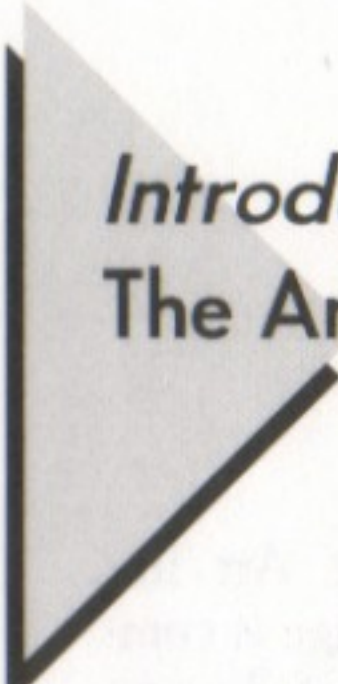
# Chapter One

**Introducing  
The Art Importer**









## ***Introducing...*** **The Art Importer**

The Art Importer — The first product to allow you to import artwork into the characters of a Macintosh font. Now when you create a logo or draw a piece of artwork, instead of going through the tedious procedure of copying and pasting into your Macintosh applications, you can easily import that artwork directly into an Art Importer font and then use it like any other font.

With The Art Importer, you have the ability to access high-resolution PostScript art, as characters in a font, without going through complicated importing procedures. In addition, The Art Importer automatically creates screen fonts for your artwork in up to 127 sizes and allows you to edit those screen fonts with editing tools and a fatbits window. The font you create can be used from any program with a font menu (such as MacWrite, Microsoft Word or MacDraw). You can then print your artwork at the full resolution of any PostScript printer.

This artwork can be EPS files from programs like Aldus Freehand, Adobe Illustrator, Adobe Streamline, Brøderbund's TypeStyler, or PICT drawing files from programs like MacDraw or SuperPaint.

After you have installed your font, you will be able to use that logo or picture with the touch of a single keystroke from within almost every Macintosh application. You can then resize that picture to any size that application allows. For instance, FreeHand can resize your Art Importer characters to 3,000 points high (about 40 inches) and Quark XPress resizes to 500 points (about 7 inches).



# Before you begin...

## What do I need to get started?

Before you actually start using The Art Importer, check to make sure your package is complete. Your package should include the following diskettes:

The Art Importer's "Program disk" and one or more "Demo font" diskettes.

You must have a Macintosh Plus (or higher) computer with at least 1 MB of RAM. If you want to print high resolution copies of the characters you create, you will also need a PostScript compatible printer such as the Apple LaserWriter. The Art Importer can be run on a single drive system (with some inconvenience), a two drive system, or a system with a hard disk (recommended).

The System file on your disk should be version 4.2 or later, and the Finder must be version 6.0 or later.

## Backup your Art Importer diskette

You should immediately make a copy of The Art Importer's master disk for a backup copy. Before you do anything else, turn your diskette over so the backside faces you and push the black tab up so you can see through the write-protect opening. This will prevent you from accidentally erasing any information while you make backup copies.



Find a blank diskette and copy The Art Importer onto it by dragging the icon of the Art Importer onto the blank diskette's icon. Click "OK" and change the diskettes when requested. You should now use this new diskette and store The Art Importer's original "Program disk" in a safe place.

### ***Read me...***

All Altsys release and update disks contain a TeachText document titled "ReadMe." This document contains information about the product which may not be present in the *User's Guide*. You should read this file before attempting to use the program.

### **Register for technical support**

To become a registered user and receive technical support, you must complete and return the registration card included in this package.

Altsys believes in customer support, and wants to resolve any problems you have.

Our support lines are available on business days Monday through Friday from 9:00 AM to 5:00 PM Central Time. Our support phone number is (214) 424-4888. *Please have your Art Importer serial number on-hand when you call.*

The remainder of this chapter tells you how to begin using The Art Importer.



## Installing The Art Importer

### To install The Art Importer:

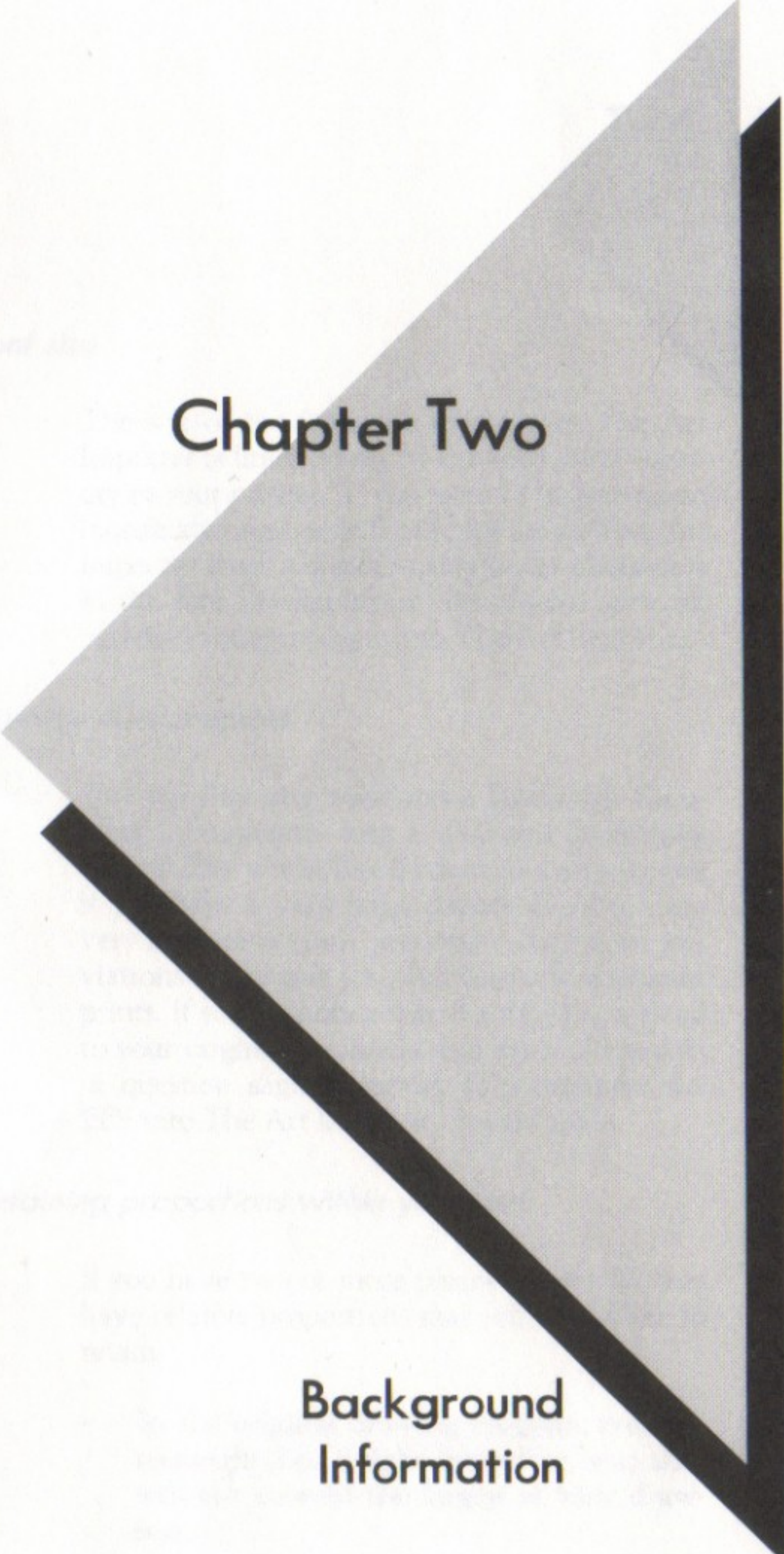
On The Art Importer diskette you'll see The Art Importer's application icon:



- If you have a hard disk, create a new folder on it by choosing "New Folder" from the File menu.
- Change the name of the "Empty Folder" to "Art Importer Folder" or some other name that makes sense to you.
- Drag The Art Importer application from The Art Importer diskette into the new folder you just created.

That's all there is to it. You've just installed The Art Importer.





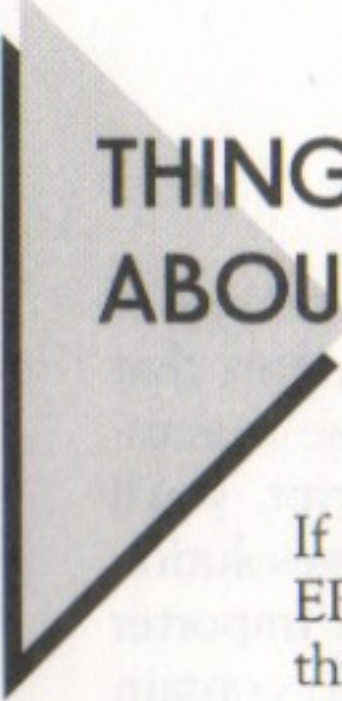
# Chapter Two

**Background  
Information**









## THINGS YOU SHOULD KNOW ABOUT ART

If you already understand what the acronyms EPS, PICT, and TIFF mean, then you may skip this section. Otherwise read on.

### Supported formats

#### *EPS (Encapsulated PostScript)*

**EPS** (sometimes known as EPSF) is the Encapsulated PostScript file format originally developed by Altsys Corporation. EPS files may contain a PICT (bitmap) representation along with the PostScript description of a picture. Drawing programs like Aldus FreeHand can produce this format. To generate the EPS format from most programs, you usually have to choose an option other than the default "Save" settings. In most instances, this is done via the menu item labelled "Export" or an option in a "Save" dialog box.

The Art Importer gives you a way to import EPS artwork files from Aldus FreeHand, Adobe Illustrator or Streamline, and Brøderbund TypeStyler into fonts which can then be used from any Macintosh application that has a font menu.

#### *PICT*

The **PICT** file format is defined by Apple Computer and is built into the Macintosh ROMs. Many drawing programs like MacDraw or SuperPaint can produce PICT (or PICT2) files.



The Art Importer not only provides a way of putting PICTs and PICT2s into programs that normally handle only text, but because it actually translates the PICT into PostScript, you'll gain all the smooth curves and high resolution that PostScript is famous for. The Art Importer cannot, however, use PICT files which contain only bitmap images. If bitmaps are used within your drawing, they will not appear in your Art Importer characters. Although The Art Importer recognizes and translates PICT files into PostScript, it **will not** recognize bitmaps. Most programs which can produce PICT or PICT2 files do not automatically save in this format, but do allow you to choose this option when you save.

## Unsupported formats

### *TIFF (Tag Image File Format) and any bitmap file*

**TIFF** (tag image file format) is a file format originally developed by Aldus Corporation. A TIFF image assigns grayscales to individual pixels. Hardware such as the Macintosh II, which supports grayscales, displays pixels of a TIFF image in varying shades of gray. Equipment that does not support grayscales displays the pixels in black and white. The Art Importer **cannot** read TIFF files. Since TIFF is nominally a bitmapped file format, and The Art Importer does not recognize bitmaps (SuperPaint, MacPaint), or EPS files containing bitmaps only (these are normally generated by scanners), it cannot use the contents of a TIFF file even if it is converted to PICT. To use a TIFF image, autotrace it in the program of your choice, save it in EPS format and then import it to The Art Importer.

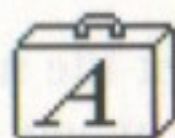


# THINGS YOU SHOULD KNOW ABOUT FONTS

If you already understand the Macintosh font system, you may skip this section. Otherwise, read on.

## Bitmap fonts (screen fonts)

**Bitmap fonts** are the fonts you see on the Macintosh screen (when you type) that can be used to print on the ImageWriter and LaserWriter SC. They are limited to a resolution of 72 dots per inch on screen, but can be printed at almost any resolution, given the proper printer. Bitmap fonts normally reside inside the System file that controls your Macintosh. You install them there using Apple's Font/DA Mover program or Altsys' Fontastic Plus. (Detailed information on installing fonts begins on page 71). A bitmap font file icon will normally look like this:



ArtWork.bmap

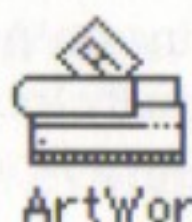
The largest possible bitmap character (as defined by Apple) is 127 points high (about 1 3/4 inches) by 254 points wide (about 3 1/2 inches). The Art Importer, by default, automatically creates 24 and 48-point bitmap fonts.



## PostScript fonts (printer fonts)

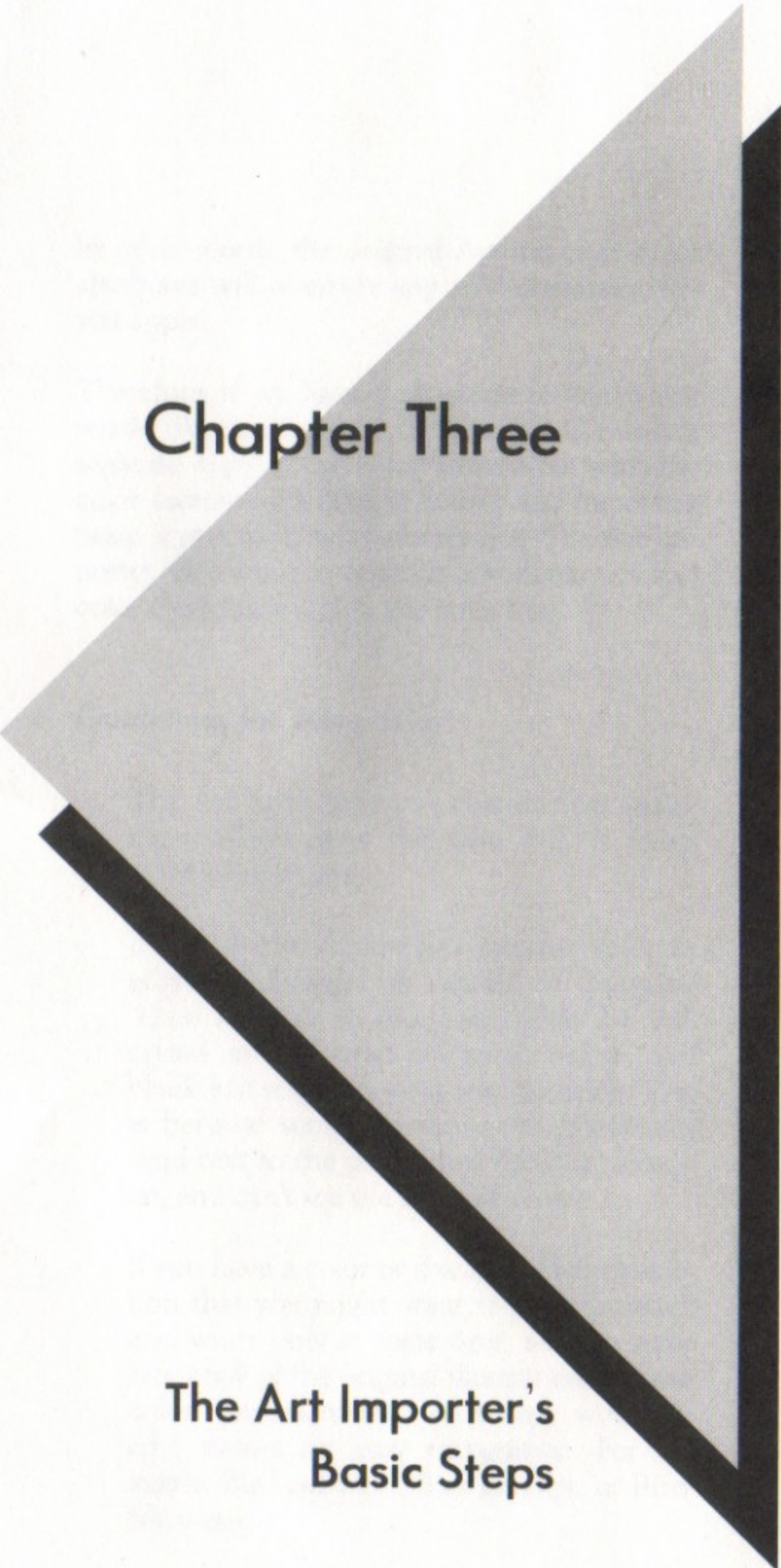
**PostScript fonts** (downloadable fonts) are what print from your laser printer. PostScript is a programming language developed by Adobe Systems, Inc. to drive high resolution printers. Bitmaps are always tied to a particular resolution, while a PostScript program can accommodate any resolution. This is done by describing the shape of the graphic using Bézier curve outlines, which can then be scaled to almost any size. Bézier curves are a type of cubic spline curve which are mathematically defined in a manner that makes it easy to join to other curves and straight lines smoothly.

The Art Importer's PostScript font file has an icon which looks like a LaserWriter with a sheet of paper containing the letter "A" emerging from it.



This PostScript file must be put in your System Folder so that when the LaserWriter driver notices it is printing a PostScript font, it can download this PostScript font file into the printer automatically (Detailed information on installing fonts begins on page 71).





# Chapter Three

## The Art Importer's Basic Steps









# THE ART IMPORTER'S BASIC STEPS

The Art Importer's basics are so *basic* that we've fit the entire process on these two pages. This overview demonstrates how easy it is to create and use your own font. It's so easy, in fact, that you could create and be using a font in ten minutes or less!

## Seven Easy Steps to an Art Importer font

### 1. Start the Art Importer

- Double-click on The Art Importer's icon or click on its icon and choose "Open" from the File menu.

### 2. Create a new font

- Choose "New font. . ." from the File menu or type ⌘N.
- Click "OK" in the Font Attributes dialog box.

### 3. Import a file

- Click on a character slot to select it or type the desired character.
- Choose "Import" from the File menu or type ⌘I.
- Select the desired piece of artwork.



#### **4. Save your font**

- Use the "Save" command from the File menu or type ⌘S.

Make sure you follow the naming rules on page 58.

#### **5. Print a sample**

- Choose "Print sample . . ." from the File menu or type ⌘P.
- Select a "Print sample" type.

#### **6. Install your font**

- Install your PostScript font file
- Install your bitmap font file.

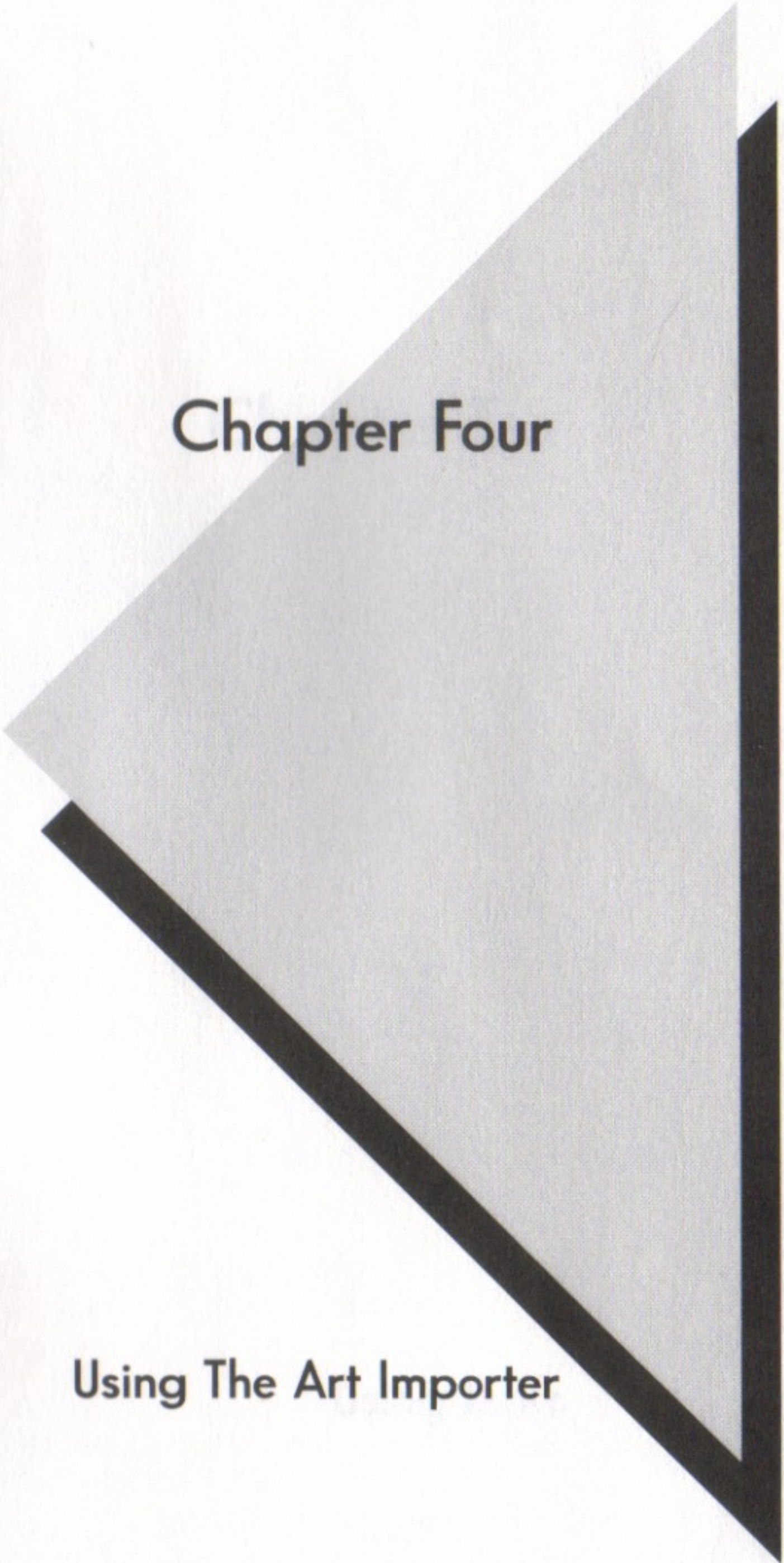
Refer to page 71 for font installation procedures.

#### **7. Use your font**

- Choose your Art Importer font from your application's font menu.
- Type your characters in the point size(s) of your choice.

Yes, it's that easy! Now that you have learned the basic steps involved in creating an Art Importer font, you can proceed to the next chapter for more detailed information on creating your own fonts.





# Chapter Four

Using The Art Importer







## OPENING A FONT

Now you are ready to begin creating your own font. There are two ways to start The Art Importer:

### To start The Art Importer:

- Click on its icon and choose "Open" (⌘O) from the File menu.



**OR** (the preferred method)

- Double-click on the Art Importer icon.

The Art Importer will display an opening screen that contains copyright and version information.



When you see the menu bar appear, you have the option of creating a new font or opening an existing font.



## To open an existing font:

There are three ways to open an existing font.

- Double-click on the font file's icon from the desktop. This starts The Art Importer and opens that file for editing.

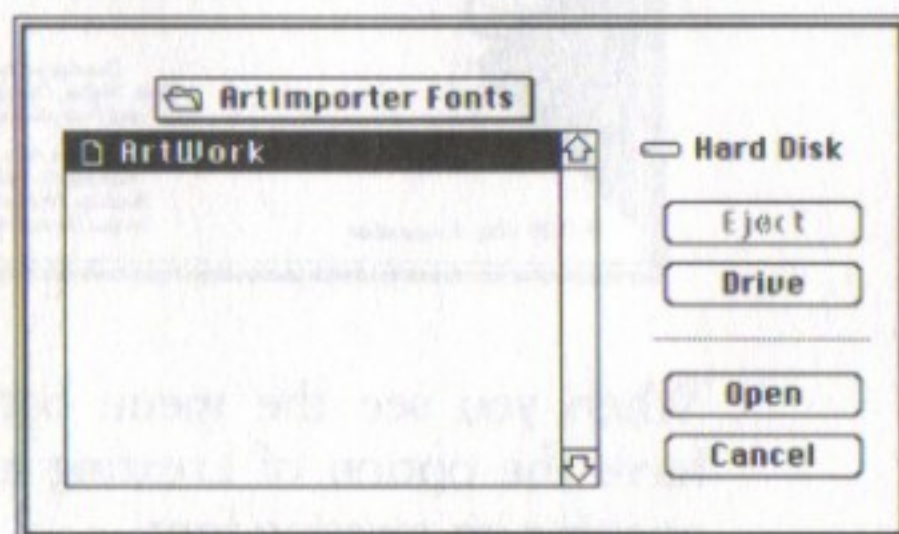
OR

- While the Art Importer is running double-click on an Art Importer document (this works only if you have no other Art Importer documents open).

OR

- While The Art Importer is running choose "Open font. . ." from the File menu or type ⌘O (this works only if you have no other Art Importer documents open).

This presents the standard file selection dialog, which allows you to choose a font file. The file selection dialog works in the standard fashion, so you can change drives, eject disks, open a file, or cancel.





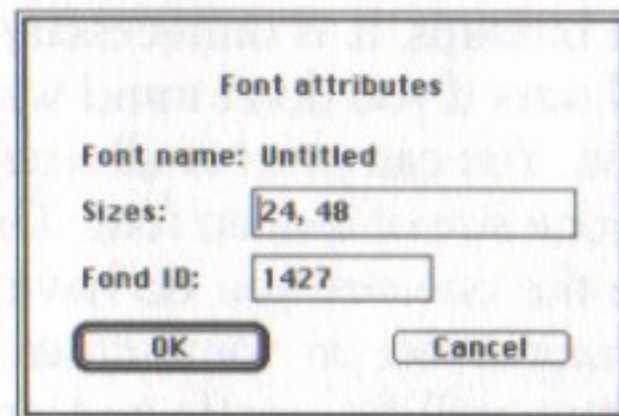
- Choose the font you wish to open by clicking on its name and then clicking "Open" or double-click on its name.

### To create a new font:

- Choose "New font..." from the File menu or type ⌘N.

## Setting font attributes

When you open a new font, The Art Importer presents you with the "Font attributes" dialog box.



This dialog box lets you choose the bitmap font sizes you want to create. The Art Importer automatically defaults to the creation of 24 and 48-point bitmap sizes (about 1/3 of an inch high and 2/3 of an inch high). Point sizes on the Macintosh usually follow the fairly standard progression of 24, 36, 48, 72, and 96, but you may specify other values. If you remove numbers from the "Sizes" box, the corresponding sizes will be removed from the bitmap file. If you want larger or smaller bitmaps created for you, this is the place to add those sizes.



### **To add bitmap sizes:**

---

- Type the sizes you need in the "Sizes" box, making sure you include commas between all the sizes.

The Macintosh limits bitmap font sizes to between 1 and 127 points.

Each point is 1/72 of an inch so a 72-point character should be approximately one inch tall. You cannot create bitmaps larger than 127 points tall on the Macintosh, although many programs can show and print any size character (for instance, Aldus FreeHand can show characters up to 3000 points). Since the Macintosh can scale bitmaps, it is unnecessary to have bitmaps in all sizes if you don't mind what you see on the screen. You can print at all sizes even if you have only one size of bitmap font. The Macintosh will scale the one size you do have, showing you an approximation on your screen. Your PostScript printout will be unaffected and will retain its high resolution regardless of its printed size.



## FOND IDs

The **FOND ID** field is provided to assign the font family ID. Bitmap fonts are identified internally by a unique number ranging between 1 and 16383. Numbers between 1 and 1023 have already been reserved by Apple and other font developers and should not be used. Apple has reserved font numbers between 3071 and 16383 for commercial use. By default, The Art Importer will automatically choose an appropriate ID number for you. We suggest you use the automatically assigned IDs instead of assigning your own number unless you are very familiar with the ID numbers of the fonts already installed in your system. If you assign your own font numbers, Altsys strongly recommends that you use the range from 1024 to 3071 or contact Apple Developer Technical Support for an assigned ID.

The Art Importer generates NFNTs (New fonts) instead of FONTs because NFNTs allow a wider numbering range, many more fonts at once, and less chance of ID conflicts. The NFNT is the font resource which contains the image of your screen font. There is one NFNT for each point size. NFNTs originated with the advent of the 128K ROM Macintoshes. Earlier Macintoshes used the FONT resource type, which had a range of ID numbers no higher than 255. Some older programs do not recognize NFNTs, so if your fonts don't show up in your program's font menu, contact the software company and ask about updates.



### To change the Fond ID:

- Click in the "Fond ID" box and type over the number with your new number.

**Note:** Remember to use numbers in the range of 1024 to 3071 since this range is set aside by Apple Computer, Inc. for unregistered fonts.

- Click "OK."

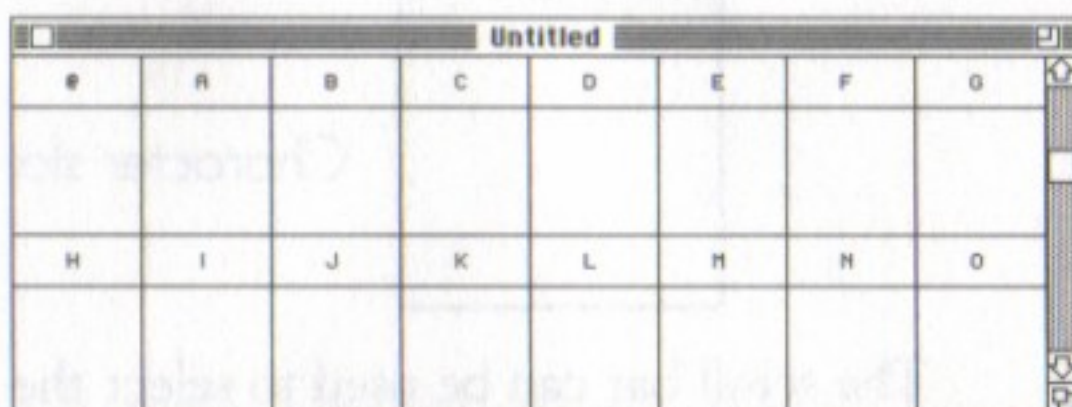
The Art Importer will present you with an empty font window labeled "Untitled".

You can change any of the entries in this dialog at any time but it's usually a good idea to set them up at the beginning before you start creating your font.



## The font window

The **font window** has a title bar (which displays the name of the font being edited), zoom button, close box, size box, and scroll bar just like the standard Macintosh window.



Like any other window, the font window can be moved (by dragging the title bar) or closed (by clicking on its close box).

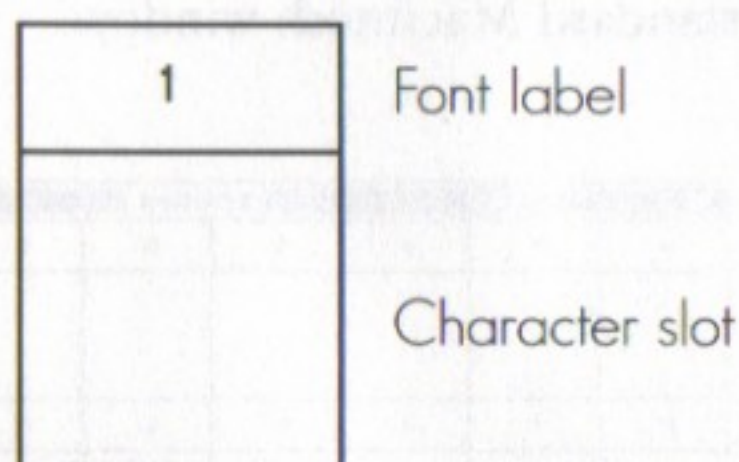
### Character slot

Just below the title bar are the **character slots**. All characters can be accessed by clicking on them with the pointer tool, or simply typing the character. Typing a key on the keyboard when the font window is active causes the corresponding character box to become highlighted. The display scrolls automatically to show the typed character if it is not in the visible area.

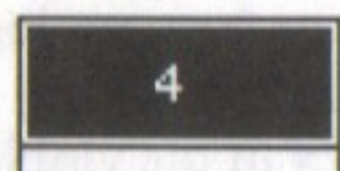
Each font is composed of 256 character slots, each of which corresponds to a character that can be typed from the keyboard. A slot can con-



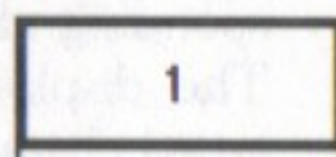
tain your logo, picture of the Golden Gate Bridge, The Eiffel Tower, or any graphic image you desire. The contents of a slot are highlighted whenever the corresponding key is typed while the font is open.



The scroll bar can be used to select the particular range of slots which are visible. Each slot consists of an upper and a lower box. The lower portion of the slot shows a bitmap depiction of the character contained in that slot. This image defaults to a 48-point character if one is available, or the currently active size in the character edit window, or the next available size. The *font label* (the upper portion) displays a code which represents the character. The font label is highlighted if the slot has been edited since the font was opened or last saved. In addition the upper portion has a bold border if the character has been defined (contains an image).



Highlighted -  
slot has been edited



Bold border -  
slot contains an image



Preceding the character slots that contain alphabetic font labels are slots that contain the **control characters**.

C-a

These slots correspond to your keyboard's control keys and always begin with "C-". These characters cannot be accessed from non-ADB (Apple Desktop Bus) keyboards. ADB keyboards can access these characters by holding down the Control key and typing the letter that follows the "C-". The first 33 character keys (those before the exclamation point character) can only be accessed by clicking on their slot with the pointer.

At the bottom of the font window you will find character slots that are labelled with an "\*". These also cannot be accessed from the keyboard.

*	*	*



However, there is one slot that actually contains the asterisk character. This key can be accessed by pressing the Shift key and typing the number "8".

Directly after the character slots which contain the alphabetic images are character slots that contain the "Option" and "Shift-Option" keys. They correspond to your keyboard's Shift and Option keys and always begin with the letter "O" or "SO".

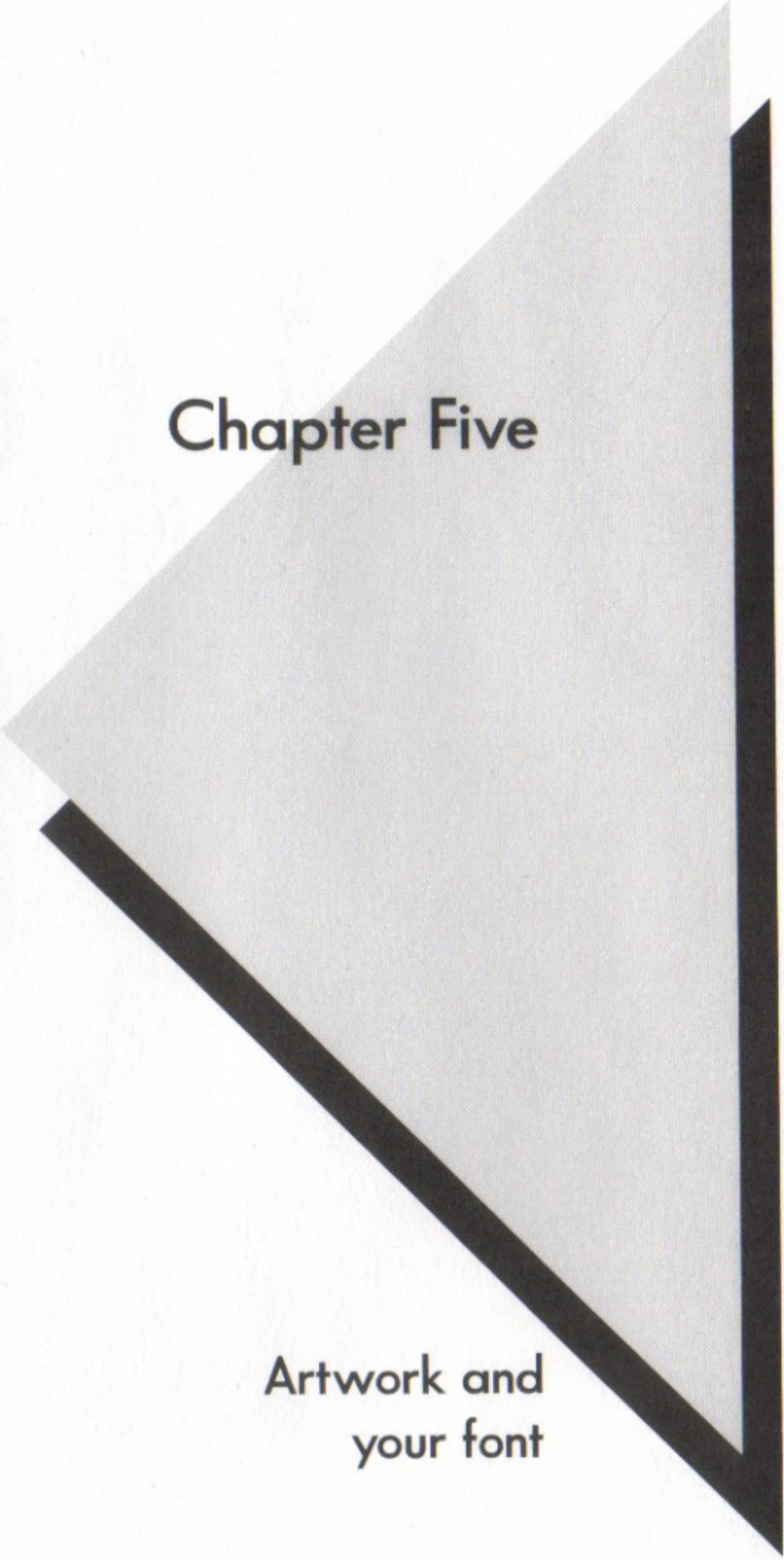
In this example, the keyboard command would be "Shift-Option-a".

SOa

This example indicates that you enter "Option e" and then type "E".

OeE





# Chapter Five

Artwork and  
your font







## PUTTING ART INTO YOUR FONT

There are two ways to insert your artwork into a character: import directly into the character or cut from another application and paste into a character slot.

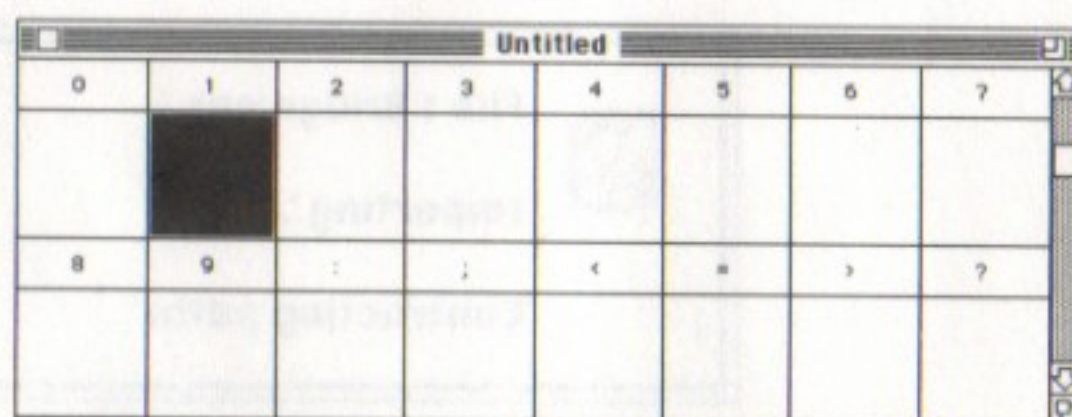
### To import your artwork into a font:

- Select the letter into which you want to insert your artwork by clicking on its character slot.

OR

- Type the letter on your keyboard.

If you had selected the number "1," the font window would look like this:



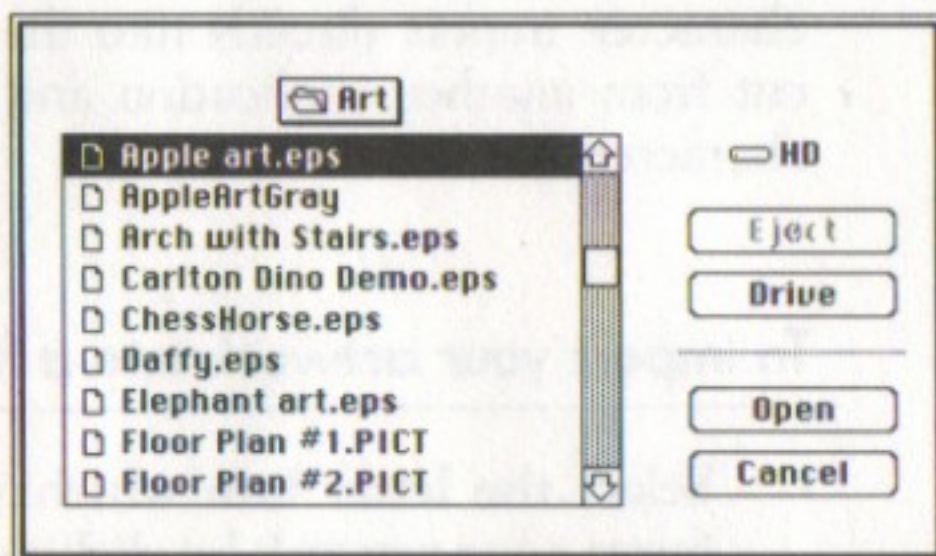
0	1	2	3	4	5	6	7
8	9	:	;	<	=	>	?

Once you have selected a character you are ready to import a file that has been saved in PICT or EPS format.



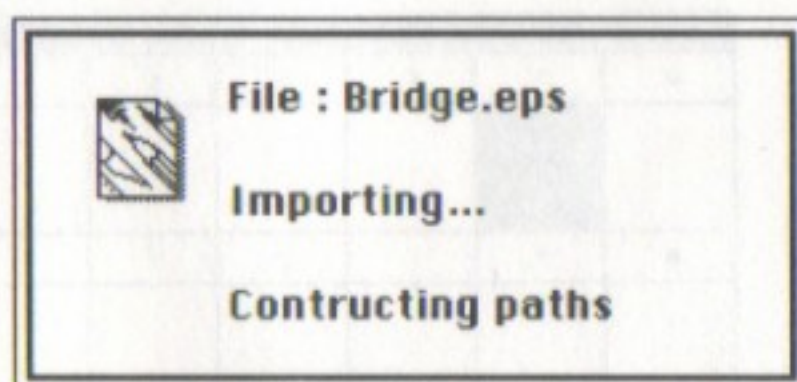
- Choose "Import" (⌘I) from the File menu.

A standard File selection dialog appears.



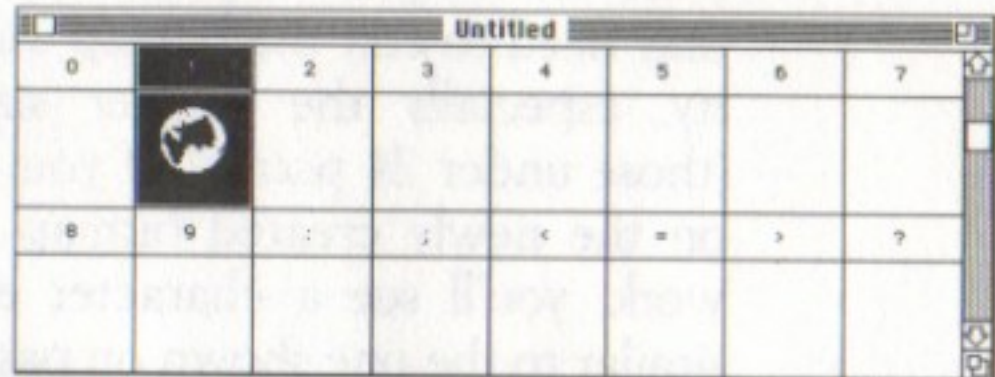
- Double-click on the name of the piece of art you want to import into the selected letter, or select the name and click "Open."

A dialog box appears which shows the importing progress.





When the import is finished, a bitmap version of your character will appear in the selected letter's display box.



If your character box is solid black, you've imported an EPS document that was created without an associated PICT. Some programs do not save a PICT with the file when they generate an EPS file.

Having a PICT to go with your EPS document isn't important unless you want to see a bitmap depiction of your image in which case you can manually create your own bitmap image. There may be instances where you do not want to see an exact bitmap representation. For example, you may have a document or drawing that you want to identify by a single word or line of text. You can manually place bitmaps to create your own unique label. For example: you might label the MasterCard™ icon "MC" or your detailed drawing of your mother "Mom." Hand editing is covered in detail in the next section, "The Character Edit Window."



If you want to see a more accurate representation of your artwork, recreate the EPS file, making sure to generate a PICT with it, reimport it to your Art Importer font, and you'll see the picture you're looking for. You may need to edit the bitmap image for clarity, especially the smaller sized bitmaps (those under 24 points). If you double-click on the newly created bitmap of your artwork, you'll see a character edit window similar to the one shown on page 37.

### **To copy and paste:**

---

If you are copying a PICT image from another application:

- Select and "Copy" (⌘C) the image while in your application.
- Select an Art Importer character by clicking on it.
- Choose "Paste" (⌘V) from the Edit menu.

If you are copying a character from another Art Importer font, you must close the font window of the originating font before you can paste into the new font's character slot. Two font windows cannot be open at the same time.

**Note:** Remember that you must paste PICT or PICT2 *drawings*, not bitmaps or TIFF.





# Chapter Six

The Character  
Edit Window



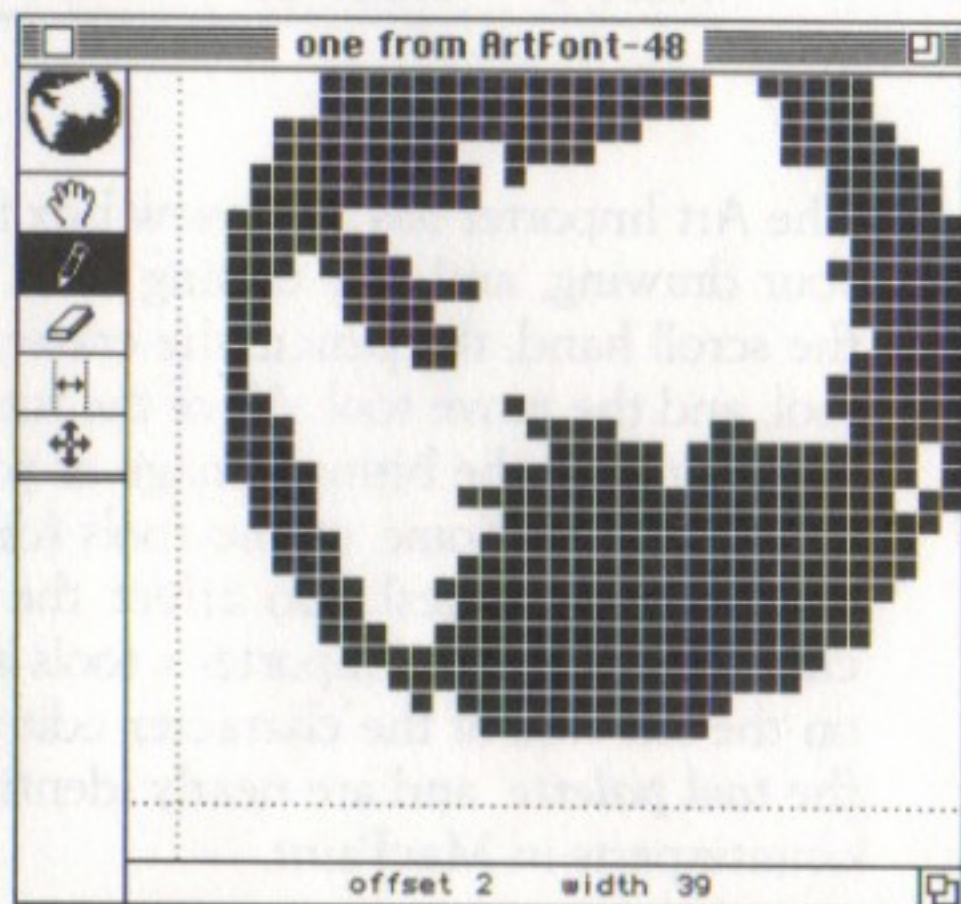




# EDITING A CHARACTER

## The Character Edit Window

If you double-click on a letter into which you've already imported a picture, you'll see a *character edit window* similar to this which shows the bitmap representation of your imported image.

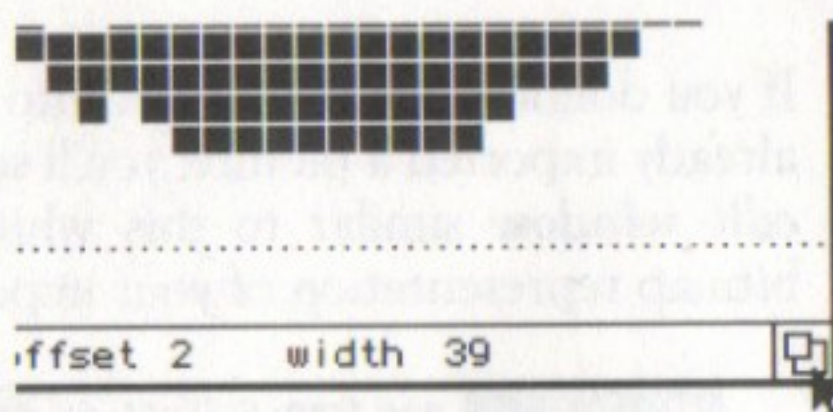


This picture shows the 8X magnification. If you look at the Special menu, you'll see that there are also 4X and 2X magnifications.

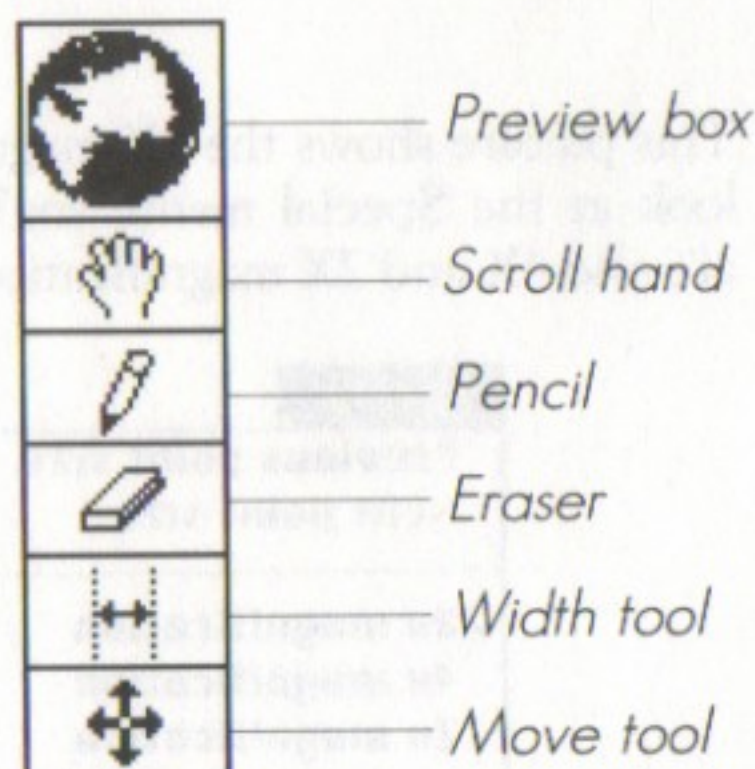
Special	
Previous point size	⌘1
Next point size	⌘2
<hr/>	
✓8x magnification	⌘E
4x magnification	⌘R
2x magnification	⌘T



The character edit window can be sized so that you can see the entire image by dragging on the size box.



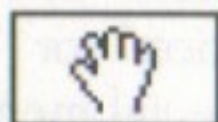
The Art Importer has a preview box for viewing your drawing, and five editing tools. These are the scroll hand, the pencil, the eraser, the width tool, and the move tool. All of the tools are used to manipulate the bitmap image of your character or picture. Some of the tools (discussed on the next few pages) also affect the PostScript character. The Art Importer's tools are located on the left side of the character edit window in the *tool palette* and are nearly identical to their counterparts in MacPaint.





## The tool palette

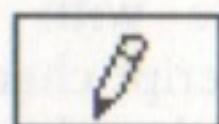
### The scroll hand



The **scroll hand** gives you control over the position of the picture within the edit window.

As a shortcut you can hold down the Space bar to get the scroll hand. You can then drag the image around to a comfortable position before you begin to edit the bitmap. You can switch from any tool to the scroll hand by pressing down the Space bar.

### The pencil



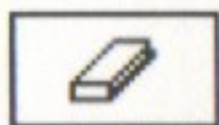
The **pencil** is the tool for turning the dots in your bitmap on and off. You can either drag or click with the pencil. Clicking draws just one dot. Dragging produces a line of dots.

Holding down the Shift key while dragging constrains drawing to a vertical or horizontal straight line.

**Note:** Any changes made with the pencil tool affect only the point size being edited.



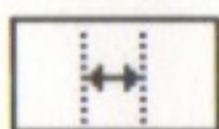
## The eraser



The **eraser** removes or *erases* any dots under it. If you'd like a better view of the entire bitmap character as you erase, use "4X magnification" or "2X magnification" from the Special menu.

**Note:** Any changes made with the eraser affect only the point size being edited.

## The width tool



The **width tool** lets you change the amount of horizontal space that your character will take up.

**Note:** Any changes made with the width tool affect the PostScript character and all bitmap sizes for that character. We suggest using it only on the largest size bitmap for greatest accuracy.

### To change the width:

- Place the pointer or crosshair (at the position where you would like the width guideline) and click. The width guideline will automatically move.



An Art Importer character can be a maximum of 254 points wide. If the character width is set to a setting of more than 254, a bullet will appear in the lower right-hand corner of the font label.



When you save your font, a dialog box appears notifying you that some character(s) are greater than 254 and have been set to 255.

### *The move tool*



The **move tool** lets you change the position of the artwork within its bounding box. The move tool lets you move the picture up or down, right or left. You should always move the largest size bitmap to minimize any discrepancies between the bitmap's position and the position of the PostScript that will be printed out.

**Note:** Any changes made with the move tool affect the PostScript character and all bitmap sizes for that character.



Holding down the Shift key while using the move tool constrains your movements to horizontal or vertical lines.

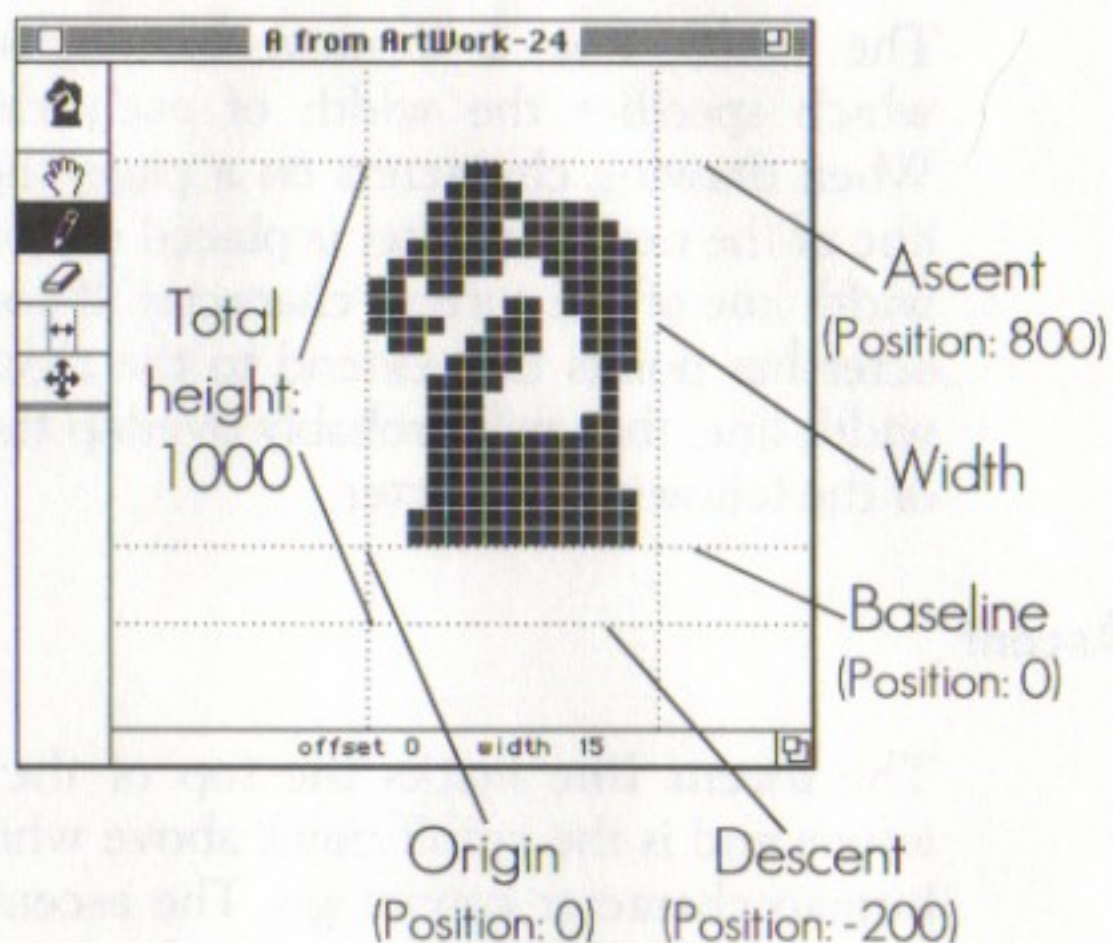
Holding down the ⌘ key while using the move tool decouples the PostScript position from the bitmap position. This is something you normally don't want to do, but might need in some very special cases; for instance, to adjust one size of bitmap that you would like to remain independent of the other sizes.

**Note:** An image can also be moved by choosing "Character info..." from the Special menu. See "Moving an image" on page 50 for detailed information on moving an image with the Special menu.





## Character edit window guidelines



### ***Em-square***

Each character fits within a rectangle (bounding box) called an *em-square*. The em-square is the outer square around the letter or character. The square is so named because it is nominally as wide and the same height as the letter "M." There are 1,000 units in an Art Importer em-square. This em-square is used as a normalization value when generating PostScript and also defines the precision possible in the font.

The total font height, or em-square, is determined by the distance between the ascent and the descent. All fonts are normalized inside the LaserWriter or any other PostScript printer so that their em-square is one point (approximately 1/72 inch) high.



## Width

The **width line** is a moveable vertical line which specifies the width of each character. When drawing characters on a page, the origin line of the next character is placed on top of the width line of the current character. If your character has points that extend to the right of the width line, they will probably overlap the image of the following character.

## Ascent

The **ascent line** marks the top of the capital letters and is the cutoff point above which your bitmap character cannot go. The ascent line is at a position of 800. You cannot change the position of the ascent line.

## Descent

The **descent line** marks the lowest point of the descenders of such letters such as "y" or "p" and is the cut-off point below which your bitmap character cannot go. The descent line is located at a position of -200. You cannot change the position of the descent line.

**Note:** If you move your bitmap image above the ascent line or below the descent line, your bitmap depiction will be cut off at that point. If you move that same image back, the image will not reappear. However, your PostScript character will not be affected and will print perfectly.



If your bitmaps have been clipped because you moved your image above or below the ascent or descent, you can get the original bitmap back.

- Change the scale factor to something other than its current setting ( i.e., if it is "1", change it to "1.1") and scale.
- Reset the scale factor to the size you wish the character to be and rescale.

The Art Importer will redraw the bitmaps when it rescales the character. Scaling is covered in detail in "Scaling an image" on page 48.

## Baseline

The **baseline** is the line on which characters normally stand. When printing mixed fonts on a line, all baselines line up with one another. The baseline position is always at a vertical location of zero. If you would like your character to have a descender, like a lower case "y" or "p," you would move it below the baseline.

## Origin

The **origin line** goes through the origin point on the baseline. The origin of the em-square is always at the location of zero. This is where the "drawing pen" of the Macintosh will start drawing your character. If your character extends to the left of this line it will have a negative offset and will overprint the preceding character. If it starts somewhere to the right of this line it will have a positive offset which will create space between the previous character and this one.



## Editing via the Special menu

### Special

Previous point size	⌘1
Next point size	⌘2
<hr/>	
✓8x magnification	⌘E
4x magnification	⌘R
2x magnification	⌘T
<hr/>	
Previous character	⌘[
Next character	⌘]
Character info...	⌘W

The Special menu gives you the ability to:

- Enlarge or shrink the bitmapped picture in your editing window;
- Choose the previous or next point size;
- Choose the previous or next character;
- Scale a character to a specific em-unit size; and
- Move a character to a specific point.



## Magnifying your bitmap image

The Art Importer's various levels of magnification come in handy when editing bitmaps. At 2X magnification you can usually fit an entire character on the screen.

### To change the bitmap magnification:

- Choose the magnification you wish to show in the window by selecting it from the Special menu.

When you're editing large bitmaps, toggling between the various magnifications with ⌘T (2X), ⌘R (4X), and ⌘E (8X) can speed this process immensely.

## Next and Previous point sizes

The Art Importer allows you to compare your edited character at the various point sizes you've created.

### To choose the previous point size:

- Choose "Previous point size" (⌘1) from the Special menu.

### To choose the next point size:

- Choose "Next point size" (⌘2) from the Special menu.



## Next and Previous characters

### To choose the previous character:

- Choose "Previous character" (⌘[ ) from the Special menu.

### To choose the next character:

- Choose "Next character" (⌘] ) from the Special menu.

## Scaling an image

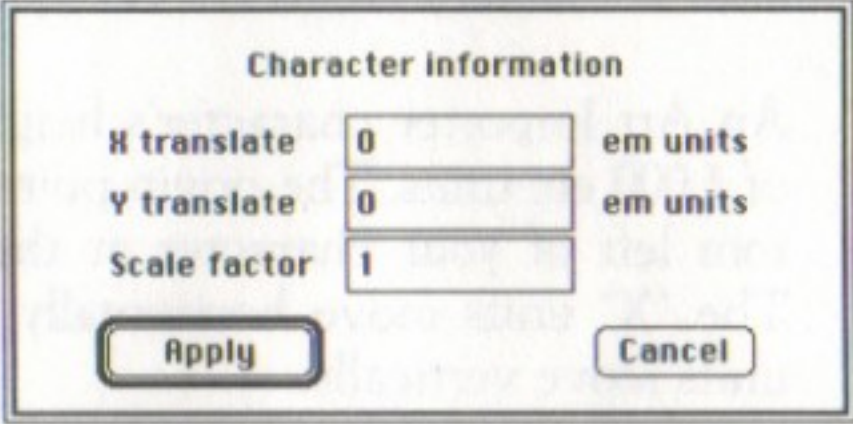
The "Scale factor" can be set to increase or decrease the size of the PostScript and bitmap image by a specified scale factor.

### To scale an image:

- Choose "Character Info. . ." (⌘W) from the Special menu to scale a character larger or smaller relative to the other characters in the font.



A "Character information" dialog appears which allows you to type in your scale factor. The scaling range can range from .1 (10% of the normal size) to 10 (10 times the normal size).

A screenshot of a dialog box titled "Character information". It contains three input fields: "X translate" with the value "0", "Y translate" with the value "0", and "Scale factor" with the value "1". To the right of each input field is the text "em units". At the bottom of the dialog are two buttons: "Apply" and "Cancel".

Character information		
X translate	0	em units
Y translate	0	em units
Scale factor	1	
<b>Apply</b>		<b>Cancel</b>

- Click in the "Scale factor" box or use the Tab key to move between boxes.
- Type in your "Scale factor."

Scaling a character can be very useful. You may want to have a character be a size other than the standard representation of a point size within your font. For instance, you could have varying sizes of your credit card icons within one font. Or you might want your icon to fill the full point size by filling the entire area between the ascent and the descent.

**Note:** Scaling automatically regenerates the PostScript character and all bitmap sizes for that character. Make sure you perform any scaling operations before you hand edit your bitmaps.



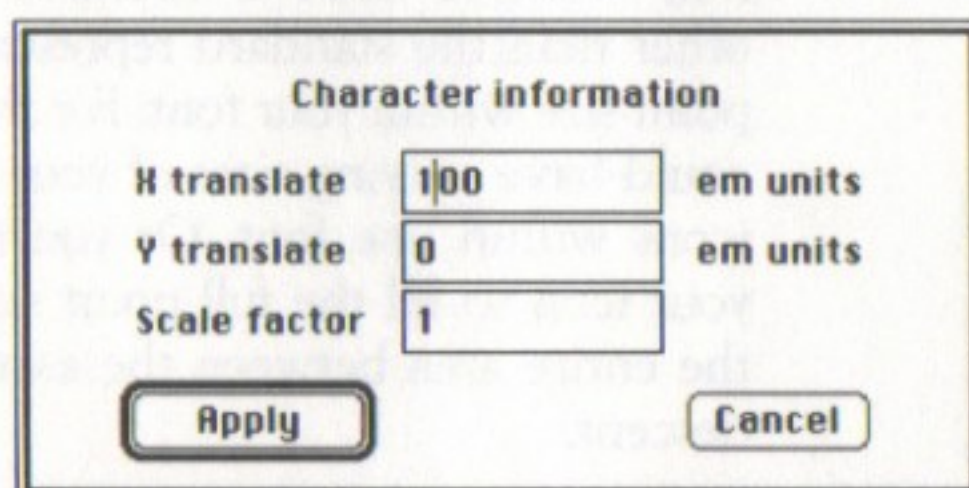
## Moving an image

The "Character information" dialog allows you to reposition your character without using the "Move" tool. The units used in the "X translate" and "Y translate" items are em-square units.

An Art Importer character's height is made up of 1,000 em-units. The origin point is at the bottom left of your character at the position 0,0. The "X" units move horizontally while the "Y" units move vertically.

### To move an image:

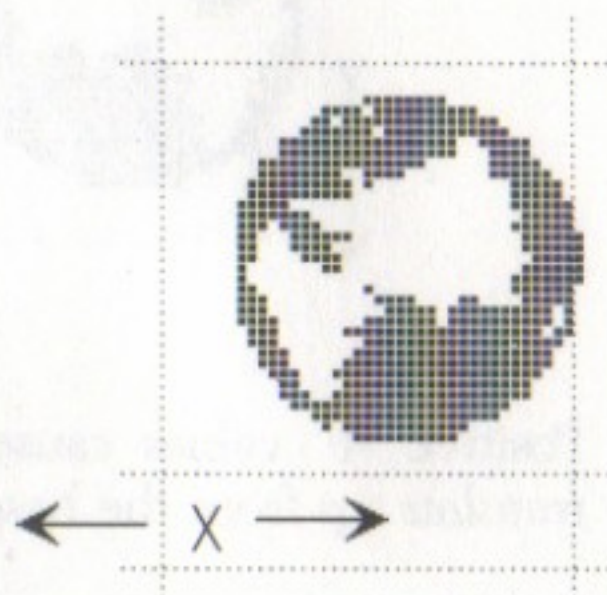
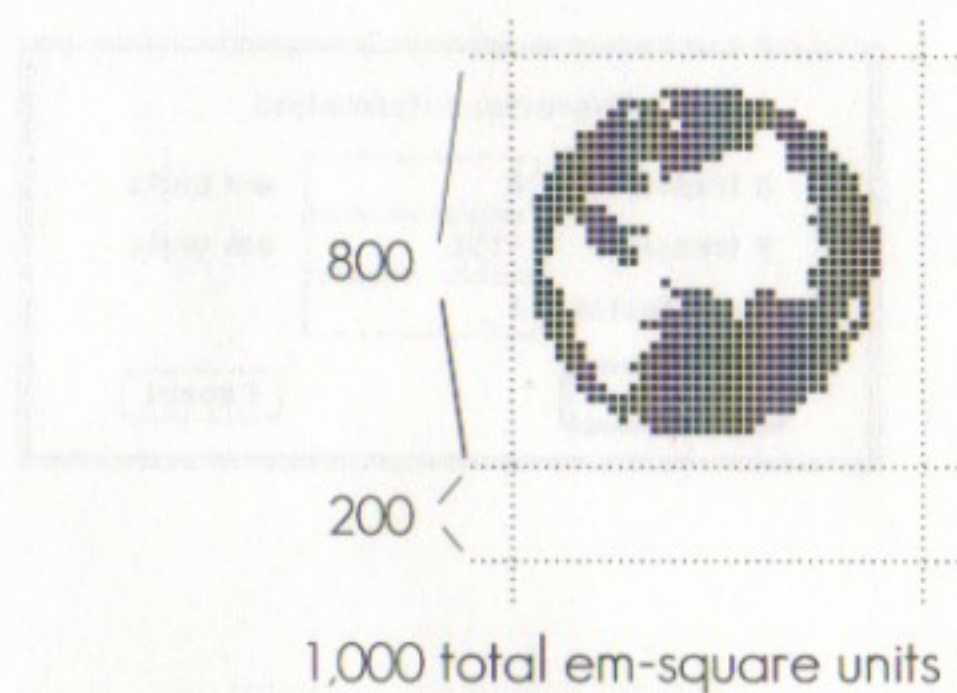
- Choose "Character info..." from the Special menu.
- Enter the "X" and/or "Y" coordinates.

A screenshot of the "Character information" dialog box. It has a title bar "Character information". Inside, there are three rows of controls. The first row is "X translate" with a text box containing "100" and the label "em units" to its right. The second row is "Y translate" with a text box containing "0" and the label "em units" to its right. The third row is "Scale factor" with a text box containing "1". At the bottom left is an "Apply" button, and at the bottom right is a "Cancel" button.

Character information		
X translate	100	em units
Y translate	0	em units
Scale factor	1	
<b>Apply</b>		<b>Cancel</b>



Since we typed in 100 in our example, our image will move 100 em-units to the right of the origin.



Positive "X" values cause the character to *translate* to the right of the origin.

Negative "X" values cause the character to *translate* to the left of the origin.



For the example below, we entered a *negative* value which moves our image 150 em-units toward the descent.

Character information		
H translate	<input type="text" value="0"/>	em units
Y translate	<input type="text" value="-150"/>	em units
Scale factor	<input type="text" value="1"/>	
<input type="button" value="Apply"/>		<input type="button" value="Cancel"/>



Positive "Y" values cause the character to *translate* up from the baseline.

Negative "Y" values cause the character to *translate* down from the baseline.

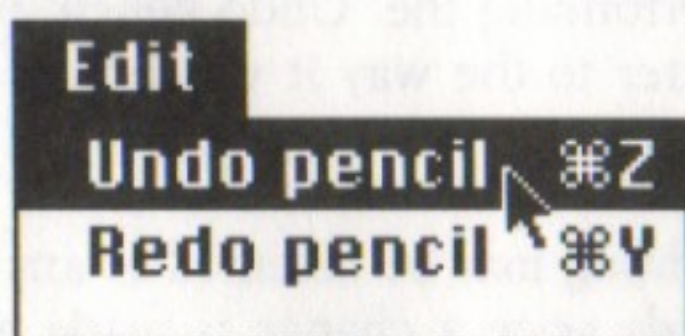


## Undo and Redo

The Art Importer supports "Undo" and "Redo" of the last four edit operations from the edit window.

### Undo

If you make a mistake in editing, scaling, or moving, simply choose "Undo" (⌘Z) from the Edit menu to undo your changes. Changes can be "Undone" up to four levels back.



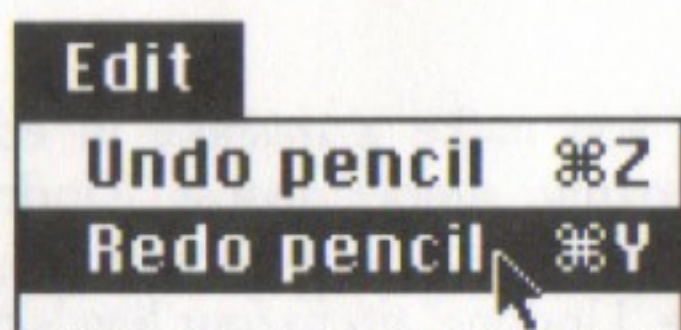
If there is nothing to undo or redo, the corresponding word is grayed out, otherwise the operation is listed along with the command.

**Note:** This "Undo" applies only to the current character in the current size.



## Redo

You must "Undo" an operation before you can "Redo" the operation. Select "Undo pencil" and undo the last operation, or "Redo" to redo the operation that was just undone.



Performing the "Undo pencil" restores the character to the way it was before any editing was done.

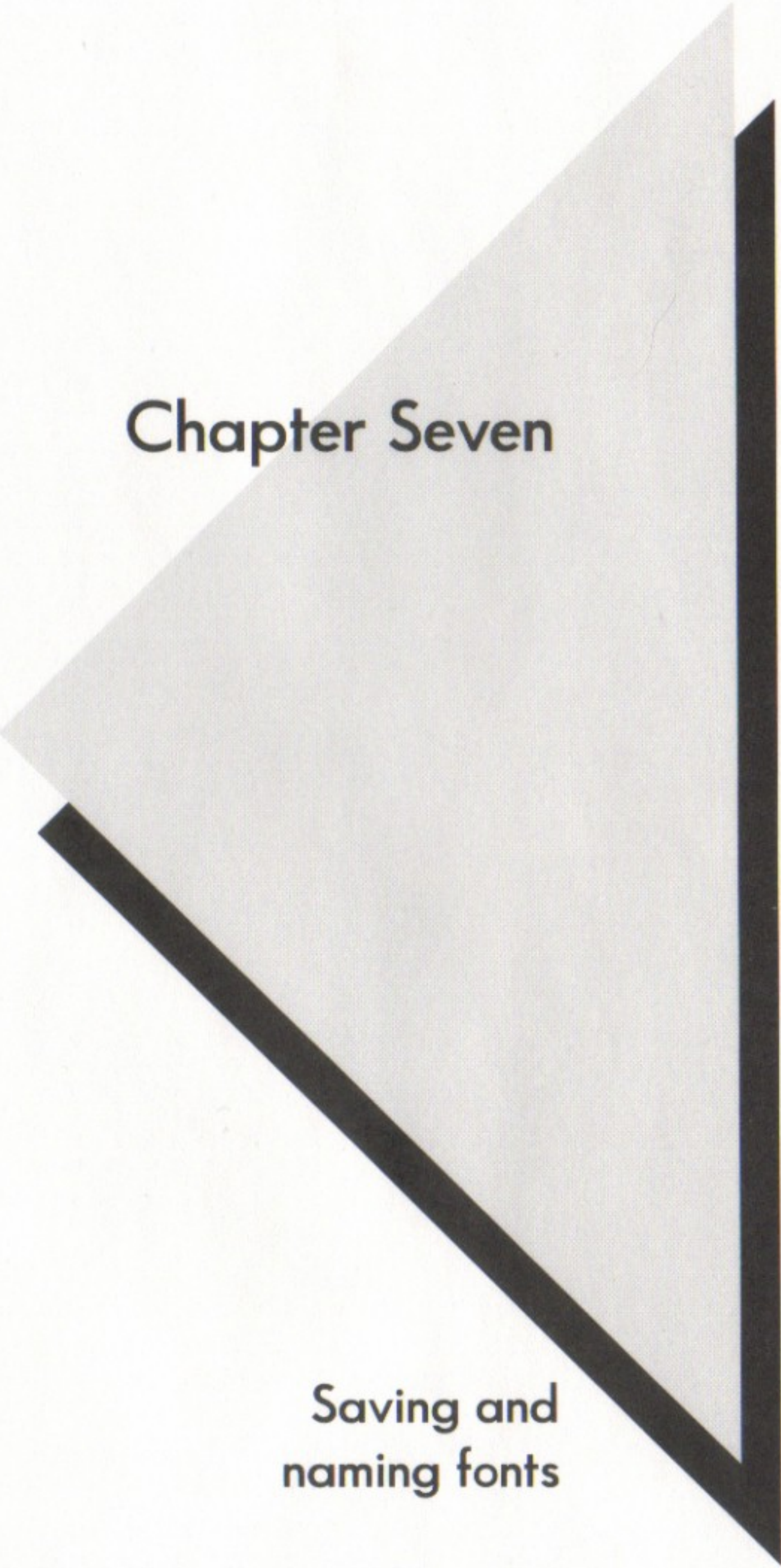
Editing may be resumed at any point, but obviously once a change is made, you cannot redo back to intermediate versions.

## Deleting a character

### To delete a character:

- Select the character you wish to delete by clicking on its character slot in the font window or simply by typing the key.
- Choose "Clear" from the Edit menu.





# Chapter Seven

Saving and  
naming fonts



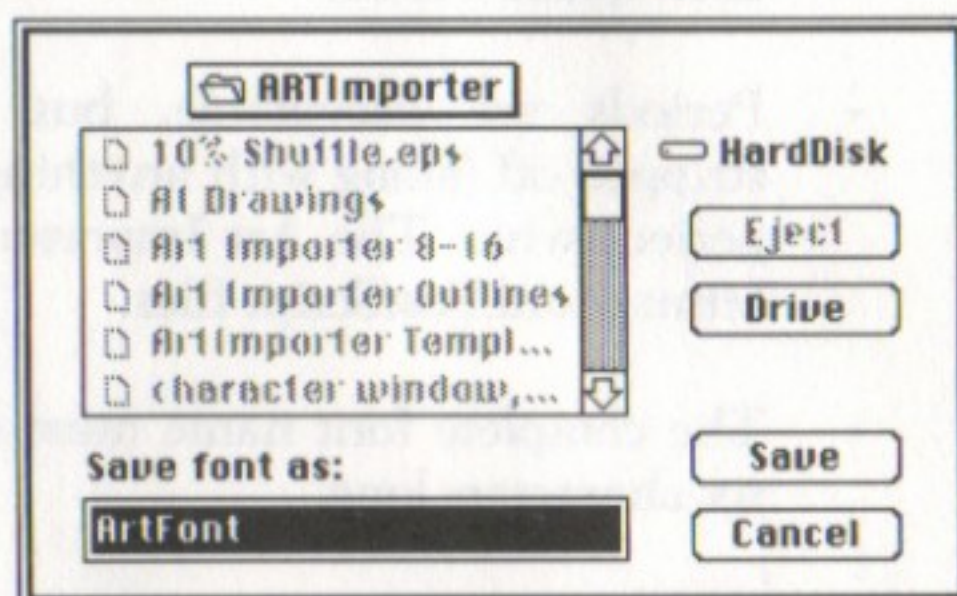
## Chapter Seven

Saving and  
Loading Fonts



## SAVING A FONT

You can save fonts via the "Save" or "Save as..." commands in the File menu. When you choose a "Save" option, the standard Macintosh file saving dialog will display. This allows you to specify the file name, change drives or folders, eject disks, or cancel the operation.



"Save" and "Save as..." commands work from the font window.

The "Save" command saves any changes back to the file you originally opened. If you create a new font, "Save" works just like "Save as..."

The "Save as..." command gives you the opportunity of saving the active font window under a new font name. It is important to choose a name which conforms to the naming conventions described on the next page.



## Naming a font

### PostScript rules for naming a font:

- The font name must start with a capital letter, but the name should not be entirely capitalized.
- No spaces or special characters should be used inside a name.
- Periods are acceptable, but they are stripped off (along with anything after the period) when The Art Importer generates bitmap and PostScript files.
- The complete font name must be at least six characters long.
- When abbreviating a name, each capitalized name component is treated as a separate component. The first five characters of the first part, then the first three characters of each following part are brought together to construct the abbreviated PostScript font file name. Such abbreviated names must be different from The Art Importer font file name. Thus, "ThisIsBad" is unacceptable because the constructed PostScript font file name is also "ThisIsBad". The name "ThisIsGood" is fine, because the constructed name is "ThisIsGoo" (each component after the first uses at most three letters of that component).



- If you must have a short name like "A", put a suffix on it: "A.artwork". The abbreviated PostScript font file name is then "A", the bitmap file name is "A.bmap", and the bitmap font name in the font menus is "A".
- The total length of the abbreviated file name must be less than 32 characters. This may limit the number of components used in a name.
- Use simple names so you'll be able to clearly associate the various files that The Art Importer creates for you.
- The Art Importer checks the name you give a font and issues an error message if your name doesn't conform to the rules given above.

The next page lists examples of good and bad font names.

## After you've named your font

Once you've named your font, you can click the "Save" button and your font will be saved to your disk.

## Renaming a font

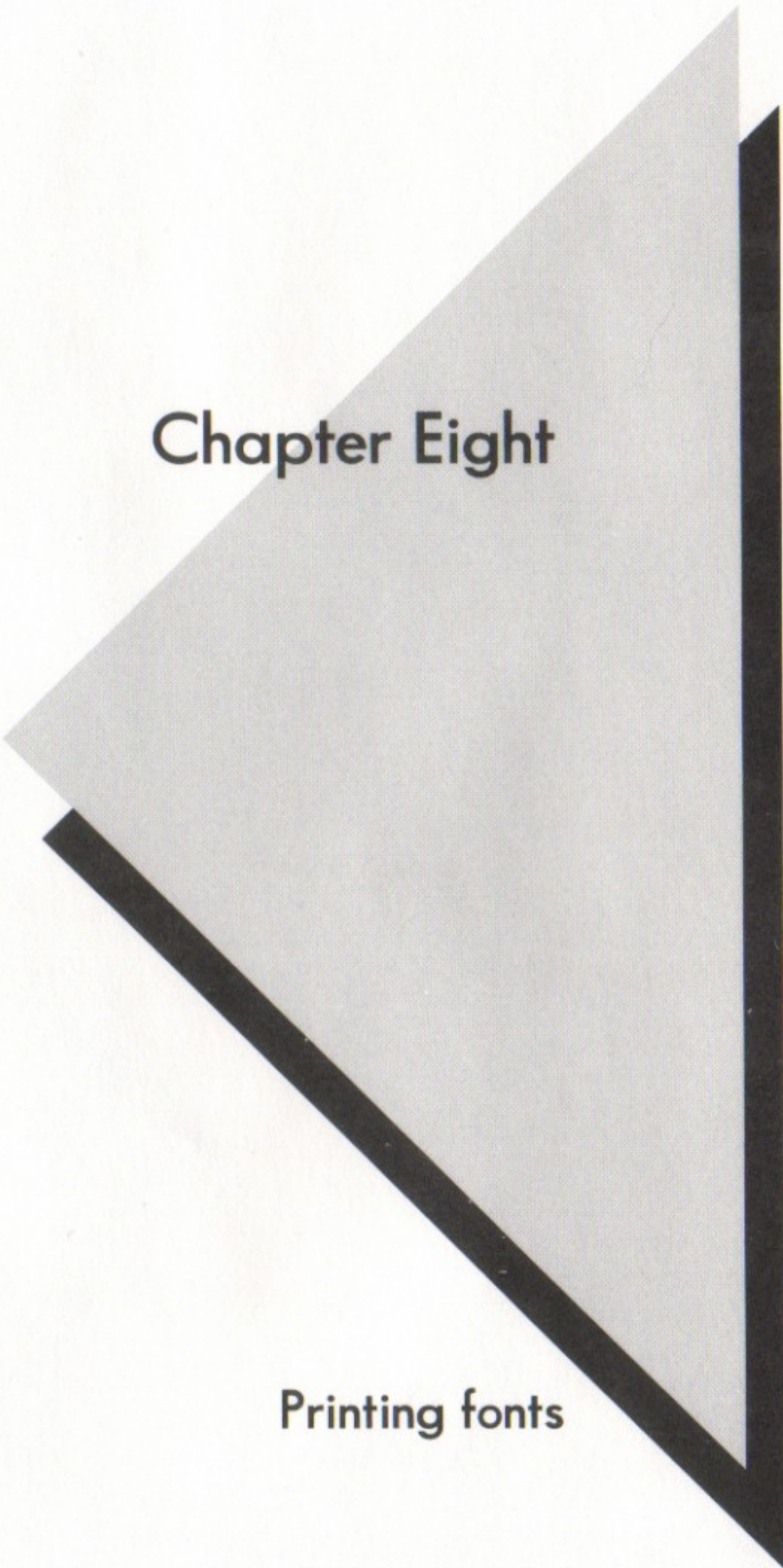
Never attempt to rename a font by changing the names of any of The Art Importer files while in the Finder. *The only way* to rename an Art Importer font is to use the File menu's "Save as..." option.



## Examples of good and bad font file names:

The Art Importer	PostScript	Bitmap
<b>A</b>	<b>A</b>	<b>A.bmap</b>
Bad: Art Importer name is too short and conflicts with PostScript abbreviation		
<b>A.artwork</b>	<b>A</b>	<b>A.bmap</b>
Good: No conflicts		
<b>ACAPFONT</b>	<b>ACAPFONT</b>	<b>ACAPFONT.bmap</b>
Bad: Name is all caps and conflicts with PostScript abbreviation		
<b>AGoodName</b>	<b>AGooNam</b>	<b>AGoodName.bmap</b>
Good: No conflicts		
<b>ABadOne</b>	<b>ABadOne</b>	<b>ABadOne.bmap</b>
Bad: Name conflicts with Post Script abbreviation		
<b>Very Bad</b>	<b>(error)</b>	<b>Very.bmap</b>
Bad: Has blank which causes PostScript errors		
<b>Mine 12.artwork</b>	<b>Mine 12</b>	<b>Mine 12.bmap</b>
Poor: Numbers are allowed, but can be confused with point size		
<b>Not\$Good</b>	<b>(error)</b>	<b>Not\$Good.bmap</b>
Bad: Has special characters		





# Chapter Eight

Printing fonts







## PRINTING A SAMPLE

Now that you have imported your image and prepared your font, you'd like to see your character(s) in various point sizes. And you'd like to see it before you actually go through the font installation procedures to make sure it looks right.

### To print a font sample:

From either the font or character edit window:

- Choose "Print sample..." (⌘P) from the File menu.

The "Select print sample type" dialog will appear.

Select print sample type

☒ Print key map

☒ 1 page ☐ 4 pages ☐ 16 pages

☐ Print string    Point size

The quick brown fox jumps over the lazy dog.

Orientation: ☒ Portrait ☐ Landscape

OK Cancel

You have the option of printing "Portrait" (tall) or "Landscape" (wide) if you choose the "Print string" option.

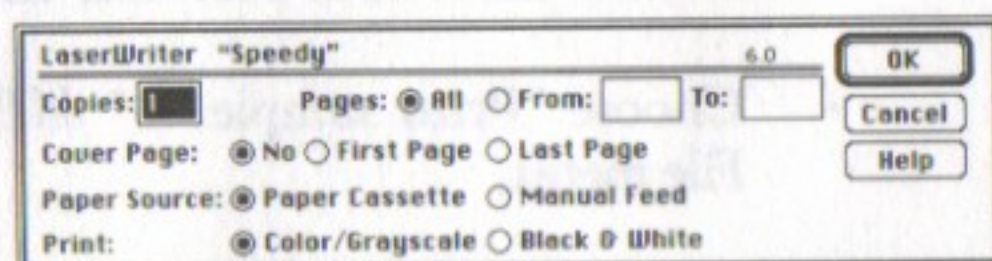


## Print sample type options

The Art Importer provides several options for printing font samples.

- Choose either "Print key map" or "Print string" (in which case you must type the character(s) to print) and click "OK."

A standard "LaserWriter" dialog appears which offers you the option of choosing specific page numbers for printing.



**Note:** If you know your character's key number you can specify the page sequence to print that character without printing all your other characters.

- Click "OK."

## Print key map

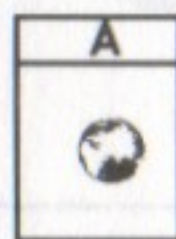
Choosing "Print key map" will print out a grid that looks similar to what you see in the font window. You'll get a printed sample of all the characters along with a guide to the relationship between keystrokes and artwork. The Art Importer gives you the choice of printing a variety



of page samples. These can be useful for keeping a record of the font's characters for later reference.

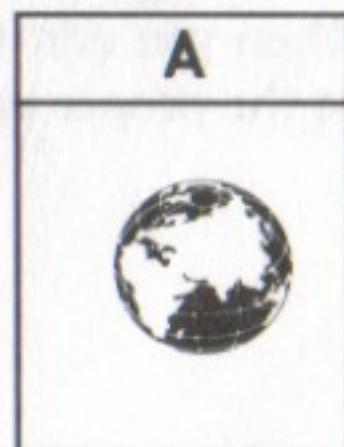
Key Caps, which is under the Apple menu, is used to see which character is assigned to a specific key. But sometimes it is hard to distinguish an intricate character at such a small point size. In these instances, it is beneficial to have The Art Importer's printout to refer to.

Choosing the "1 page" option prints all 256 characters in the font on one page. The printed sample will have 16 rows across and down the page.



1 page option

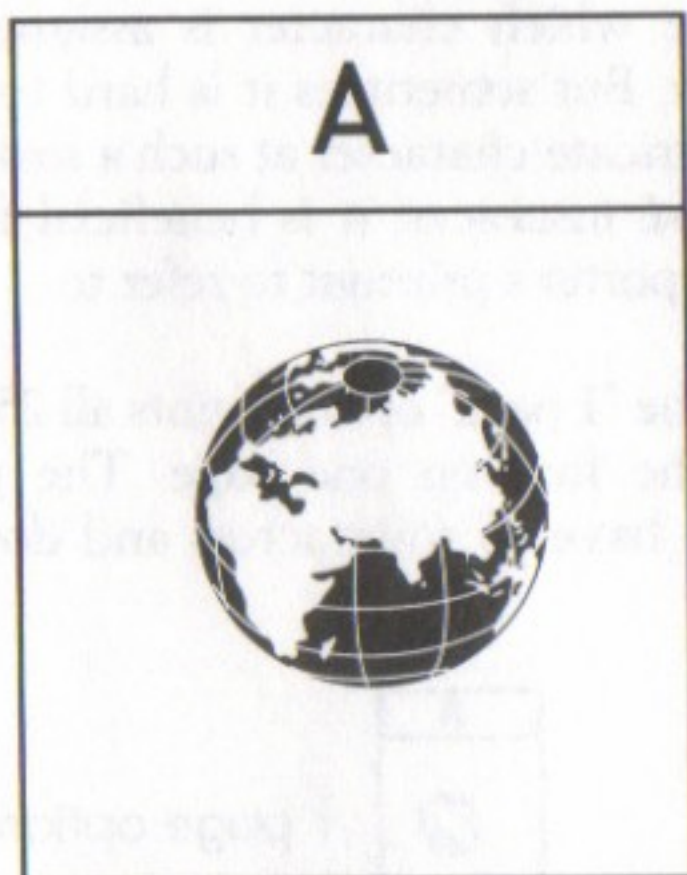
Choosing the "4 pages" option prints 64 characters on each of the four printed pages. The printed sample will have 8 rows across and down each page.



4 pages option



Choosing the "16 pages" option prints 16 characters on each of the 16 printed pages. The printed sample will have 4 rows across and down each page.



16 pages option

### ***Print string***

Choosing the "Print string" option allows you to choose which characters you wish to print and allows you to change the point size at which they print. When you edit the string in the box, be sure to use the proper case for the letters you type.

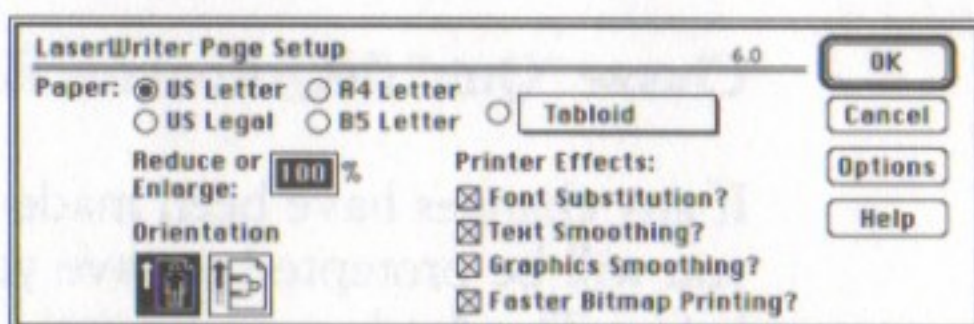


## Page Setup

Once you choose your print options, you can follow the standard Macintosh printing procedure.

- Select the printer of your choice from "Chooser" under the Apple menu.
- Choose "Page setup. . ." from the File menu.
- Click "OK."

A standard LaserWriter Page Setup dialog box appears.



The Art Importer ignores the "Reduce or Enlarge" scale factor and "Orientation" in this dialog box since these aspects of printing are controlled from the individual type of print sample.



## Closing your font file

### To close the font file:

- Choose "Close" (⌘K) from the File menu.

If you haven't saved your font yet, The Art Importer will ask you if you want to save the changes you've made. Normally you'll answer "Yes" to save your changes.

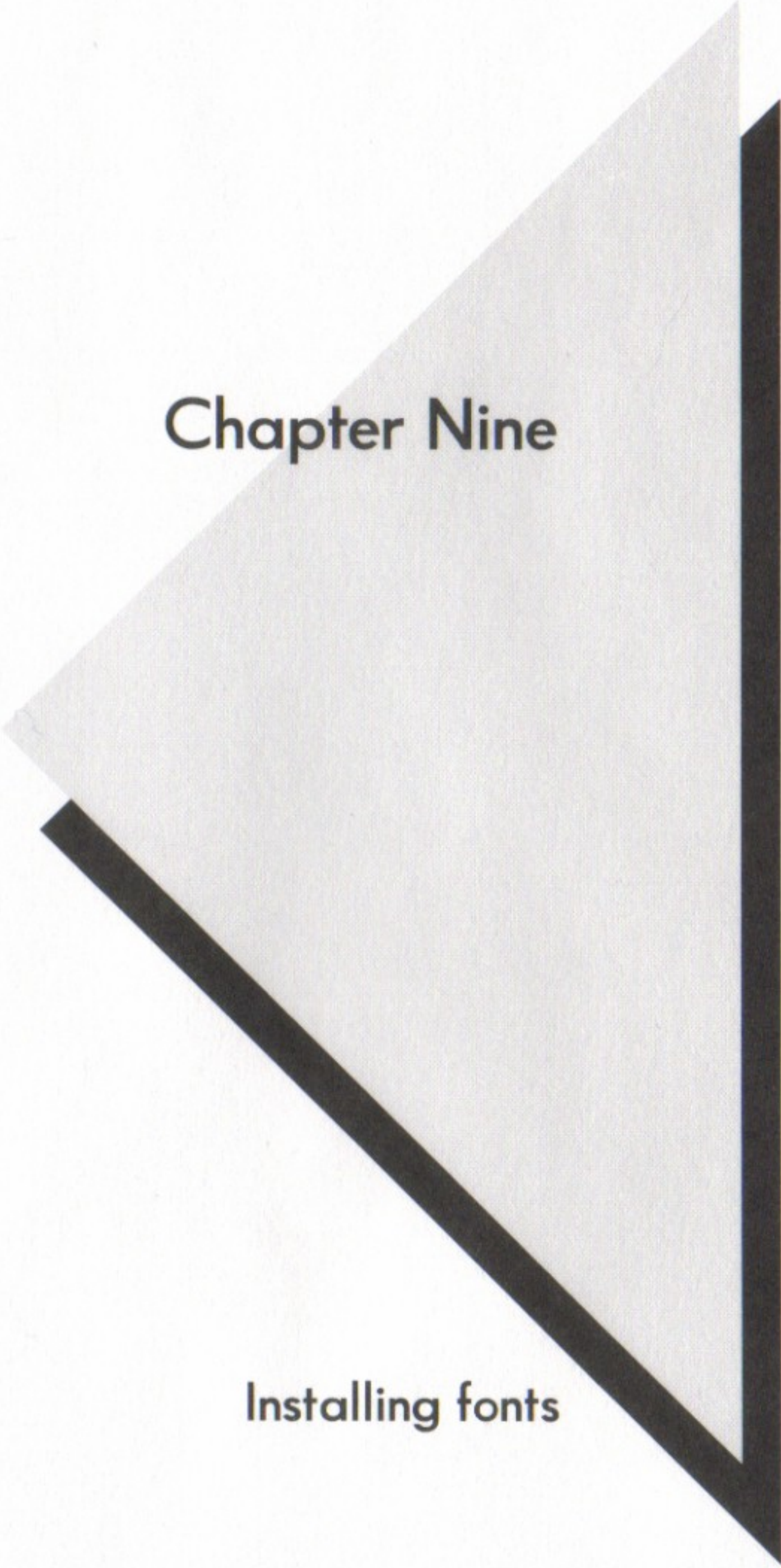
## Quitting The Art Importer

### To quit The Art Importer:

- Choose "Quit" (⌘Q) from the File menu.

If any changes have been made to the font, you will be prompted to save your changes before The Art Importer quits.





# Chapter Nine

Installing fonts







# INSTALLING YOUR FONT

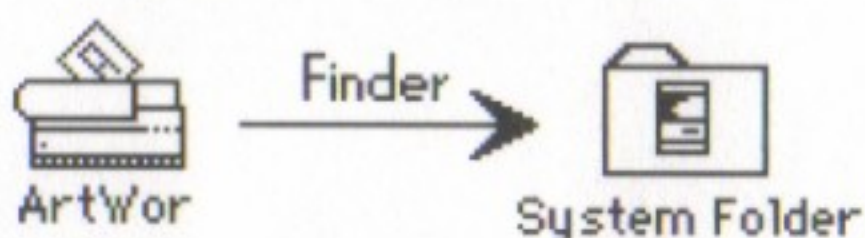
If you already know how to install PostScript fonts, you may skip this section. Otherwise read on.

## Installing PostScript fonts

The PostScript font file has an icon which looks like a LaserWriter with a sheet of paper containing the letter "A" emerging from it. It is easy to install.

### To install the PostScript font file:

- Use the Finder to drag the PostScript font file into the System Folder on the disk with which you will be using the font.



Installation is complete.

**Note:** In case you are thinking about putting the font file somewhere other than the System Folder, read this:

The printing software looks in the System Folder first when searching for a PostScript font. If it doesn't find it there, it may look in the folder containing the application doing



the printing (where it looks varies with the system release). We suggest you put the PostScript font into the System Folder, rather than the application folder, thus eliminating a major source of confusion. Scattering a few fonts in each application folder quickly grows to the point where there are several versions in different folders and each prints slightly differently. Things get out of control and it is impossible to remember which font to use for a particular print job. Sometime later, you change a character, but the change doesn't seem to "take" since your print job picked up an old version of the font. It has happened to us; it can happen to you—make life easy and put PostScript fonts into your System Folder.

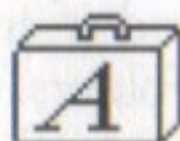


## Installing bitmap fonts

If you already know how to install bitmap fonts, you may skip this section. Otherwise read on.

### To install a bitmap font file:

- Double-click on the bitmap font file.



ArtWork.bmap

The Art Importer's screen fonts are represented by an icon of a suitcase with the letter "A" inside it. The Font/DA Mover will start up, showing the contents of your file in the left window.

- Click "Open" in the right window, then find and "Open" your System file with the file selection dialog.
- "Copy" your font into your System file.

**Note:** It is a good idea to remove your old fonts before adding new (updated) fonts.

Make sure you have Font/DA Mover version 3.8 or above. If you are not familiar with its use, refer to your Macintosh Utilities manual.



When you have installed both files, your font's name should appear in the font menu of any application you run. If your font doesn't show up, try reinstalling the bitmap font with the Font/DA Mover, and make sure you are installing it into the System file that is running your computer. There should be only one System file on your startup disk. Use the "Find File" desk accessory to find all the files with the letters "system" in them and get rid of any redundant System files or System Folders.

You may also install the bitmaps with Suitcase, Master Juggler or Font/DA Juggler. Install your fonts according to their instructions. The Art Importer fonts are compatible with all of these programs.

**Note:** You must *never* change the names of any of your Art Importer files by renaming from the Finder. There are complex internal structures in both files that contain the file names and it is not practical to try to change them yourself. If you need to change a font's name, use the "Save as..." option from the File menu.



# Chapter Ten

Using fonts



# Chapter Ten

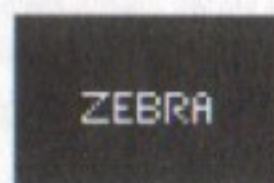
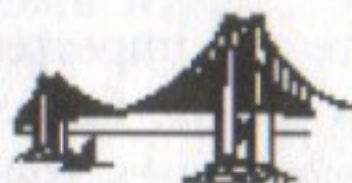
Using fonts



## USING ART IMPORTER FONTS

Once you have installed your font according to the directions on page 71, using your font is as easy as selecting from the font menu in any application you may be running. The exceptions to this are versions of Microsoft Word earlier than version 4.0. In these instances, you must follow the instructions in the Microsoft Word manual regarding the installation of new fonts into Word's font menu.

Once you have chosen your font's name from the font menu, simply type the character associated with the artwork you wish to show and you will see a bitmap representation of the artwork appear on your screen. For example, if you type the numbers 1, 2, and 3 in the ArtWork font you've seen elsewhere in this manual, you'll see on your screen:



Our zebra image was originally an Adobe Streamline EPS file without a PICT. We hand edited the bitmap image to create a label that will easily distinguish the image that appears in our character slot. What will print is:





Now you can go out and create some interesting new art fonts. Be creative and put your company's logos into a font so you can use them in documents and save the cost of printing letterheads. Write letters to friends using icons instead of words. Get a picture of your boss and shrink his head down to 12 points. Make pictures of postage stamps and print them on your envelopes to save postage (Just joking, Uncle Sam!). The sky's the limit! Go for it.

## Color Art and The Art Importer

The Art Importer allows you to import your color artwork and then use it in subsequent text and graphics. In order to take full advantage of your original art and the capabilities inherent in The Art Importer, there are a few criteria to keep in mind.

Although The Art Importer imports color illustrations, your screen font will not show those colors. However, when you print your font to a color printer, all the original color(s) will be applied.

Some programs (such as Aldus FreeHand and PageMaker) allow you to apply a specific color to a character. If the Art Importer character contains color, even though you apply a color to the character, your printed font will print containing the original colors.



In other words, the original Art Importer color attributes will override any new characteristics you apply.

Therefore, if you have a character to which you would like to assign a color, you should create a separate copy of the color illustration, with the color removed (making it black), and import or paste it into another character slot. The Art Importer allows you to create black characters and color characters within the same font.

### **Guidelines for using color:**

- The Art Importer treats characters containing multiple grays the same way it treats color illustrations.
- If the character contains internal color or grayscale changes, it cannot be colorized when used. It should nonetheless be colorized as 100% cyan, magenta, yellow, and black just so it gets separated properly. This is because some separating programs only send text to the plates they think it belongs on, and can't see the internal colors.
- If you have a color or shaded (filled) illustration that you might want to print in black and white only at some time, make a separate copy of the original illustration **without** color. You might save each copy with specific names for easy recognition. For example: Bird-color.eps, Bird-gray.eps, or Bird-b&w.eps.



- If the character is only black, it can be colored from any program and takes its color from that program. When using an Art Importer font in an application, you may apply color to solid black characters (those containing no gray or white fills).
- Characters that can't be colored:
  - Anything that isn't a black fill
  - Zoom text
  - Fill and stroked characters
  - Any graduated or radial fills
  - Characters containing white

## Using color separations

If you have a color illustration that you will be taking to a printer for reproduction, you need to convert it into a **color separation**. Preparing your artwork for color separations is relatively simple if you know the correct procedures. Different programs have different procedures but basically all their techniques are the same.

The printing technique that produces full color originals is called four-color printing, since it uses four colors. Color separations divide an image into these four process colors: magenta (process red), cyan (process blue), yellow, and black. Different combinations of these four process colors make up all the colors in your illustration (i.e., cyan and yellow make green). Your color printer will separate the colors so that your end result gives you four separate pages (one for each color).



## Color separating programs

Aldus FreeHand and Separator and Adobe Separator all support Art Importer fonts in their color separating processes. Since Aldus Separator and Adobe Separator assume your font is black, you must apply a color to notify them to separate. We suggest coloring them 100% cyan, yellow, and black so the characters will be sent to all plates. The Art Importer fonts are able to sort out the internal colors properly, once they are sent to the printer. If your characters contain only black, they take their true color from the color you assign when you use the character.

**Note:** Although you can use Art Importer fonts in Quark Xpress, you cannot separate those fonts. A future Xpress release should correct this.



## Using The Art Importer with your KeyMaster fonts

If you have a KeyMaster font to which you'd like to apply The Art Importer's capabilities, you can update it.

### To use a color KeyMaster font:

- If your KeyMaster font had artwork that was a color PICT2 or Illustrator file with custom colors, you must reimport your artwork into an Art Importer character slot.
- "Save" your font in the standard fashion.
- Reinstall your PostScript and bitmap fonts.

### To update a KeyMaster font:

- Open your "KeyMaster font" using The Art Importer's "Open font" option in the File menu.
- Save your font in the standard "Save as. . ." fashion.
- Reinstall your PostScript and bitmap fonts.

**Note:** Some font installation programs will not allow you to open a font while the font is already open. You may need to remove or close your bitmap file before you can open it.



THINGS YOU SHOULD KNOW

ABOUT AIR

If you already understand

EPS, PICT, and PDF

this section contains

Supported Features

## Appendices

EPS (Encapsulated

PostScript)

PICT (Picture)

PDF (Portable

Document Format)

PDF (Portable

Document Format)

PDF (Portable

Document Format)

PDF (Portable

Document Format)

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Document Format)



# Appendices

In the first appendix, we present a way to  
construct a sequence of functions  $f_n$  such that  
each  $f_n$  is continuous and  $f_n(x) \rightarrow f(x)$  for  
all  $x$  in the domain of  $f$ . This is done by  
defining  $f_n(x) = f(x)$  for  $x \in [0, 1/n]$  and  
 $f_n(x) = 0$  for  $x \in [1/n, 1]$ . This sequence  
converges to  $f(x)$  for all  $x$  in the domain of  
 $f$ . The second appendix presents a way to  
construct a sequence of functions  $f_n$  such that  
each  $f_n$  is continuous and  $f_n(x) \rightarrow f(x)$  for  
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defining  $f_n(x) = f(x)$  for  $x \in [0, 1/n]$  and  
 $f_n(x) = 0$  for  $x \in [1/n, 1]$ . This sequence  
converges to  $f(x)$  for all  $x$  in the domain of  
 $f$ .



***Font size***

The size of the fonts you create with The Art Importer is limited only by the amount of memory in your printer. If you seem to be getting an inordinate number of PostScript errors from Art Importer fonts, consider using fewer characters in the font or simplifying the original artwork and then reimporting it into The Art Importer.

***Printing discrepancies***

The Art Importer translates a PostScript document's coordinates into a 1000-unit coordinate system. This works fine for most documents, but if you have a very large document with some very long miter joins, you may notice some deviations in the way your Art Importer character prints. If you do notice this, the solution is to go to your original document and move the points in question slightly, export EPS, reimport the EPS into The Art Importer, and try again.

***Retaining proportions within your font***

If you have two or more pieces of artwork that have relative proportions that you would like to retain:

- In the original drawing program, create a rectangle (i.e., a tight bounding box) that will just contain the largest of your drawings.



- Define the rectangle as having "no line or line width." Each application varies as to how this option is defined.
- Place a copy of this rectangle around each of your drawings before exporting them as EPS.

The end result is an invisible rectangle around each piece of artwork. The Art Importer will size the artwork based on the rectangle and the relative proportions are maintained.

### ***Non-object oriented PICTs***

There are many programs that produce the PICT format. Drawing programs produce object oriented PICTs and paint programs produce bitmap PICTs. The Art Importer can only read object-oriented PICTs. There are a few exceptions to this rule.

SuperPaint can produce both object-oriented and bitmap PICTs. You may use SuperPaint to create PICTs for import into The Art Importer. Any drawing that was done in the drawing layer will show up in the PostScript character because it is object-oriented. Any drawing that was done in the painting layer will not show up.



# TROUBLESHOOTING



Here are some common questions asked of our technical support department:

## ***Why doesn't my installed font show up in the font menu of my program?***

If you've followed the directions on page 71 and your font doesn't show up in a program's font menu, check the version of your program. For example, Aldus PageMaker 3.0 cannot use The Art Importer's NFNT fonts; you must have version 3.01 or above. If you're using versions of Microsoft Word less than 4.0, see your Microsoft Word manual.

## ***Why do my fonts print in Courier?***

If one of the characters in your Art Importer font has some text in it and the Courier font prints in place of the font in your artwork, make sure that you have previously downloaded the font in question into your printer. An alternative to downloading the font is to insert a single space character in the desired font (that you used in the Art Importer character) just before the Art Importer character in your document. This will cause the desired font to be downloaded ahead of The Art Importer font.



*Why does my font change to something completely unexpected when I move a document created on my computer to some other computer?*

Assuming that you have correctly installed your font on both computers, the reason this can happen is that some programs refer to fonts by number rather than by name. When you install a new font into a System, the Font/DA Mover can (if the System already contains a font with the same number) renumber the font you're installing without telling you that it has done this renumbering. Programs that refer to fonts by number will then think they should use the font that has the same number as your font (the font that caused the renumbering of your font) rather than your (now renumbered) font. If this seems confusing, you should probably use programs like Aldus FreeHand or Aldus PageMaker which refer to their fonts by name rather than number. Check with the vendor of your program to make sure it refers to fonts by name in order to avoid this problem.

*What if I don't have a PostScript printer?*

If you are trying to print your Art Importer font to a bitmapped printer like an ImageWriter or a LaserWriter IISC, your printouts will not look as good as when they are printed on a PostScript printer. These printers do not understand PostScript and can thus use only the bitmaps for printing.



If you do wish to use these printers, you can have The Art Importer create bitmap sizes that are three times the screen sizes for the ImageWriter LQ, or four times the screen sizes for the LaserWriter II SC. For example, if you want to print a 24-point Art Importer font on an ImageWriter LQ, you must create a 72-point bitmap font in addition to the 24-point one ( $24 \times 3 = 72$ ), and if you wanted the same size (24) to print on a LaserWriter II SC, you'd have to create a 96-point bitmap also. On an ImageWriter I or II, you must have bitmap sizes double those of the screen fonts (i.e. for a 24-point screen font, you must have a 48-point size for printing).

***Why does my font print jagged looking bitmapped characters instead of the smooth ones I expect of PostScript?***

If your printer does have PostScript and you are still getting bitmapped results, the probable cause is that you have not installed the PostScript font file into your System Folder. Simply drop the PostScript font file into your System Folder and try again.

***Why does my printer give me a PostScript error when I use my font?***

You may have too many fonts already downloaded into your printer or your font may be too large for the printer to handle. The next page has some suggestions to help solve this problem.



Before you begin:

### **What to do if:**

#### **You have too many fonts:**

If you are already using several downloadable fonts, loading an Art Importer font into your printer could cause it to exceed its available memory. If this happens, turn your printer off and then turn it back on before attempting to print again. You may have to simplify your document by reducing the number of downloadable fonts used. Newer print driver software supports "Unlimited downloadable fonts" via a checkbox in the Page Setup dialog. Programs such as Aldus PageMaker and Aldus FreeHand 2.0 can have unlimited downloadable fonts and could thus solve this problem.

#### **Your font is too large:**

Your font may be too large for the printer to handle. If your Art Importer font contains many very complicated pictures, then it is possible for your printer to run out of memory when it attempts to print your font. You may have to simplify your font to reduce its size. A more permanent solution would be to get a printer like a LaserWriter II NTX or a PostScript clone printer which has expandable memory.



***Why doesn't my font show up when I use the Font/DA Mover?***

You must use Font/DA Mover version 3.8 or above with The Art Importer fonts. If you use Font/DA Mover version 3.6 or below, **YOU WILL NOT SEE YOUR ART IMPORTER FONTS.** Apple's Font/DA Mover 3.8 or above is distributed with System 6.0 or above.

***Help, I can't remember which keystroke I put my art into!***

If you forget which keystroke holds a particular picture in your Art Importer font, you can refer to The Art Importer's keymap printout. Keeping a hard copy for reference purposes such as this, is a good idea.

You can also use the Key Caps desk accessory which appears in the Apple menu. Select the Key Caps desk accessory, select the name of your font from the Key Caps menu that will appear on your menu bar, type different keystroke combinations until you find your artwork's specific key.

However, sometimes it is difficult to make out the Key Caps' image on screen, in which case having an Art Importer keymap printout would be more effective.



*The Art Importer runs out of memory sometimes while I am importing artwork. What am I doing wrong?*

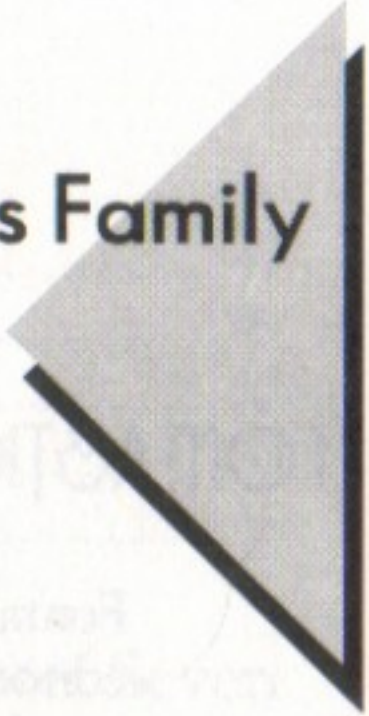
You aren't doing anything wrong. If you import several large pieces of artwork in succession, it is possible for The Art Importer to run out of memory during the import of another large piece of artwork. You can avoid this problem by using the "Save" command from the File menu after you import a large piece of art. This causes everything in memory to be written out to your disk. Once written to disk, the information can be discarded from memory. Now you can start importing again.

*Sometimes The Art Importer won't allow me to save my font, telling me that I don't have enough memory. Is there anything I can do?*

Yes. You can delete (or clear) one of your characters and try to "Save" again. If you still receive an "Out of memory" alert, keep deleting and saving characters until The Art Importer saves your font. Then you can re-import the deleted artwork into your font.



# The Altsys Family



## FONTOGRAPHER

Fontographer is a specialized graphics editor designed to simplify the creation of high-quality PostScript typefaces and logos. With Fontographer, you can add new characters to existing fonts or create your own fonts, logos, or custom art and have them all available at the touch of a keystroke. You can even use Fontographer to convert scanned line art to create your own picture font.

Whether you are a novice or an experienced graphic designer, Fontographer provides the means to assign your typographic images to any key or combination of keys, and the added ability to instantly repeat and resize these images in any application.

Using Fontographer's drawing tools, you can create a professional-quality PostScript character in minutes and print that character on a LaserWriter or any PostScript compatible printer. With Fontographer and your Macintosh, you can create type designs that rival those produced by professional typographers.

Fontographer differs from The Art Importer in its ability to support drawing, autotracing, and setting kerning pairs. It is designed for making commercial typefaces as opposed to The Art Importer's focus on creating simple fonts quickly.



## FONTASTIC PLUS

Fontastic Plus is Altsys' specialized bitmap font editor. It was designed to create new fonts and typefaces and customize existing character sets with distinctive characters, logos, and graphics.

Using MacPaint-like tools, you can easily create bitmap logos, foreign characters, clip art, and custom fonts. Images can be cut and pasted into a font from other applications (i.e., MacPaint). Special effects like scaling (up to 127 points) can be performed, along with rotation, styling, and editing to provide a quick and easy way to design attractive fonts and graphics. An integrated font mover makes installing your fonts as simple as "Cut" and "Paste."

Fontastic Plus includes standard Altsys features such as kerning pairs and fractional character widths and allows for high-quality printing on QuickDraw printers.



## FAMILY BUILDER

Family Builder combines a group of already designed fonts into a "Font Family." This specialized program is Altsys' answer for those font developers who wish to combine their fonts into a family of related styles.

Family Builder can be used to combine either bitmap or PostScript fonts into families sharing one name in the Font menu. For example: a family containing GoudyBold, GoudyItalic, and Goudy BoldItalic would appear as Goudy in the font menu.

## *Aldus FreeHand*

Aldus FreeHand, designed and written by Altsys Corporation, is a powerful, precise, and easy-to-use PostScript illustration and design tool for the Apple Macintosh. Like all Altsys products, Aldus FreeHand meets the demands of commercial artists and designers, and yet is simple enough for the average user.







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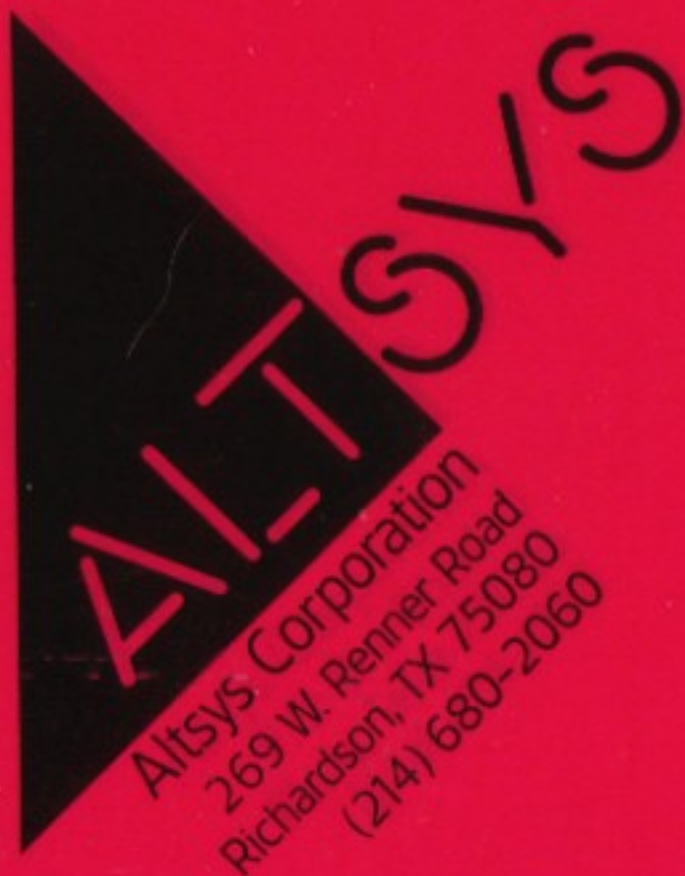
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