

VOLUME TWO:
WORLD-CLASS
FONTS!



Mac the KnifeTM

Instruction/Tips Manual



Miles ahead of the pack.



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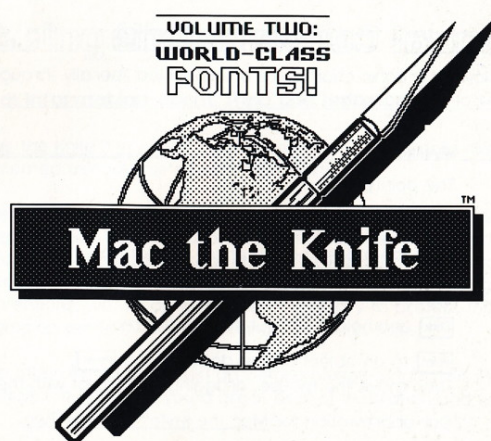
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This manual was created using MacPaint, MacWrite and Mac The Knife. Hats off to the entire Macintosh development team. Thanks again to Susan Kare for the inspiration.

ISBN 0-925610-02-X

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







All fonts drawn by Cliff Joyce

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Manual Conventions

The following graphic characters are sprinkled liberally throughout the text of this manual:

SYMBOL	MEANING
	The pointer.
	Position  over an object on the desktop.
	Click the mouse button once, and let go.
	 twice, and let go.
	 and hold it without moving the mouse.
	 to an object on the desktop and  . Then move the mouse, dragging the object with the  .
MIK2	Our abbreviation for <u>Mac the Knife™ Volume Two</u> .

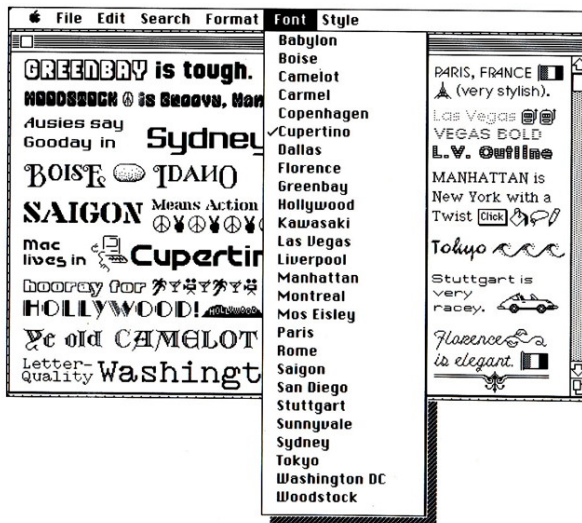
Getting Started

General Information about Mac the Knife™

Mac the Knife™ Volume Two is a collection of font data files that were created using Apple's **Font Mover** utility.

The first thing you should do is make a backup copy of the Mac the Knife disk. It is not copy-protected as this would render it rather useless. We have priced this disk as low as possible making it easier for everyone to own a copy. However, do not mistake our good intentions; we will act wherever necessary to protect the copyrights on our software and manual. Enough said.

The other thing you should do before plunging right in is READ THIS MANUAL! It can save you a great deal of frustration and time.



Backing up your Disk

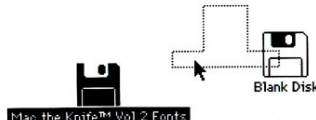
Again, the first thing to do with Mac the Knife is to make a copy of it, and put the copy away in a safe place.

On a Single-Drive System:



Mac the Knife does not have any system files on it, so it cannot be used as a startup disk (the start-up disk is the first disk inserted in the Macintosh after the power has been turned on). Use your Macintosh System Disk as the startup disk.

Double-Click the **Disk Copy** icon to start the copy program. When asked for the original disk, insert your MitK2 disk. When asked for the disk you are copying to, insert a blank disk (or one that you do not mind erasing). Note that in either case, the **Disk Copy** program will automatically format the destination disk for you. Then just follow the on-screen instructions for disk swapping.



With Two Drives:

Use the Macintosh System Disk as the startup disk. (Mac the Knife does not have any system files on it, so it cannot be used as a startup disk). Insert a blank disk (or one that you do not mind erasing) into the External drive. If your blank disk is fresh out of the box, you will be asked if you wish to initialize it, and to name the new disk.

Eject the System Disk from the internal drive and insert your MitK2 disk. **Point** to MitK2's disk icon and **Press** the mouse button. **Drag** the MitK2 icon on top of the icon of the disk in the external drive. The external drive's disk icon will then be shown in inverse. You will be asked whether you want to replace that entire disk with MitK2. After **Clicking** **OK** in the dialog box, copying will begin.

Installing Fonts

MitK2 Fonts are stored in font data files that were created using Apple's **Font Mover** utility. Page 5 shows which fonts are in which font data files. Refer to pages 14 through 26 for samples of each font. In order to access the fonts that are contained within these files, you must first install them into the **System** file on the disk that contains the application you want to use them with. The **Font Mover** will allow you to install, and later remove, any MitK2 fonts you desire.

On a Single-Drive System:

Use the disk that you want the MitK2 fonts installed on as the startup disk. **Copy** onto that disk: **Font Mover** (from the System Disk) and the MitK2 font file(s) of your choice. To find out which fonts are in which files, you may select a file, and pull-down **Get Info** from the **File** menu, or just consult this manual's Font Directory chart (on page 5).



Font Mover



MitK2 Font File

Double-Click the icon of the MitK2 file that contains the font(s) you wish to install, and **Font Mover** will zoom into action! Once "inside" **Font Mover**, **Shift-Click** the font(s) you want to install from the directory of the fonts file (to your right— see the illustration on the next page). **Click** the **<< Copy >>** button (in the center of the window). After the drive(s) stop spinning, **Click** the **Quit** button. Now run your application, and find new font(s) eagerly waiting for you at the top of the **Font** menu!

Note:

When finished installing the MitK2 fonts into the **System File** on your startup disk, the **MitK2 Fonts File** is no longer needed. If you do not plan to install or remove any other fonts from that disk, the **Font Mover** also has no further use. Both files may be thrown into the trash. (The **MitK2 Fonts File** is locked. Pull down **Get Info** from the **File** menu, and **Click** the X in the box next to **Locked** to unlock the file. Without doing this, the **Finder** will not allow the file to be thrown into the trash).

With Two Drives:

Use the disk that you want the **MitK2** font(s) installed on as the **Startup Disk**. **Copy** Apple's **Font Mover** utility onto that disk. (NOTE: to conserve precious memory— after ejecting the disk you copied the **Font Mover** from, **Drag** it's icon into the trash).

Put the **MitK2** disk in your External drive. To find out which fonts are in which files, you may select a file, and pull-down **Get Info** from the **File** menu, or just consult the chart on the next page.

Double-Click the icon of the **MitK2** file that contains the font(s) you wish to install, and **Font Mover** will zoom into action! Once "inside" **Font Mover**, **Shift-Click** the font(s) you want to install from the directory of the fonts file (to your right). **Click** the **<< Copy >>** button (in the center of the window). After the drive(s) stop spinning, **Click** the **Quit** button. Now run your application, and find new font(s) eagerly waiting for you at the top of the **Font** menu!

in System file

*Chicago-12
*Geneva-9
*Geneva-12
*Monaco-9
New York-12

Help

<< Copy >>

Remove

Quit

in Display Fonts file

Babylon-9
Babylon-18
Boise-18
Camelot-18
Carmel-24
Greenbay-18
Las Vegas-12

INSTALLING BOISE 18 POINT

Caution:

Be careful NOT to accidentally **Click** **Font Mover's Remove** button while the fonts in the **MitK2 Fonts File** are still selected (shown in inverse). If you do, you will permanently remove them from the **MitK2** disk! Have you made a backup copy of your **MitK2** disk yet? (See page 2 of this manual for instructions).

Font Directory

The names of the fonts contained within **MitK2** files are listed below the picture of their file's icon. You may also obtain this information from the **Finder** on your Mac by selecting an **MitK2** file, and pulling-down **Get Info** from the **File** menu.



Display Fonts

Babylon- 9 & 18
Boise- 18
Camelot- 18
Carmel- 24
Greenbay- 18
Las Vegas- 12 & 24
Liverpool- 18
Rome- 18
San Diego- 24
Woodstock- 12



Hollywood/Manhattan/Mos Eisley

Hollywood- 12, 18 & 24
Manhattan- 12 & 24
Mos Eisley- 12 & 24



Saigon/Sydney

Saigon- 12, 18 & 24
Sydney- 12 & 24



Florence/Tokyo

Florence- 12 & 24
Kawasaki- 14
Tokyo- 14



Montreal/Paris/Stuttgart

Montreal- 9, 12, 18 & 24
Paris- 9, 12, 18 & 24
Stuttgart- 9, 12, 18 & 24



Cupertino/Sunnyvale

Cupertino- 12 & 24
Sunnyvale- 12 & 24



Copenhagen/Dallas/Wash DC

Copenhagen- 9, 12, 18 & 24
Dallas- 12, 18 & 24
Washington DC- 9, 12, 18 & 24

Setting Up Disks

Choosing Fonts

Chances are that you will not be able to install every font on the MIK2 disk into a single **System** file— although it is possible if you have a “Fat Mac” (a Mac with 512K of memory) and a 5mb or larger disk drive. Several factors limit your selection of fonts...

Disk and Memory Space

When you install a font, you might wonder “where does it go?” The answer is the **System** file. That **System** file can fill your disk up pretty fast, too. That means you have to be careful about how much free disk space you leave applications for “elbow room.”

MacPaint, for instance, creates temporary buffer files on the disk it resides on. The larger your original Paint document, the more free disk space you need for buffer files. Also, when something is cut to the **Clipboard**, it actually is pasted into a **Clipboard** file, usually kept in the **System Folder**. So, to be on the safe side, you should allow around 75K of free disk space.

If you have an External disk drive, a good solution is to create several Font System disks. That is, instead of putting applications on the same disk as the **System** file, try moving the application, the **Clipboard** file and the ImageWriter file to your data disk, and deleting them from the System disk.

Mac the Knife fonts can be classified into two basic types of fonts: Display and Text. As a general rule, display fonts look best as headlines for logos, signs, etc. Text fonts look best as the “body copy” for letters, brochures, etc. (see page 9 for more on the differences between MIK2 text and display fonts). You might want to set up a Font System disk for MacWrite that is primarily text fonts, with a few headline faces sprinkled in. Or a Font System disk for MacPaint that is largely headline faces laced with text fonts.

Font Menus

For those with the Fat Macs and hard disks, memory and disk space may not be a limiting factor. But menu space might! For instance, MacWrite and MacPaint only allow space for 20 names on their font menus. Others allow less. Three of those names (for system use) must be **Chicago**, **Geneva** and **Monaco**, leaving only 17 open spaces on the font menu for other fonts. You can see that you must choose your fonts carefully.

While on the subject of font menus, here's how to choose the order in which the fonts will be displayed. Basically, the last font or group of fonts installed by **Font Mover** will be at the top of the menu. So **Chicago**, **Geneva** and **Monaco** will almost always be at the bottom since they are already installed in the **System** file and there is no way to remove them using the **Font Mover**.

If done at the same time, the **Font Mover** will install all fonts from a single MIK2 font file in alphabetical order. Installing more than one MIK2 font file alphabetically requires a bit of jumping in and out of MIK2 font files, so be prepared for a little hard work! Start by creating a list of all the fonts to be installed on a single disk. Alphabetize the list, and install in reverse order (do the fonts that start with **Z** first and the ones that start with **A** last).

Font

Babylon
Boise
Camelot
Carmel
Copenhagen
✓Cupertino
Dallas
Florence
Greenbay
Hollywood
Kawasaki
Las Vegas
Liverpool
Manhattan
Montreal
Mos Eisley
Paris
Rome
Saigon
San Diego
Stuttgart
Sunnyvale
Sydney
Tokyo
Washington DC
Woodstock

Using Fonts

Font Features Supported

In creating the Macintosh's Font Manager, Apple has set forth certain conventions and keystroke definitions. However, anyone who has played with the **Key Caps** desk accessory has noticed that a lot of keystrokes are also undefined. (They show up as □).

In creating MitK2 fonts, we have tried to follow Apple's conventions as closely as possible. However, we have deviated occasionally-- many times to take advantage of those undefined characters.

To find out exactly how we have deviated, consult the specific MitK2 font chart (starting on page 14). At the bottom of each font chart, you will find a legend titled "**Supported:**". Here's an explanation of the the **Supported:** descriptions:

DESCRIPTION TITLE	MEANING
International Characters	All option-key prefixed Accent characters and most International & Math symbols exist for this font.
Fractions	The <u>MitK2</u> convention for fractions exist for this font (see page 12).
Borders	This font has built-in borders (that are shown in the font chart).
Text	The larger point sizes of this font have been designed to scale properly when used for <u>MacWrite</u> 's High quality printing.
Display	This font has been drawn with very tight letter spacing to look best as headlines.

The next several pages cover these descriptions (along with other issues) in greater detail.

About Point Sizes

Have you ever noticed how some font point sizes are outlined while others are not? That's how to tell which sizes exist in the **System** file for a particular font. Fonts will always look better in the size that is shown in outline.

When MacWrite prints using the **Standard** quality mode, the same font that is seen on the screen is sent to the printer. But when the **High** quality print mode is chosen, MacWrite sends the printer a font twice the point size as that on the screen. Because the printer is capable of printing more dots per inch than can be achieved on-screen, it scales a double-sized font down to occupy the same amount of space a smaller point size would occupy on paper.

Incidentally, neither MacPaint print mode uses the fonts in the system file for printing. On paper, the results of MacPaint's **Print Draft** look like those of MacWrite's **Standard** quality (in **Tall Adjusted** format). MacPaint's **Print Final** uses a special formula developed by Bill Atkinson (of Apple Computer) to smooth out rough edges.

FontSize
9 point
10
✓12
14
18
24
36
48
72

Text vs. Display Fonts

As mentioned earlier, MitK2 fonts have been intentionally designed for use as primarily either text or display fonts. This does not mean that you cannot use **San Diego 24** to write a letter in, or **Paris 12** to set a headline in; it's just that **San Diego 24** is more appropriate for display purposes, while **Paris 12** works well as text.

What makes the subtle difference between a 24 point text font versus a 24 point display font is the **kerning**. Kerning is a type-setting term that refers to the amount of white space between characters. MitK2 display fonts will "kern tighter" than a text font of the same size. This is because 24 point text type is drawn with the same kerning as 12 point text type; insuring even spacing when printed in MacWrite's **High** quality mode.

International Characters

Most **MIK2** fonts have international characters. But four do not: **Babylon, Kawasaki, Manhattan** and **Paris**. If you really need the full set of international characters, you can use other fonts instead or in addition to these:

FONT WITH LIMITED INT'L CHARACTERS

Kawasaki

Manhattan

Paris

Babylon

USE THIS FONT WITH OR INSTEAD

Tokyo (from Mac the Knife)

New York (from Apple)

Montreal (from Mac the Knife)

(sorry, no equivalent font)

Option-Key Prefixed Accent Characters

The following is a keyboard chart for the standard accent characters that must be prefixed with an **Option** + character sequence. (Dashes indicate no international character exists for this keystroke combination).

PREFIX KEY	A	a	E	e	i	O	o	U	u
Option e	-	á	É	é	í	-	ó	-	ú
Option \	À	à	-	è	ì	-	ò	-	ù
Option i	-	â	-	ê	î	-	ô	-	û
Option u	Ä	ä	-	ë	ÿ	Ö	ö	Ü	ü
Option n	Å	å	-	-	-	Õ	õ	-	-

Other International and Math Characters

This chart shows how to select standard International and Math symbols by using **Option** + character, or **Shift Option** + character combinations. Again, this information is also available as displayed in **Chicago** on the **Keycaps** desktop accessory. Not every one of these combinations has been supported in all **MIK2** fonts.

NORMAL	Option	Shift Option	NORMAL	Option	Shift Option
a	â	À	n	~	□
b	ß	□	o	ø	ß
c	ç	□	p	π	π
d	ð	□	q	œ	œ
e	/	□	r	ø	□
f	f	□	s	ß	□
g	@	□	t	'	□
h	□	□	u	"	□
i	^	□	v	✓	◇
j	Δ	□	w	Σ	□
k	□	□	x	μ	□
l	~	□	y	¥	□
m	μ	□	z	Ω	□
1	i	□	-	-	-
2	™	□	=	*	±
3	£	□	["	"
4	¢	□]	'	'
5	∞	□	\	«	»
6	\$	□	;	...	□
7	¶	□	,	œ	œ
8	•	°	comma	≤	□
9	•	□	period	≥	□
0	•	□	/	+	÷
,	,				

hidden icons

Special Characters in Mtk2 Fonts

We are proud to say that Mtk2 fonts are in keeping with The Susan Kare/Apple Computer Tradition of devoting the **Option-Shift** tilde combination as the "hidden icon" key in every Mtk2 font.

Mtk2 fonts also have other hidden icons and characters. The most common one is the **Option** colon which is the "flag" key.

We have deviated from the standard **Option** dash and **Shift-Option** dash combination. Our **Option** dash produces a longer than normal dash (—) that typesetters call an "em dash". Our **Shift-Option** dash produces a bold underscore character (⏟).

The nifty thing about the **Shift-Option** dash is that you can make "oxford rules" with it (in MacWrite and MacPaint). Type a line of **Shift-Option** dashes, select them by **dragging** the mouse over them, then pull-down **Underline** from the **Style** menu. Here's what the result looks like: _____

Mtk2 Fractions 1/8 1/2 1/3 1/4 5/6 3/4 7/8 3/5

Every Mtk2 font that supports fractions will follow the keyboard placement shown in this chart.

Option-Shift and:	1	2	3	4	5	6	7	8	9
Produces:	1/8	1/2	1/3	1/4	5/8	3/4	7/8	°	3/5

Non-Break Space

There are times when we do not like the way words are broken at the end of a line by MacWrite. For instance Steve Wozniak is a proper name and so the first and last names should appear on the same line. To remedy this, instead of typing a space between Steve and Wozniak, type an **Option** space. In most fonts distributed by Apple, and all Mtk2 fonts, the **Option** space is the same width as the normal space.

Font ID Numbers for Mac the Knife Fonts

The following is technical information that is of no use to you unless you are a programmer. If you are a programmer and plan to access Mtk2 fonts in your own programs, you will need to know their resource ID numbers.

FONT NAME	ID #	POINT SIZES
Boise	186	18
Camelot	187	18
Carmel	188	24
Copenhagen	189	9, 12, 18, 24
Cupertino	190	12, 24
Dallas	191	12, 18, 24
Florence	192	12, 24
Greenbay	193	18
Hollywood	151	12, 18, 24
Kawasaki	194	14
Las Vegas	195	12, 24
Liverpool	196	18
Manhattan	150	12, 24
Montreal	197	9, 12, 18, 24
Mos Eisley	152	12, 24
Paris	198	9, 12, 18, 24
Rome	199	18
Saigon	200	12, 18, 24
San Diego	201	24
Stuttgart	202	9, 12, 18, 24
Sunnyvale	203	12, 24
Sydney	204	12, 24
Tokyo	205	14
Washington DC	206	9, 12, 18, 24
Woodstock	207	12

Programmers who wish to use Mtk2 fonts as part of their own commercial software should contact Miles Computing, Inc. to obtain a licensing agreement. There is no charge for this service.

MtK2 Font Charts

Reading the Font Charts

All the charts, except the one for **Babylon**, have a table below the alphabet sampling. All characters in these tables are meant to be used while pressing the **Option** key. The only exceptions are shown in inverse which mean that the usual steps taken to obtain the standard character on top will yield the character below.

For detailed explanation of the **Supported:** line below the tables, consult page 8 of this manual.

Mixing Special Characters from Font to Font

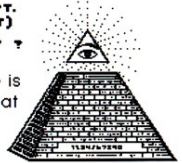
Several people have asked why the special characters that appear in **Manhattan** do not appear in every **MtK** font that debuted in **MtK Volume One**. The simple answer is due to the ability to mix fonts in **MacWrite** and **MacPaint**, this was not necessary.

See page 28 of this manual for a tip on mixing fonts while in **MacPaint**. See page 11 of the **MacPaint** manual for general instructions regarding text editing in **MacPaint**.

Consult page 126 of the **MacWrite** manual for instructions on mixing fonts in **MacWrite**. Page 68 in the **MacWrite** manual has general information on how to select fonts in **MacWrite**.

BABYLON AVAILABLE IN 4 AND 18 PT.
(ACTUALLY 4 AND 8 POINT)
ABCDEFGHIJKLMNOPQRSTUVWXYZ + 1234567890 / ?
ABCDEFGHIJKLMNOPQRSTUVWXYZ + 1234567890 / ? ETC.

Babylon is an experiment in smallness. It's use is for "faking" type in on illustrations like the one at the right. (9 pt. is really 4 pt. & 18 pt. is 8 pt.)



Supported: To be honest, not much! Lowercase = Uppercase

BOISE
18 POINT

ABCDEFGHIJKLMNOPQRSTUVWXYZ
ABCDEFGHIJKLMNOPQRSTUVWXYZ
LMNOPQRSTUVWXYZ

Option + CHARACTER ON TOP = CHARACTER BELOW	~ : ~ : ~ : ~ :	BOISE LOOKS GOOD <i>Mixed with Florence</i>
18 POINT		

Supported: International Characters (Display)

✠ CAMELOT 18 POINT ✠

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ

2 & @ # \$ % (1234567890) \$ % & % % 2

Option + CHARACTER ON TOP = CHARACTER BELOW	~ K L : H ~ K L : H ~ K L : H ~ K L : H	~ K L : H ~ K L : H ~ K L : H ~ K L : H
18 POINT		

Supported: International Characters (Display)

• CARMEL 24 Point •

A B C D E F G H I J K L M
a b c d e f g h i j k l m n o p q r s t u v w x y z
N O P Q R S T U V W X Y Z
☼
☼ € # (1 2 3 4 5 6 7 8 9 0) \$ % & ☼

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	:	:	:
		☼	☼	☼	☼

24 POINT SHOWN IN CHART

Supported: International Characters (Display)

☼ COPENHAGEN 9/12/18/24

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
& 1234567890 %\$&€¥

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	:	:	:	:
		☼	☼	☼	☼	☼

24 POINT

18 POINT

12 POINT

9 POINT

Supported: International Characters (Text)

☼ Cupertino in 12 and 24 point

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1/8 1/4 1/2 3/4 7/8 2/3 ☼

abcdefghijklmnopqrstuvwxyz

abcdefghijklmnopqrstuvwxyz 1234567890 & @#\$%?'*

ABCDEFGHIJKLMNOPQRSTUVWXYZ

~	M	:	J	Z	B	~	M	:
apple	☼	☼	☼	☼	☼	apple	☼	☼

24 POINT SHOWN ON LEFT SIDE OF CHART

12 POINT

Supported: International Characters / Fractions (Display/Text)

☼ DALLAS ☼

☼ IN 12, 18 & 24 POINT

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
& 1234567890 %\$&€¥
(this is 18 point)

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	:	G	L	E	R	R	R	T
		☼	☼	☼	☼	☼	☼	☼	☼	☼

12 POINT

18 POINT

Supported: Int'l Chars / Borders (18=Display, 12&24=Text)

Florence

Available in Twelve and Twenty-Four Point

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz and

@# (1234567890) \$%&'

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	E	G	H	J	K	L	:	B	N	M	<	>
		~	E	G	H	J	K	L	:	B	N	M	<	>

12 POINT SHOWN IN CHART

Supported: International Characters / Borders (Text)

HOORAY FOR HOLLYWOOD!

• AVAILABLE IN 12, 18 AND TWENTY-FOUR POINT •

Since it's 18 point debut in *Mac the Knife Vol. One*, *Hollywood* has been redrawn slightly, and two new sizes have been added. Please note that the graphic character placement has changed to accommodate Int'l characters.

ABCDEFGHIJKLMNOPQRSTUVWXYZ

★ abcdefghijklmnopqrstuvwxyz ★
ABCDEFGHIJKLMNopqrstuvwxyz
★ & 1234567890 ★

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	H	h	D	K	k	k	k	S	:
		~	H	h	D	K	k	k	k	S	:

18 POINT SHOWN IN CHART

Supported: International Characters (18=Display, 12&24=Text)

GREENBAY 18

abcdefghijklmnopqrstuvwxyz £\$%&'
ABCDEFGHIJKLMNOPQRSTUVWXYZ & @#*
1234567890 ?

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	:	G
		~	:	G

18 POINT

Supported: International Characters (Display)

KAWASAKI 14 POINT

Kawasaki and Tokyo are actually the same font except that Tokyo supports the standard International Character Set, and Kawasaki supports the Japanese Katakana character set. In order to access both sets, you will have to install both fonts.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz & 1234567890

7	s	r	g	2	e	u	=	"	0	5	+	,	.	y	m	d	w	p	p
7	s	r	g	2	e	u	=	"	0	5	+	,	.	y	m	d	w	p	p
ア	イ	ウ	エ	オ	カ	キ	ク	ケ	コ	サ	シ	ス	セ	ソ	タ	チ	ツ	テ	ト
ナ	ニ	ノ	ヒ	フ	ヘ	ホ	マ	ミ	モ	ヤ	ユ	ヨ	ラ	リ	ル	ロ	ワ	ヲ	ン
ン	。	、	、	、	、	、	、	、	、	、	、	、	、	、	、	、	、	、	、

14 POINT / ALL KEYSTROKES PRECEDED BY [Option] / INVERSE = NORMAL KEYSTROKES




Supported: Int'l & Fractions (Tokyo) / Katakana (Kawasaki)

LAS VEGAS 12 AND 24 POINT

12 POINT LAS VEGAS
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
&1234567890

12 POINT LAS VEGAS BOLD
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
&1234567890

12 POINT LAS VEGAS OUTLINE
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
&1234567890

Option + CHARACTER ON TOP = CHARACTER BELOW	~	:	~
			

24 POINT SHOWN ON LEFT SIDE OF CHART



12 POINT

Supported: International Characters

(Text)

🇬🇧 I ♥ LIVERPOOL 18 🇬🇧

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
(God Bless the Beatles)
&1234567890%\$€£¥

Option + CHARACTER ON TOP = CHARACTER BELOW	~	:
		

18 POINT

Supported: International Characters

(Display)

MANHATTAN

NOW IN 12 AND 24 POINT

Is Actually New York with a Twist

Slight changes have been made to Manhattan since debut in Mac the Knife™ Volume One. Except where characters have been added, character placement has not changed.

Q	q	o	s	i	5	=	0	c	C
Shift	Caps Lock	Option	Tab	Return	Enter	Backspace	⌘	Click	Double-Click
a	w	i	x	m	R	P	t	f	y
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘

12 POINT SHOWN IN CHART

INVERSE = NOT WITH Option

Supported: MacWrite/MacPaint/System Icons







(Text)

Cape Canaveral 🇺🇸

IN 12 AND 24 POINT.

Since its debut in Mac the Knife™ Volume One, Cape Canaveral has been redrawn for optimum spacing when printed in MacWrite's High quality mode. Graphic characters are now the same for 12 and 24 point, however their placement has changed.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
&1234567890%\$€£¥

~	:	R	~	:	R
					

24 POINT SHOWN ON LEFT SIDE OF CHART

12 POINT







Supported: International Characters

(Text)

PARIS / Montreal 9/12/18/24

Paris and **Montreal** are the same typeface. **Paris** features "ligatures" (two connected characters that may be accessed with one keystroke). **Montreal** supports the International characters and math symbols, and does have a limited number of ligatures. By the way, the body copy of this manual is **Paris** 12 point (printed in **MacWrite**'s **High** quality mode, and photographically reduced).

Montreal Font Chart

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	D	:	~	D	:
							

24 POINT

12 POINT

Supported: International Characters / Fractions (Text)

PARIS FONT CHART

	a	A	"	>	<	x	g	c	C	J					
	æ	À	Ä	Æ	Ŧ	Ŧ	Ŧ	©	ç	Ç	Œ				
	z	d	e	E	f	F	G	H	h	k	l	L	m		
	©	Ð	ø	É	Ê	Ë	ƒ	Ǽ	Ĥ	Ħ	Ƙ	Ɩ	Ł	ℓ	ℕ
	M	K	N	q	o	0	Q	B	b	p					
	Ŋ	Ŋ	Ŋ	Ŋ	œ	∞	∅	CE	Ø	Œ	PA	Ŕ			
	R	s	S	Z	T	U	u	U	H	w	W				
	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ	Ŕ			
	Y	y	r	P	I	D	~	:							
	Ŵ	Ŷ	®	™	⚡	🍷	🎰	🇮🇹							
Option	+ CHARACTER ON TOP = CHARACTER BELOW														
	!	@	#	\$	%	^	&	()						
	1/8	1/2	1/3	1/4	5/8	3/4	7/8	3/8	2/3						

24 POINT SHOWN IN CHART

Supported: Limited Int'l Chars / Fractions (Text)

R·O·M·E 1·8 P·O·I·N·T





abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
£1234567890

Supported: International Characters (Display)

★★★ SAIGON ★★★

NOW HEAR THIS: AVAILABLE IN 12 / 18 / 24 POINT

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
£1234567890

Option	+ CHARACTER ON TOP = CHARACTER BELOW	~	>	S	:
					

18 POINT SHOWN IN CHART AND ALPHABET

Supported: International Characters / Fractions (Display)

SAN DIEGO 24 PT.

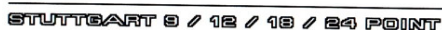
A B C D E F G H I J K L M

abcdefghijklmnopqrstuvwxyz







abcdefghijklmnopqrstuvwxyz

£1234567890

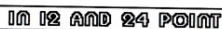
Supported: International Characters / No Flag (Display)



(this is 18 point)





Option + CHARACTER ON TOP = CHARACTER BELOW	: ~ y   	: ~ y   
	24 POINT	12 POINT

Supported: International Characters / Fractions (Text)



ABCDEFGHIJKLMNOPQRSTUVWXYZ





&|234567890%\$¢£¥

Option + CHARACTER ON TOP = CHARACTER BELOW	~ :  	~ :  
	24 POINT	12 POINT

Supported: International Characters (Text)



yz yz + 1234567890



<div>Option</div> <div>+ CHARACTER ON TOP = CHARACTER BELOW</div>	<div>~</div> <div></div>	<div>~</div> <div></div>	<div>~</div> <div></div>	<div>~</div> <div></div>
	24 POINT			12 POINT

Supported: International Characters / Fractions (Text)

TOKYO

Kawasaki and Tokyo are actually the same font except that Tokyo supports the standard International Character Set, and Kawasaki supports the Japanese Katakana character set. In order to access both sets, you will have to install both fonts.

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz & 1234567890

<input type="checkbox"/> Option + CHARACTER ON TOP = CHARACTER BELOW	~	:	1	2	3	4	5	6	7	9	0
			$\frac{1}{8}$	$\frac{1}{2}$	$\frac{1}{3}$	$\frac{1}{4}$	$\frac{5}{8}$	$\frac{3}{4}$	$\frac{7}{8}$	$\frac{9}{10}$	$\frac{4}{5}$

14 POINT

Supported: Int'l Chars, Fractions (Tokyo) / Katakana (Kawasaki)

Washington D.C.

AVAILABLE IN 9, 12, 18, 24 POINT

abcdefghijklmnopqrstuvwxyz
 ABCDEFGHIJKLMNOPQRSTUVWXYZ
 &1234567890%\$¢£¥





Washington D.C. is a monofont (all characters are the same width in **Plain Text** mode). It looks especially good in 9 point printed in **MacWrite's High** quality mode, where it substitutes 18 point for 9 point.

Option + CHARACTER ON TOP = CHARACTER BELOW	~ :  
18 POINT SHOWN IN CHART	

Supported: International Characters / Fractions (Text)

 WOODSTOCK 12 POINT IS GREAT! 

IN, SO YOU'VE BEEN TO THE US CAPITOL BUT YOU DIDN'T HAVE
 THE WOODSTOCK, EAGLES OR PATENT-ASHESY 60'S SCENE?
 WELL, DON'T GET IT BRING YOU DOWN, MAN... 'CAUSE NOW YOUR MAC
 CAN GET YOU TO WOODSTOCK (ON THE FONT MENU). CAN YOU, MAN?

Option + CHARACTER ON TOP = CHARACTER BELOW	~ :  	ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 00000 123456789000000
12 POINT		

Supported: International Characters (Display)

21 Gray Textures

All about them:

You may have noticed a lone **MacPaint** file on the **MtK2** disk. This is a little bonus file contributed at the last minute by Bill Atkinson of Apple Computer. Bill found a mathematical formula that enabled the creation of 21 different gray patterns that are compatible with each other.

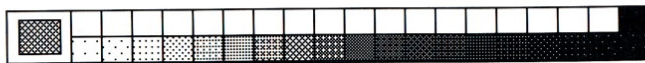
The meaning of compatible (and the beauty of these patterns) is that they leave "no unsightly seams" when they are painted next to or on top of each other. Your **MacPaint** drawings will have a smoother look when created using these patterns because the ragged edges between patterns will all but disappear.

Using the 21 Patterns in your own files:

To create a new file of your own that uses all the 21 patterns, start by opening the **21 Grey Patterns** file in **MacPaint**. Pull-down **Save As...** from the **File** menu. Type in the name of the file you wish to create, and indicate which drive you wish to have it saved to. (Depending on the number of disk drives in your system, there may be a bit of disk swapping to do here).

When **MacPaint** returns you to the work screen, the new file will be open with all the new textures waiting patiently in the palette at the bottom of the screen. Feel free to begin painting now without any chance of harming the original **21 Grey Patterns** file.

To move these 21 patterns to one of your own existing files, consult page 30 of this manual for tips on moving individual pattern textures.



MacPaint Tips

A Switching MacPaint Fonts

Here's a tip from Bill Atkinson (he wrote MacPaint and the Quickdraw routines that make Mac's great graphics possible). Switching fonts in MacPaint without changing the insertion point is a snap with Bill's tip.

Start by selecting font, style and point size. Type. When you want to change fonts, hit **Enter**. What you have typed now goes through a dramatic change; from being a typeface and text in memory, to being mere bits (dots) in the Paint document.

Changing to another font, style and point size now will no longer affect the font, style and point size of the original typing. This also means that you may not backspace to change any of the original typing. The original insertion point will remain intact, meaning that typing a **Return** will return the insertion point to the original left margin.

Get to FatBits quicker

Instead of pulling-down **FatBits** from the **Goodies** menu, or **Double-Click**ing the **/** in the "toolbox" at the left side of the screen, there is a better way to get into **FatBits**.

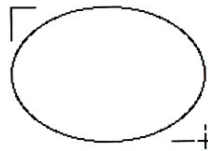
Select the **/**. Move the **/** over the section of your painting that you want to view while in **FatBits**. **⌘ Click** and you're there! The main advantage over the other two methods is that specific sections of paintings can be selected without **⌘**ing around in **FatBits**, or disturbing your painting.

○ Susan Kare's circle draw tip:

Ever wonder how to figure out where and what size a circle or ellipse will end up in MacPaint? Well, Susan Kare has a solution; **□** the rectangle! (Susan Kare is Apple's resident artist. She created all the original fonts as well as the general look of the Macintosh's graphics. In fact, most of the Mac artwork that comes from Apple is Sue's work. Bill Atkinson has said that she is MacPaint's heaviest user).


Start by drawing a square or rectangle the size and position you want your circle or ellipse to be. Then erase the sides and two opposite corners of the box, leaving just the other two opposite corners (see illustration below).


Plant the rectangle's "crosshairs" pointing tool exactly on one corner and **Press**. **Drag** until the crosshairs are exactly on the opposite corner, and then release the mouse button. The finished circle or ellipse is drawn! All that remains is to erase the remaining two corners of the rectangle.

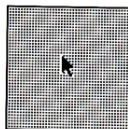
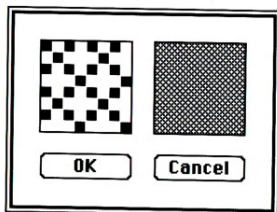


Click Automatic pattern pick-up!

Good news for those who love the texture patterns in *Mac the Knife* Volumes One and Two (but hate not being able to move them individually to different files); you now can! This is a *MacPaint* feature that was not described in the first printings of both the *MacPaint* manual or the *MIK1* manual.


Open the file that contains a texture you would like to move. Select the filled , and draw about a 1½ x 1½" rectangle (which will have your texture inside it). **Cut** this rectangle to the **Clipboard**.


Open the file that you want to move this texture to, and find an empty area with enough room to **Paste** the rectangle into (also make sure that this empty area is on the righthand side of the screen). After pasting the rectangle into the painting, **Double-Click** any texture in the palette that you would like this new texture to replace. You will be presented with a texture editing dialog box. Move the  over the rectangle that you just pasted, and **Click**. The pattern in that rectangle will be picked up and placed in the texture editing box. **Click** the **OK** button in the dialog box, and you're done!



Make your own paintbrushes

Here's a way to make a custom-shaped paintbrush for special situations. Start by drawing a solid black shape.  the shape, and **Copy** it onto the **Clipboard**. Pull-down **Grid** from the **Goodies** menu.  the shape with whatever pattern you desire.

 the shape again. Hold down the **Option** and **⌘** keys, and **Press** the mouse button. Now you can **Drag** the shape around anywhere, and it will act just like a paintbrush.

If you want to change patterns, **Paste** the black shape back into the painting, and  it whatever pattern you like, then repeat the steps listed in the paragraph above.

BABYLOON & PT.

BOISE 

✠ CAMELOT ✠

• CARMEL •

 COPENHAGEN 

Cupertino 

 DALLAS 

 Florence 

 GREENBAY 

✠ HOLLYWOOD ✠

アイウ KAWASAKI コサシ

 LAS VEGAS 

 I ♥ LIVERPOOL 

 Point MANHATTAN Click 

 Montreal

 ^{MOS} Eisley 

 PARIS 

 R•O•M•E 

 Saigon 

 SAN DIEGO 

 STUTTGART 

 SUNNYVALE

 Sydney

 Tokyo! 

Washington
D.C.   

  HOOBSSCOCK 

ISBN 0-925610-02-X



Miles ahead of the pack.

Miles Computing, Inc.

7136 Haskell Avenue, Suite 212

Van Nuys, California 91406

(818) 994-7901 / Telex 595863, MILES COMP / TWX 9103337664

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