FONTFX

F♠6

Font Manipulation
Software

Brings letters to life!

FONTFX

Contents

Outline colour and border effect (p10)

Toolbox (p5)

Text entry writable field (p4)

Arc (p15) and Circle (p14)

Fill colour (p8)

Rainbow (p8)

Rotate, Slope and Lean (p16)

Ripple and Jiggle (p13)

Column (p14)

Font Menu (p6)

Font (p6)

Font Size (p7)

Grow and Shrink (p17)

Angle (see Rotate/Slope/Lean p16 or Arc p15)

Stencil (p12)

Shadow (p11)

FontFX fully supports the Acorn Interactive Help system. Move the mouse pointer around the control window to read helpful messages about all the facilities.

2

Introduction

FontFX is a utility for Acorn RISC OS computers which creates a drawing of a string of characters using outline font designs. A number of special effects are available to modify the result; these include colours, shadows, rotation and distortion. The finished product is a Draw file, which is ideal for use with desktop publishing software such as Ovation, Impression and Textease.

The Acorn font system stores the definition of its characters as a sequence of coordinates linked by straight lines and curves, i.e. an outline. The Draw application uses the same method of storing a drawing, so it is a relatively simple process to convert the definition of a character from an outline font into a 'path' (a sequence of lines and curves) compatible with Draw. Once these 'paths' are packaged into a file, the file can be saved, or transferred directly into another application. During the conversion process, the 'paths' can be transformed, that is, rotated, scaled, duplicated (shadowed) or otherwise distorted, and the fill and outline colours selected. FontFX therefore provides a simple way of creating eye-catching and colourful textual graphics for use in magazines, newsletters, presentation slides, letter headings, posters and catalogues - in fact, almost any type of printed or computer-displayed material. The author's primary aim has been to make the program as easy as possible to use, with all the facilities visible at a glance, and the process of creating the final product can be a simple as one click on an icon.

Here is a capital 'J' in Homerton Medium font shown as a sequence of lines and curves.

FontFX requires no special installation process: it can simply be copied from the original disc on which it was supplied to any other directory - on a hard disc, a floppy disc, a removable hard disc (such as a Zip or Syquest drive) or a network. Note that if you install FontFX on a network, you should own a site or area licence - if this is not the case, please contact Data Store Software.

In order for FontFX to operate correctly, your computer must be fitted with RISC OS 3.1 or later, and must have seen a disc with working !System and !Scrap applications on it before attempting to run the program.

Running FontFX

To run FontFX, double-click on its icon in a directory display. When you have done this, a banner will appear in the middle of the screen, after which its icon will appear on the RISC OS desktop icon bar.

Clicking Menu whilst pointing at this icon brings up a small icon bar menu giving the means of quitting the application, and some information about the program itself.
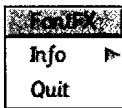
FontFX
Info ▶
Quit

Clicking Select opens the main control window for FontFX. This is divided into a number of panels; at the

The icon bar menu

top, a writable field to hold the string of characters you want converted - the maximum number of characters is 250; under this is a display field showing the name of the outline font that will be used to define the characters. To the right is an area which lets you select the fill colour(s) for the characters in your string. Below are panels dealing with outline colour and thickness, font size, arc or circle effects, rotation, rippling, column, shadows, stencils and growing and shrinking.
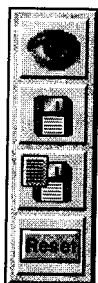
Depending on your personal preference, there may be a 'toolbox' attached to the left-hand side of the main control window. This has icons which (i) create and display the drawing, (ii) create and open a 'Save as' dialogue box for the drawing, (iii) open a 'Save as' dialogue box for the control window settings and (iv) reset the control window to normal settings. Whilst your mouse pointer is within the main control window, clicking Menu will normally produce the main menu which duplicates the toolbox functions and allows you to switch the toolbox on and off. The only exceptions are when the mouse pointer is above the font name display field (in which case the font menu appears) or the stencil frame size display field icon (in which case the stencil size menu appears).

The toolbox

The minimum amount of work you have to do to create a drawing is to type some text into the text entry writable field and click on **Create** in the main menu, or on the 'Create' (eye) icon in the toolbox, or on the 'Save' (disc) icon in the toolbox, or by pressing F3 whilst the caret is in the text entry writable field. The resulting drawing will have the default settings shown in the control window whenever you first run FontFX: normally, this means the font will be Trinity Medium, coloured black, with no outline, X and Y font size 72pt

The main menu

and using no other special effects, but it is possible to customise your copy of FontFX to start up (i.e. default to) other settings if you wish - see page 18. For details of how to use the special effects, or alter any of the other settings, see the following sections.
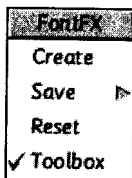
When you create a drawing, there will be a short pause whilst FontFX does its work, and then a new window will appear, within which your drawing will be displayed. If the drawing is satisfactory you can then either save it to disc or transfer it straight to another application. To do this, bring up the preview menu by clicking Menu within the preview window and slide across **Save drawing** to open a traditional

5
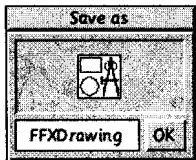
The 'Save as' dialogue box

'Save as' dialogue box containing an icon which represents your drawing. To save your drawing, drag the icon into a directory display, or type a pathname into the writable field under the icon and then click on **OK**. If you want to transfer it to another application, drag the icon to that application. A special case is Draw itself: if you want to transfer the drawing to Draw, all you have to do is click on **OK** without entering a pathname. Incidentally, you can also do all of this by sliding across **Save** in the main menu, which opens a submenu: this contains the further option **Drawing,** and if you slide across that, the 'Save as' dialogue box appears as described above.

A quick note: if you have typed in your string and want to change letters from upper to lower case, or vice versa, you can do this quickly by positioning the caret before the character you want to change and pressing Ctrl-S.

Fonts

The default font is normally Trinity Medium, but you can use the designs of any outline font in your possession. To change the font, click Select on the pop-up menu icon to the right of the font name display field, or click Menu over the font name display field itself: by doing this, a menu listing all the fonts on your system will appear. Just click Select or Adjust on the desired font, and its name will appear in the display field. If you click with Adjust, the menu will remain on the screen, so you can keep selecting different fonts to see what they look like. Note that it may take a little time to re-display the text string, as the definitions of the characters have to be read from a font file on disc unless the font definition is already held in the computer's font cache. If you have a lot of fonts, this process will be speeded up by having a large font cache (memory size permitting). In case the font name is obscured in the display field, the currently selected font is always ticked in the font menu.

Font Size

Font size:

X 72

Y 72

✓ Make Y=X
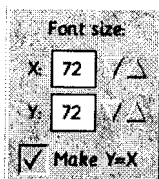
The fontsize panel

The size and shape of the drawing you create are determined by the font size settings. These can be set within the range 1 to 999 in points. The X- and Y-sizes can be altered separately: a larger X-size than Y-size results in characters that are wider than they normally are for their height, whereas a larger Y-size than X-size makes the characters taller than normal. Although you can change the size of your drawing, to get the best resolution you should keep the size as high as practicable - remember that all DTP packages re-scale to fit a frame in any case. To change the sizes, click on the adjuster arrows alongside the writable field that shows the current setting. Clicking Select on the up arrow increases the size, whilst Adjust decreases it. On the down arrow, Select decreases and Adjust increases. If you want to lock the two sizes together, click on the 'Make Y=X' option button: this will force the Y-size to be equal to the X-size, and changing either one will alter both together. The arrows increment or decrement the size in varying steps: if the current setting is 1-32, the change is in single points; if the current setting is 32-128, the change is in steps of 8 points; if the current setting is 128 or more, the change is in steps of 32 points. Another way of changing the sizes is by typing in a value - first click in the X- or Y-size writable fields, so that the caret appears there, then type in a value. If you type in a value which doesn't correspond to one you could obtain using the arrows, and subsequently use the arrows, the first click on an arrow will change the setting to the nearest value normally obtainable, e.g. if you had typed in 67 and clicked on the down arrow, the new setting would be 64. Note that you can 'by-pass' the Y=X option if you type a value directly into either writable field, but as soon as you click on one of the arrows, the Y size will be made equal to the X size again. Pressing *Return* or *Page Up* or *Page Down* or the up or down cursor keys moves the caret from the X-size writable field to the Y-size writable field, and vice versa.

Outline and Fill Colours and the Rainbow Effect

Normal outline font characters have a black fill colour and no outline. These are the normal default settings in FontFX too. You can change either of these settings to any of sixteen million possible colours, or have no fill, or no outline colour at all (but you must have at least one of them set). To change the colours, you click on the icon showing the currently selected colour to open a colour picker dialogue box. Here you can select a colour from the 'colour cube', or by dragging up and down the levels of red, green and blue in the colour, or by typing in percentage values of red, green and blue. You can also use CMYK or HSV models for choosing colours (only recommended for the knowledgeable or the adventurous!), or even restrict your choice to one of the sixteen desktop palette colours, which appear in a grid above the **OK** button. As long as the *outline* colour is not set to 'none', you can select 'none' as the *fill* colour, and vice versa: in other words, only one of them can be 'none'.
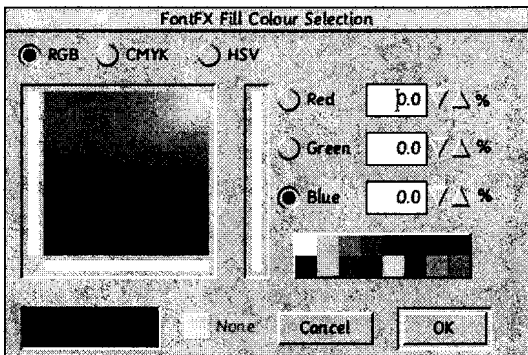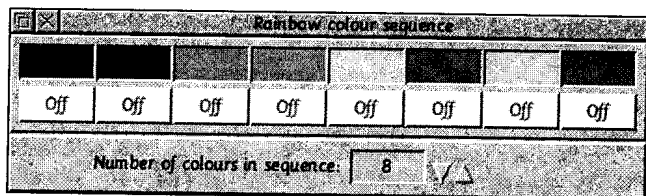

A colour picker dialogue box

A further option for fill colour is to choose the rainbow effect. In this case, each letter will have a different fill colour, in a sequence that can be defined by the user. If this option is selected, you cannot manually alter the fill colour - if you want to do this,

A 'stripy' fill colour means that the rainbow effect is selected

switch off the rainbow effect. Note also that switching on rainbow will disable the stencil option (see below), and vice versa. To alter the sequence of colours in the rainbow effect, click on the fill colour icon in the main control window (which will become 'stripy' as soon as the rainbow option is selected). Instead of the colour picker, a window will appear showing the current rainbow sequence.

The rainbow sequence window

If you just want to alter the colours in the sequence, click on the appropriate colour icon to open a colour picker dialogue box. If you want to extend or shorten the sequence, click on the up or down adjuster arrows beside the display field telling you how many colours are in the sequence: this can be from a minimum of 2 to a maximum of 16. If you reduce the number of colours, the appropriate icons in the sequence will be greyed out: if you extend the sequence, the appropriate icons will be reactivated. Note that when you save either default settings or a script file (about which more below), the current rainbow sequence will be saved in the file.
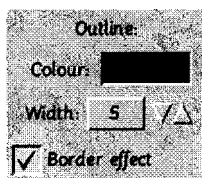
RAINBOW EFFECT

Outline Width and the Border Effect

If you select an outline colour, you can also specify how thick the outline should be. There are five settings, ranging from 1 (very thin) to 5 (very thick). You alter the current setting using the adjuster arrows in the same way as described above for font size. If you produce a drawing with X- and Y-font sizes set to 72pt, and transfer it to Draw, the outline width settings

The outline width and border effect panel

correspond to the line width settings in the Draw menu, i.e. 1 (FontFX) = 'Thin' (Draw), 2 = 0.25 points, 3 = 0.5 points, 4 = 1 point and 5 = 2 points. If you create a drawing of a different size, the point width of the outline will be scaled accordingly, e.g. font size 144pt, FontFX outline width 5, gives Draw line width 4 points.

The border effect adds an outline to all the characters in your string, but unlike the outline width setting described above, this type of outline is not attached to the character itself but surrounds it, separated by a gap. Unlike the outline width option, you can still use the border effect even if no outline colour has been chosen: in such circumstances, the border will be the same colour as the fill colour of the characters. If you *do* select an outline colour, the border will have this colour. The gap between the border and the character is usually white, but will be black if the fill colour is white.

From top to bottom, outline widths 1 to 5 and the border effect

Note that you cannot select the border effect at the same time as the stencil effect.

10

An attractive special effect can be a shadow of your string behind the characters themselves. This effect is activated by clicking on one of the shadow radio buttons with Select. A 'wall' shadow can be imagined as **WALL SHADOW** shining a light at your characters from immediately in front of them, creating a shadow on a wall behind. A 'floor' shadow is created by **FLOOR SHADOW** shining a light from above, creating a shadow on the floor behind. The 'floor' shadow is most effective on a string which has not been rotated or sloped. A '3D' shadow is created by having a smaller version of the string in the background, which is joined to the full-size string in the foreground. The shadow colour can be selected much as outline and fill colours **3D SHADOW** are, except that if no shadow option is selected, the shadow colour will be shown greyed out, and you will not be able to change this: as soon as you select one of the shadow options, the shadow colour will be restored to the correct colour, and you will then be able to change it. If you subsequently switch off all the shadow options, the shadow colour will automatically revert to being greyed out. In a 3D shadow, the shadow colour is the colour of the rear of the 3D effect, with the intermediate parts blending from there to the fill colour of the foreground. You can also set the direction in which you want your shadow to fall, and the distance (wall/3D) or length (floor) of the shadow: in the examples above, the length setting for the word 'shadow' is greater than for the words 'wall' or 'floor'. You can alter the direction by typing in a number, by clicking on the adjuster arrows or by clicking or dragging on the compass. To alter the distance/length, drag the slider left or right.
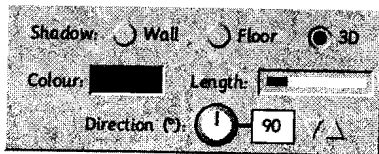
The shadow panel

You can create a host of interesting effects using shadows: here are a few examples...

Shadow examples

Here the characters are white with no outline, with a wall shadow behind.

Shadow examples

Here the characters are filled, but the border effect is on with outline colour white.

Shadow examples

If the rainbow effect is on, the 3D shadows for each character will also be different colours.

Stencil Effect

This creates a solid area with the characters of your string 'cut out' in the middle. The colour of the solid area (the 'frame') is the fill colour you have selected in the control window (which means that you cannot select the rainbow option at the same time as the stencil option). Should you select an outline colour, this will appear around the characters but not around the frame. If you import a drawing like this into Draw and place it on top of another object, you will find that the other object shows through the characters of your string: in other words, the characters are transparent. This would allow you to create some interesting effects - for example, if you create your drawing with a white fill colour, and
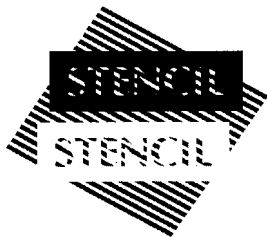
place the created drawing on top of a repetitive pattern, you will create pattern-filled characters on an apparently white background. Alternatively, you might use a

desktop publishing package to type inside

The stencil panel

the created characters. The size of the frame can be altered by clicking on the pop-up menu icon next to the Frame size display field, or by clicking Menu over the field, and selecting an alternative size from the menu that appears.

Ripple and Jiggle

Normally, all the characters in your drawing will be sitting on an invisible baseline which is straight. The ripple and jiggle effects alter the baseline, making it ripple (i.e. a regular deviation from character to character like a wave) or jiggle (an irregular deviation, chosen at random for each character). Either of these effects can be chosen by clicking on the appropriate radio button with Select. To deselect one of these effects, either select the other, or click on it with Adjust.

Note that the column and circle options described below cannot be selected at the same time as ripple or jiggle, but stencil, rotate, slope, lean and arc can be.

RIPPLE RIPPLE RIPPLE
JIGGLE JIGGLE JIGGLE

Column

C
O
L
U
M
N
S

The column option sets your string in a vertical column, each character placed beneath the previous one. You cannot select column at the same time as ripple, jiggle, circle, rotate, slope, lean or arc. Beware of bizarre effects if you select a floor shadow with a column - not recommended! You should also remember that 'columns' look best with 'capital' letters - no pun intended!

Circle

This effect makes the characters of your string follow the circumference of an invisible circle. There are three versions of the circle effect: a clockwise circle, where the first and last characters are near the bottom of the circle with the text laid out clockwise; an anti-clockwise circle, where the first and last characters are near the top of the circle with the text laid out anti-clockwise; and a bi-directional circle, where the string will be split into two parts at the nearest word break to the middle, with the first half laid out clockwise around the top of the circle and the remainder anti-clockwise around the bottom. The default direction is clockwise, and this is the option that will be set when you first select 'Circle'. You can also select an optional shape which will be drawn inside the text circle: this can be either a circle, a square, a diamond or a five-pointed star. Finally, you can choose to have the spaces between words replaced by a dot, as long as the selected font contains such a character - if it doesn't, this option will be greyed out.

WITH·DOTS·FOR·SPACES·A·BI-DIRECTIONAL·CIRCLE·SE

Please note that stencil, ripple, jiggle, column, rotate, slope, lean and arc cannot be selected at the same time as circle.

WARNING: not all fonts are suitable for use in a circle, particularly when you are mixing upper and lower case characters in your string, so be prepared to have to select an alternative font if the drawing you create does not look right.

Arc

Arc is similar to a circle effect, except that the text only follows a part of a circle and not a whole circle. The number of degrees of this arc is shown in the angle writable field. Obviously, you cannot have an arc of 0°, so if the angle is set to 0° when you select arc, it will be automatically changed to 45°. Whilst arc is selected, you will not be able to set the angle to 0°. You can alter the angle by typing in a number, by clicking on the adjuster arrows or by

Angle (°): 260

Whilst arc is selected, the angle compass shows a red arc instead of the normal line pointer.

clicking or dragging on the compass. Remember that in order to fit all the characters in neatly, the smaller the angle of arc, the larger the radius of the imaginary circle: this means that the smaller the angle, the flatter the arc will be. You can have either a clockwise or an anti-clockwise arc, but not a bi-directional one! You can also change the spaces between words to dots, as with a circle.

FONTFX·6·MAKES·ARCS·EASY

Rotate, Slope and Lean

The rotate option rotates the baseline of your string by the angle shown in the writable field, but the characters of the string remain normal. An angle of 0° is a normal baseline, 45° goes from bottom left to top right, 90° from bottom to top and so on - that is, the baseline rotates anti-clockwise as the angle increases. The angle is altered as described above under the arc option.

The slope option also uses the angle setting, but this time, whilst the baseline and horizontal element of the characters are rotated, the vertical element of the characters is not. For example, a slope of 45° would mean that the horizontal bar of a capital T would be at 45° (instead of the normal 0°), but the vertical bar would remain at 90° as normal. Using slope can give some strange effects: a slope of 90° or 270° makes the string disappear altogether, so FontFX won't let you do it! Any slope between 91° and 269° gives a mirror image of the string in the Y-axis. Slope used with grow or shrink can give interesting perspective effects - see the following page.

Lean is similar to slope, except it is the vertical, or Y-axis, that is rotated, and not the baseline or the horizontal. For example, a lean of 45° would make the vertical bar of a capital T lean 45° to the left, but the horizontal bar would remain parallel to the baseline at 0°. Again, some strange effects can be given by lean: a lean of 90° or 270° makes the string disappear and so is not allowed, and between those values, the string is reflected about its X-axis. Lean angles from 271° to 359° are similar to italicization.

16

Because it is sometimes difficult to visualise the effect of rotate, slope and lean, a small 'example' window opens showing how the word 'FontFX' would look based on your current setting. This remains open whilst you alter the angle, and closes a few seconds later.

The example window appears on top of the arc/circle direction/shape icons.

If you want to re-open it to check the setting, just click on rotate, slope or lean again.

Grow and Shrink

These simple effects make each character in the string a different size. When grow is selected, the character at the beginning of the string will be 25% of your chosen font size, and the character at the end will be 100%. With shrink, the sizes are reversed. If you have the 'Then...' option selected along with grow, the middle character(s) will be 100% and the start and end characters will be 25%. Similarly, 'Shrink then grow' starts at 100%, the middle is 25% and then the end will be 100% again. This effect can be very effective when used in conjunction with circle or arc, and used with slope can give interesting perspective effects.

Customising FontFX Start-Up Settings

When you purchase FontFX, and run it for the first time, the control window will show a particular range of settings: font Trinity Medium, fill colour black, no outline colour, outline thickness 1, X and Y font sizes 72pt and no special effects selected. You may wish to change this selection, and this is easily done. First set up what you want - perhaps you want a wall shadow, or a rotation effect. When the control window shows everything as you want it, bring up the main menu and slide across **Save**. You will find two options, **Drawing** and **Settings**. Slide across **Settings** to open a 'Save as' dialogue box. Alternatively, you can get to this point just by clicking on the 'Save settings' icon in the toolbox. Now click Select or Adjust on the As default radio button, and then on **OK**: your current set-up will be saved back into FontFX. Next time you run FontFX, these settings will be restored. This is also what will happen if you click on **Reset**, either in the main menu or in the toolbox.

The 'Save settings' button in the toolbox
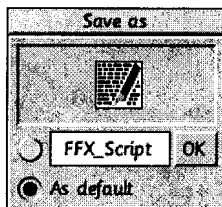
Script Files

When you save your personal settings as described in the above paragraph, you are actually saving a 'script file'. This is a file containing commands which FontFX understands to set up the control window. You can open a 'Save as' dialogue box for such a script file at any time, by sliding across **Settings** in the **Save** submenu or by clicking on the 'Save settings' icon in the toolbox. You can also do it by pressing *Ctrl*-F3 whilst the caret is in the text entry writable field. The standard 'Save as' dialogue box will appear (as illustrated above but with the filename radio button set instead of 'As default') from which you can

18

drag the icon into a directory display to save a script file containing the current settings. If you click on **OK** without entering a valid pathname in the writable field provided, the script file will be transferred directly to Edit for inspection or further editing. Note that when you save settings in this way, the text string shown in the control window will also be saved, but if you save 'as default' as described above, the text string is *not* saved.

Preparing Script Files for FontFX

The above method saves the current string and settings automatically into a script file, but you could create such a script file manually if you like. A script file can also contain a number of strings with their special effect settings which will be created one after another. If you have included the appropriate commands in your script file, FontFX can also go straight ahead and create each Draw file, and then save it or transfer it straight to Draw. Otherwise, when the first string has been dealt with, and you are ready for the next string (if there is one), just click on the word 'Text:' next to the text entry writable field: the next string will be inserted, and the next selection of special effects will be set.

```
\* FontFX Script File
\TB
\GR
\TH
\XFS
\XWS
\SD 30
\SF 7
\XRS
\XJI
\XRI
\XIS
\AC 70
\RC &D000 &30303000 &B0F000
\XBE
\RB
\FO Trinity.Bold
\OC &0
\FC &6B18CF00
\OT 1
\SX 72
```

A typical script file

The FontFX Command Language

All the facilities of FontFX can be selected by using the FontFX command language in your script files. Before discussing how you can write the script files, here is a list of all the commands, with their syntax. Where parameters are required, they are shown in angled brackets. Where a parameter is optional, it is also shown in round brackets. If a parameter is shown as <angle>, it can have a value between 0 and 360. If a parameter is shown as <colour> it can have a value between 0 and &FFFFFF00, where each two-digit hexadecimal number represents the amount of blue, green and red in the colour (the last two digits are always 0). For example, &4317D400 means &43 blue, &17 green and &D4 red. Other parameters are described in the text.

⟨a blank line⟩

A blank line in a script file is taken to mean the end of a 'packet'. A packet is a group of commands, optionally including a text string. Each packet is taken as an entity by FontFX, and execution of a script file will pause at a blank line, only to continue when you click on the icon 'Text:' in the control window. You can force FontFX to continue beyond a blank line by including the command \TR in a packet (see below).

⟨textstring⟩

Any line in the script file which does NOT start with a \ will be taken as a text string to be converted. If you want to start your text string with the character '\', start it with two '\'s to avoid confusion with any commands.

*⟨textstring⟩

Comment line - has no effect at all.

\AA ⟨angle⟩

Anti-clockwise arc of angle <angle>.

\AC ⟨angle⟩

Clockwise arc of angle <angle>.

\BE

Activates the border effect.

\CI ⟨code⟩

Circle of type <code>. <code> can be one of the following:
A anti-clockwise   **B** bi-directional   **C** clockwise

\CO

Activates the column effect.

\CR ⟨⟨filename⟩⟩

Create Draw file and pop up the 'Save as' dialogue box, optionally inserting the <filename> in the filename writable field. This command is only acted upon when FontFX detects the end of a 'packet' of commands - see above for details of what a 'packet' is.

\DE

Defaults. This command restores FontFX to the special effect settings that are set up when you first run the program.

\FC ⟨⟨colour⟩⟩

Fill colour <colour>. If <colour> is omitted, the fill colour will be set to 'none'. If <colour> is 'R', the rainbow option will be set.

\FO ‹fontname›

Font name ‹fontname›. Remember to separate the different elements of a font name with full stops, e.g. Corpus.Bold.Oblique.

\FS ‹colour›

Floor shadow of colour ‹colour›.

\GR

Grow effect enabled.

\IS ‹code›

Internal shape for circle. ‹code› can be one of the following:
C circle   **D** diamond   **P** pentangle   **S** square

\JI

Activates the jiggle effect.

\LE ‹angle›

Lean at angle ‹angle›.

\OC (‹colour›)

Outline colour ‹colour›. If ‹colour› is omitted, outline colour will be set to 'none'.

\OT ‹value›

Outline width (thickness) ‹value›. ‹value› can be between 1 and 5.

\RB

Activates the rainbow effect.

22

\RC (colour) (colour) ((colour)...)

Defines the sequence of colours in the rainbow effect. A minimum of two colours is necessary, and a maximum of sixteen.

\RI

Activates the ripple effect.

\RO (angle)

Rotate by angle <angle>

\RS

Replace spaces with dots (circle and arc effects).

\SD (angle)

Shadow direction of angle <angle>.

\SF (value)

Shadow 'fall' (length or distance). <value> can be between 1 and 40, 7 being normal. 1 would make the shadow very close to the original, whereas 40 would make it a long way away.

\SH

Shrink option enabled.

\SL (angle)

Slope to angle <angle>.

\ST (code)

Stencil, with frame size <code>. <code> can be:
S small   M medium   L large

23

\SX (value)

X-size of value <value>. <value> can be between 1 and 999 in points. If this command is included in a script file but there is no corresponding \SY command (see below), the X *and* Y sizes will both be set to <value> and the Y=X option will be selected.

\SY (value)

Y-Size of value <value>. <value> can be between 1 and 999 in points. This command can be omitted if you want the X- and Y-sizes to be equal - see \SX above. On the other hand, if the Y=X option is currently set, and you load a script file that contains an \SY command but *not* an \SX command, the Y=X option will be unset, the Y size altered to <value> but the X size left unaltered.

\TB

Switches the toolbox (attached to the side of the main control window) on.

\TH

'Then...' option enabled (in conjunction with grow or shrink).

\TR ((filename))

Transfer, i.e. create Draw file, and immediately save it into a file of name <filename>. If no filename is given, the Draw file will be transferred straight into Draw (if it is already running or can be located on your discs). Like, \CR, this command is only executed at the end of a packet. However, if there is another packet following on in the script file, the \TR command will force FontFX, after transferring the Draw file, to start execution of the next packet in the script file.

\TS (colour)

3D shadow with the rear of the shadow effect of colour <colour>.

24

\WS (colour)

Wall shadow of colour <colour>.

All commands can be negated by prefixing the code with an 'X', for example '\XBE' means deactivate the border effect.

Layout of a Script File

Script files can be fairly free in format, but the following rules apply:

• If there is more than one packet in a script file, they must be separated by a blank line.

• All commands must start on a new line.

• All commands have to be in capital letters, i.e. \CIA, not \cia.

• Parameters, where given, can either run straight on from the command, or be separated from the command by a space, i.e. \CI A or \CIA.

• You should only enter \X-- commands to cancel settings if those settings would not otherwise be cancelled by other commands in your file. For example, you should not follow the command \CIB with the command \XRI, because selecting a circle would automatically cancel ripple anyway. A good idea, if in doubt, is to include the command \DE at the beginning of each packet: this will ensure that no special effects are left set by previous usage of FontFX to disturb the effect of the following packet.

• Parameters which do not fall in the ranges specified above will be ignored, but no error message will be given.

• Text strings should be no more than 250 characters long. If they are, they will be truncated to 250 characters.

Glossary

There are a few terms used in this manual that you might find confusing or unfamiliar, so here are a few more details.

CMYK and HSV
Methods of defining colours. Display monitors use red, green and blue (RGB) mixed together to produce colours, whereas most colour printers use cyan, magenta, yellow and black (key) inks (CMYK). The third system is called hue, saturation and value (HSV).

Display field
A box that shows a current setting, but into which you cannot type. You can usually change the contents by clicking on it to produce a menu, from which you can choose another option.

Font cache
An area of memory that the computer uses to hold font definitions. Because it is quicker for the computer to read from memory than from a disc, the more memory you can spare for this the better.

Option button
A button in a window that can either be on or off, independent of any other option button (e.g. border effect).

Radio button
A button in a window that is one of a group of such buttons, only *one* of which can be selected at a time (e.g. circle direction).

Writable field
A box into which you can type. In the main control window, your text string goes into a writable field, as do the X- and Y-size, angle and shadow direction numeric values.

What Works with What

Although you can 'mix and match' most of the facilities in FontFX, there are some which cannot be combined. In the chart below, an empty box means that effect 'A' and effect 'B' *can* be used together: if there is a symbol in the box, they *cannot* be used together. This is what the symbols mean:

▓ If effect 'A' is currently selected, effect 'B' is greyed out and cannot be selected.

✖ If effect 'A' is currently selected, and effect 'B' is then selected, effect 'A' will be deselected.

Effect 'B'

Effect 'A'	3D Shadow	Arc	Border	Circle	Column	Floor Shadow	Jiggle	Lean	Rainbow	Ripple	Rotate	Slope	Stencil	Wall Shadow
3D Shadow		▓	▓	▓	▓	✖	▓			▓				✖
Arc	▓			✖	✖			✖			✖	✖	▓	
Border	▓													
Circle	▓	✖			✖		✖	✖		✖	✖	✖		
Column	▓	✖		✖			✖	✖		✖	✖	✖		
Floor Shadow	✖													✖
Jiggle	▓			✖	✖						✖			
Lean			✖	✖	✖						✖	✖		
Rainbow													▓	
Ripple	▓			✖	✖		✖							
Rotate		✖		✖	✖			✖				✖		
Slope		✖		✖	✖			✖			✖			
Stencil			▓						▓					
Wall Shadow	✖					✖								

Index

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