

ALTSYS

Macintosh Version

FONTOGRAPHER

Create professional quality PostScript characters in minutes!

What do you do when you want a trendy looking headline? How about when you need to re-create a long forgotten typeface or just add a special character to an existing font? Ever want to design a new corporate logo and use it as a keystroke? Or maybe you just want to convert that Type 3 typeface to a Type 1 font so you can use it with Adobe Type Manager (ATM) on a Macintosh® or in Windows 3.0 on an IBM-compatible personal computer.

With Fontographer®, it's easy to create professional quality PostScript® language type and logos for Macintosh, PC, and NeXT computers. Whether you are an artist, designer, art/creative director, typographer, or desktop publisher — Fontographer is the answer for your "type" of questions.

► **Ease of Design** You can modify an existing character set, trace a scanned image, or draw from scratch — however you do it, it's easy to design fonts using Fontographer — right from the start! By using the three independent drawing layers, Fontographer becomes your sketch pad for drawing each character.

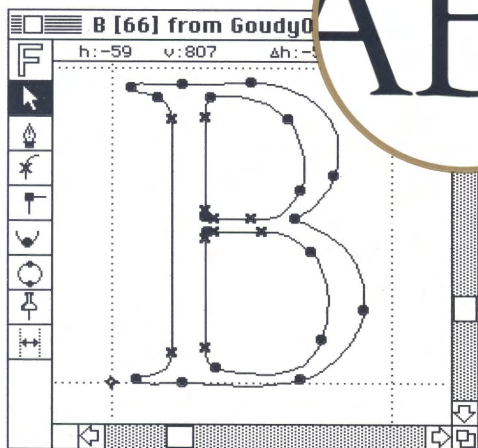
► **Ease of Production** Four types of windows present all the information you need to produce professional quality type. From drawing to sample output, these windows give you full control over every aspect of your typeface.

► **Ease of Output** Fontographer creates output as precise as your drawings. Your typefaces will print on any PostScript printer, from the LaserWriter™ to professional typesetting machines. Once installed, Fontographer typefaces are automatically downloaded to the printer, so you can use them without any hassles.

Since its introduction in 1986, Fontographer has been known as the industry standard for professional typeface and logo design on the Macintosh. And now, with this latest version, Fontographer continues to provide the best tools for creative type design.

Once your new typeface is complete, Fontographer automatically generates hinted PostScript and bitmap fonts. These are used just like your other PostScript typefaces. In fact, a large number of commercial fonts have been created with Fontographer.

Creating your characters with Bézier curves and straight lines produces excellent detail in output.



Foreign fonts and intricate characters can easily be created by auto-tracing scanned images or by pasting PostScript drawings directly into the character window.



2/3 æ

Create accurately designed fractions or ligatures.

Outlines

Convert your fonts into EPS outlines that can be used in Aldus® FreeHand® or Adobe Illustrator®.

Aa Bb Cc
Dd Ee Ff
Gg Hh Ii

Create exceptional typography — whether it is serif, sans serif, calligraphic or a new face all your own.

Add graphics and logos to your character sets. So now when you need a bullet that looks like this ► — or this ◀ you can type it right in the font you're using. Or create a new typeface full of dingbats and bullets.



Create logos and use them on a keystroke — alone or within other fonts.

Suggested Computer System:
Macintosh Classic, Macintosh LC, Macintosh SE, or Macintosh II family of computers. A PostScript printer or imagesetter is recommended.

Menus and keyboard shortcuts for menu commands

File

New font...	⌘N
New composite...	
Open font...	⌘O
Open outline char	⌘H
Open bitmap char	⌘J
Open metrics	⌘K
Import kerning...	
Close	
Save	⌘S
Save as...	
Revert	
Generate fonts...	
Page setup...	
Print...	⌘P
Quit	⌘Q

Edit

Undo	⌘Z
Add point	⌘Y
Cont Redo	
Cut	⌘H
Copy	⌘C
Paste	⌘V
Clear	
Duplicate	⌘D
Select all	⌘A
Get part	⌘G
Font attributes...	
Char info...	⌘I
Clear kerning pairs	

View

Enlarge	⌘E
Fit	⌘T
Reduce	⌘R
Display control...	⌘W
Next char	⌘]
Previous char	⌘[
Next point size	⌘+
Previous point size	⌘-

Path

<input checked="" type="checkbox"/> Clockwise	
Counterclockwise	
Bring to front	⌘F
Send to back	⌘B
Bring forward	
Send backward	
Trace background...	
Correct path direction	

Point

Location...	⌘L
Tangent point	⌘3
<input checked="" type="checkbox"/> Corner point	⌘4
Curve point	⌘5
Merge point	⌘M
Set basepoint	⌘=
<input checked="" type="checkbox"/> Show points	

Special

Snap to guides	⌘U
Set width...	
Scale...	
Rotate...	
Skew...	
Move...	
Flip...	
Remove overlap	
Expand stroke	
Decompose composite	

FONTGRAPHER

Quick Reference Guide

Switching tools

Press

To get



1



2



3



4



5



6



7



8



Use the numeric keypad to select tools from the tool palette, when the character window is locked (the lock icon is black).

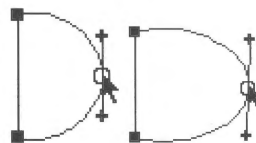
Change drawing planes by typing “f,” “g,” or “b.” Hide drawing planes by typing “Option f,” “Option b,” or “Option g.”



Note: When the character edit window is unlocked (the lock icon is white), typing these keys will change the character displayed in the window.

Character Edit Window

Moving points



When moving a point, hold down the



to move selected point by one em-unit.



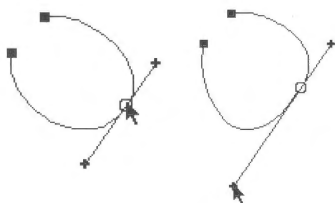
Moves points by ten em-units.

For accurate point placement, select the control point and choose “Location...” from the Point menu.

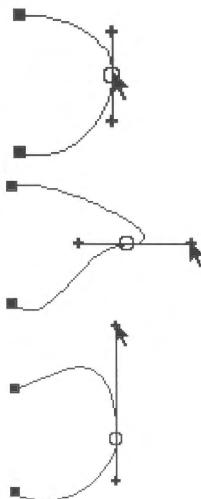
Moving a BCP



Constrains the BCP's movement to the curve's original slope.†




Constrains the BCP's movement to the horizontal or vertical coordinate of the point.†



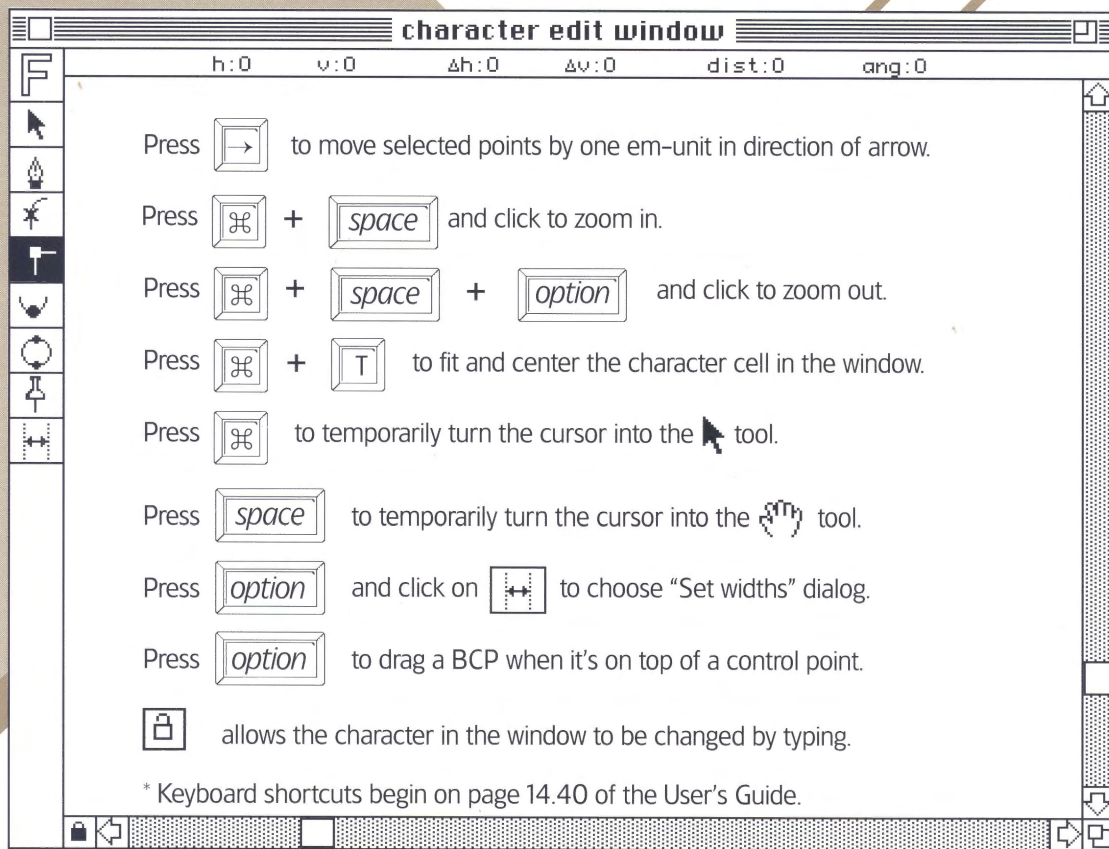
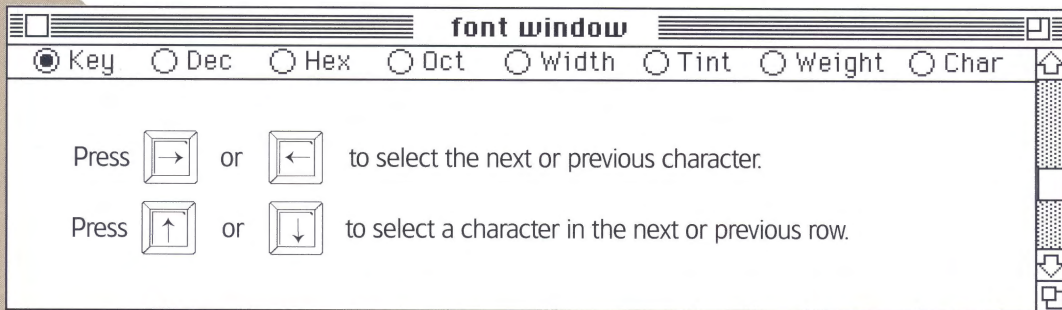
† These commands apply to corner and curve points.

To install a bitmap font:

Use the  to install
Font/DA Mover

 into your System file.
YourFont.bitmap


To install a PostScript font:







* Keyboard shortcuts begin on page 14.40 of the User's Guide.

metrics window



Character width commands




Press  to change character width by one em-unit.




Press  +  to change character width by ten em-units.

Press  and drag  to change value by one em-unit.

Kerning commands



Press  +  to change kerning pair value by one em-unit.



Press  +  +  to change kerning pair value by 10 em-units.



Press  +  and drag  to change value by one em-unit.




Width:	Width:	Width:	Width:
Kern:	Kern:	Kern:	Kern:



bitmap window



Press  +  to view the next bitmap point size.



Press  +  to view the previous bitmap point size.

Press  +  and click to enlarge the fatbit's magnification.

Press  +  +  and click to reduce the fatbit's magnification.

Press  +  to change to the next character.

Press  +  to change to the previous character.

Press  to temporarily change any tool to the  tool.

offset 1 width 15