

Dick Estel's

FONT Resource Directory

**A printout of over 700 GEOS fonts
All characters and point sizes displayed
"Translation" of graphic/picture fonts
Complete alphabetical index
Font sources and useful information**

Complete directory including 9 supplements is \$19

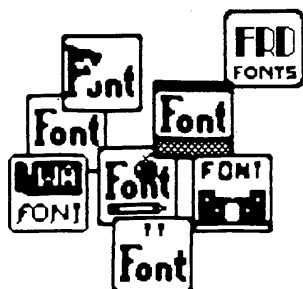
Individual supplements are \$3

SUPPLEMENT 10!

Will be issued in June
Will be BIG
Will cost \$6
Will include a new index at no extra cost
Will probably be the LAST SUPPLEMENT!



Dick Estel
3487 E. Terrace
Fresno CA 93703



Fonts

If you liked FRD: The Directory...

You'll love FRD: The Fonts

**Now from Dick Estel's Font Resource Directory,
GEOS Public Domain Font Disks**

**Each double-sided disk contains
at least 60 fonts**

\$3 per disk

**Custom disks also available: Approximately
60 fonts per 1541 disk or 120 per 1581 disk**

NOTE: Most of these fonts are available on Q-Link and from other
public domain sources



Dick Estel
3487 E. Terrace
Fresno CA 93703

May 2, 1990

Dear Bruce,

Thank you for your order for the Font Resource Directory.

The current price of the complete directory with all supplements is \$19. Since you requested supplements, I am sending it all now, and requesting an additional \$9. If you wish to pay in advance for Supplement 10, send \$12.

I think you will find the directory useful.

Sincerely,

Dick

Dick Estel
3487 E. Terrace
Fresno CA 93703

6% 4% C→C→7'-



Dick Estel
3487 E. Terrace
Fresno CA 93703

Thank you for your Font Resource Directory order. I believe you will be pleased with the FRD. If you encounter any bad pages or other problems, contact me and they will be corrected.

At this point, 9 supplements to the FRD have been completed; Supplement 10 will be released in June, 1990; and will include an updated index for the regular \$3 supplement price.

If you have not ordered the entire directory (through page 286), or you know someone who may be interested in the directory, prices are listed below.

I also have a number of public domain font and art disks available for a copying charge of \$3 each:

GEOS SPECIAL: FONTS, CALENDAR TEMPLATES & CLIP ART
RAILROAD ART: CLIP ART AND FONTS DEPICTING TRAINS
FRD FONT DISK 1 and 2: DOUBLE-SIDED DISKS WITH AT LEAST 60 FONTS PER DISK.

NOTE: Most of the artwork and fonts are also available on Q-Link.
The current index is also available on Q-Link.

ORDER BLANK

Supplement #'s (\$3 each) _____

Dick's GEOS Special Disk @ \$3.00

Railroad Art Disk @ \$3.00

Font Disk 1 2 \$3.00 each

Integrated Index @ \$2.00

Font Resource Directory (through Supplement 6) (\$10.00)

Font Resource Directory (through Supplement 9) (\$19.00)

TOTAL

NAME and ADDRESS:

Font Resource Directory Order Form - A

Dick Estel's
Font Resource Directory

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NOTE: Earlier versions of this publication were known as Dick Estel's Font Catalog

TABLE OF CONTENTS

Introduction	A-2
Point Sizes for Storage	A-3
Font Buffer Sizes	A-3
Fixing Fonts	A-4
About the Index	A-4
Dick's Fonts	A-5
Ordering Information	A-6
Acknowledgments	A-6
Font Sources	A-7
GeoRon's Fonts	A-10
Music Font Information	A-15
IT Grafix Fonts	A-17
What's it All For?	A-21
Alphabetical Index	N-1
Font ID Numbers	D-1
Font Display - Basic Listing	1
Supplement 1	S-1
Supplement 2	S-11
Supplement 3	S-23
Supplement 4	S-50
Supplement 5	S-112
Supplement 6	S-153
Supplement 7	S-187
Supplement 8	S-231
Supplement 9	S-251
Supplement 10	S-287
Supplement 11	S-336
Supplement 12	S-381
Supplement 13	S-435
Supplement 14	S-463
Supplement 15	S-515

INTRODUCTION

In June, 1989, when I started making a print-out of all my GEOS fonts, I thought I would end up with maybe 50 pages. As I got going on the project I conceived the idea of offering the finished product for a small fee to cover the cost of my materials, printing and mailing.

Although the project can never be complete as long as people keep creating new fonts for GEOS, the major part of it is over, and it has been more like an obsession than a simple project. When I started I had just been given the use of a collection that numbered over 100 fonts. This was in addition to around 40 that I already had. At the same time, I was just starting to download fonts from Q-Link.

Now, in October, 1991, I have a document which includes 435 pages of font print-outs and nearly 1000 fonts. I have fonts of every imaginable description. There are fonts that print in pictures and symbols of all types -- symbols for drawing chemical compound structures, musical notations, furniture, astrological symbols, even elf letters! I have purchased fonts from several sources, and have downloaded fonts that I never expect to use, just to have them in my directory.

Despite the size of the current version it is still by no means a complete collection. Although I have acquired fonts with Russian, Greek, Latin and Spanish characters, there are still other foreign language fonts available. There are several fonts on the cover of the special font issue of Geoworld (number 20) that I do not have. There are a number of fonts on Q-Link that I did not download. I know of at least three commercial font collections I do not have. And even as I write, people are creating new fonts.

PRESENTATION CONVENTIONS

For each font all point sizes and all characters supported are displayed. An exception is characters produced with the Commodore key, whose existence I had heard of but forgotten. For standard fonts, these are as follows:

@ ` * ~ : (;) - _ ^ | / \

I started including these in the font display on page S-63.

For graphic or "picture" fonts, a "translation" is displayed as well. The normal character key that you press is shown first, followed by the character that the font displays. For most of these fonts with more than one point size I have shown "translations" only for one point size.

In addition, some of the regular letter fonts contain characters and symbols which are not standard. For example, many of Susan Lamb's fonts display the ¢ symbol with the @ key. For most of these fonts I have given a translation at the end of the display, in one of the following formats:

@ = ¢ OR @ is ¢

I started showing the name, ID and point size of each font in the font itself. However, I later changed to using a standard font for readability.

In the display the name of the font is shown in upper case, except when two different fonts have the same or very similar names. In these cases the name is shown exactly as it was shown in the file as I acquired it. For example, cursive, Cursive and CURSIVE are three different fonts. The same convention is used in the index except that the names are normally shown in lower case with the first letter capitalized.

POINT SIZES FOR STORAGE

Each GEOS application uses a buffer to hold the point size of the font currently selected (more about this later). This is the reason some fonts will not work with geoPublish, or give the message "Sorry, font too large," in geoPaint. To get around this, some fonts have been created in two or more parts. Usually these different parts are stored as different point sizes, even though they are actually the same size. A specialized example of this are the Mega fonts and the Maxi fonts, which show point sizes from 48 to 54. Except for 54, each point size is really just a part of the character set, all at about 48 point. The 54 point size prints garbage if you try to use it and is actually an instruction to geoPublish to use the correct real point size. In other applications, and with other split fonts you must select the different point sizes for each letter.

FONT BUFFER SIZES

Each GEOS program that uses fonts has a font buffer which limits the size of the font file that can be used.

This size limitation applies to individual point sizes only, since GEOS only loads in the specific point size that you specify. The approximate sizes of the font buffers are:

geoWrite - 6000
geoPaint 64 - 4100
geoPaint 128 - 4500
geoPublish - 4096

Recently font creators have gotten around these limits by creating fonts in two or more parts (for example, lower case letters in one part and upper case in another). Sometimes these are separate files, and sometimes they are simply stored as a different "cosmetic" point size, even though the actual point size may be the same.

What can you do if you insist on using a font that is too large--for example, Superb in geoPublish? You can reduce the size of the file by eliminating unneeded characters (punctuation marks, for example). You must load the font into a font editor, and reduce the width of individual characters to one or two pixels (you can't reduce the height). GeoFont will not allow a width less than two pixels. With Jim Collette's Font Editor 2x you can reduce characters to one pixel.

Useful information on this subject has been posted in the GEOS customer service area of Q-Link. There is also an excellent article by Susan Puhn-Lamb called "Making Fonts Fit" in issue number 28 of GeoWorld.

FIXING FONTS

Sometimes a particular font will "break up" on the video display, or inserting text will have the effect of "scraping off" the bottom or top of the letters. I believe I have discovered the most common cause of this problem, which can easily be fixed. When you open a font in the geoFont editor program, the pointer becomes affixed to the baseline indicator (a white pixel at the left of the editing field). If you move the pointer just after the font opens and click it (for example on one of the menu bar options), you will actually be clicking on the baseline indicator and probably moving it unintentionally. If it is moved up, it will cause the problems described.

If you notice this type of problem, simply open a font editor, load the offending font, and move the baseline indicator down where it belongs. I have done this with several fonts, and eliminated the problem every time.

ABOUT THE INDEX

The index for this directory is divided into two parts. The alphabetical index shows the name of the font, the page it appears on, the available point sizes, the ID number and the source when known.

The numerical index lists font ID numbers in alphanumeric order, along with the name and page number. As a convenience I have included in this part of the index a number of ID's for fonts that are not shown in the directory (most will be in the next supplement). These are identified by the fact that no page number is listed.

Please note that the ID numbers in the earlier pages are in hexadecimal. GeoFont displays the font ID in hex, while Jim Collette's Font Editor uses decimal. Later pages show both hex and decimal ID numbers.

I was startled by the large number of duplicate ID numbers in use. As you may be aware, if two fonts have the same number, you can only use the first one that appears on the disk. It appears that identifying such duplication may be one of the valuable uses of this directory. Font ID numbers can be changed with Font ID Editor, available on Q-Link, or with the font editors, GeoFont and Font Editor 22 or higher.

DICK'S FONTS

When I started collecting GEOS fonts I had no thought of creating my own. When I started reading about modifying fonts to make them fit into the buffer limitations of the various GEOS applications, I became interested in using a font editor. At about this time, I acquired GeoFont and also downloaded Jim Collette's Font Editor 22 from Q-Link.

Not long after that I was writing an article for my computer club newsletter about the price of Commodore equipment in England. I wanted to use the British pound sign (£), but found that even though the character appears on the Commodore keyboard, GEOS does not recognize that key. The only solution was to create my own pound sign, and thus Dick's first font was born. I called it Shilling because of its inspiration, and decided to make a few other characters that are sometimes needed (ever figure out why there is no ¢ symbol on the Commodore keyboard?). Starting with a copyright symbol, a happy face and a few other things, I eventually created a whole alphabet of symbols, borders and other odds and ends, in two point sizes. This is a living, unfinished font that still has room for more symbols.

My next attempt was Reverse, born out of the need for some reverse characters in a tutorial article for the newsletter. This is University 12 point, slightly modified and with all characters converted to white on black. (You can get a reverse effect in geoPaint or geoPublish, but not geoWrite.)

By this time I was ready for more creative endeavors. The results are as follows:

FUZZY: This is all upper case letters that look like they have fuzz or lint sticking out from them. I'm not sure what inspired this or what uses it has, but it was good experience.

INGOT: This is my pride and joy. It was inspired by some lettering in a newspaper ad. The letters looked like poured metal bars, with nice colored shading (only on an Amiga?). I am sorry to have to break it up into two parts, but I wanted it to fit all applications. The point sizes are as follows:

36 - 36 point A - M and numbers

37 - 36 point N - Z and a few punctuation marks

A mega font version is under way.

FRESNO: This is a font of limited use to those of you not fortunate enough to live in California's heartland. This is the logo used by the Fresno city, county and chamber of commerce, and includes only the letters F R E S N O. The C of C spent upward of \$10,000 to have this designed.

After a few hours working on these fonts I have gained new respect for the people who have created the over 600 GEOS fonts available. And I also must give a salute to Jim Collette and Bruce Gilson for their work in creating the Font Editor.

AND NOW THE COMMERCIAL

Copies of this directory are available for \$30. This includes the basic listing and all twelve supplements, the integrated index and some additional information on fonts. Prices for additional supplements are announced as they are published. The latest index was distributed with Supplement 12. To order send check or money order to:

Dick Estel
3487 E. Terrace
Fresno CA 93703

ACKNOWLEDGMENTS

First, despite all the complaints we voice about these companies, a special salute to CBM, for giving us the affordable personal computer, and to Brian Dougherty and crew of GeokWorks (formerly BSW) for giving it new life. Thanks also to GeokWorld for keeping the faith and spreading the word.

Thanks to the authors of all the great commercial, PD and shareware fonts, especially Tom Treverrow (TT Graft), Dave Fox, Bruce Gilson, Brady Koga, Susan Lamb for her graphics and fonts, and James Hastings-Trew for Dingbats. Several utilities and programs made this job easier, especially Jim Collette's Font Editor and Font Changer, the various versions of Convert, and three that I use a whole lot, Wrong is Write by Joe Buckley, Big Clipper by Nick Urtis, and Paint Scrap by Dennis N. Seitz. To those who have ordered the Font Resource Directory, to everyone else not mentioned here who has contributed to the world of GEOS, and to you loyal users, a special thanks.

--Dick Estel, October, 1991

FONT SOURCES

The information in this section came from Q-Link and various other sources, and is provided as a public service. This is not an endorsement of the businesses listed nor a guarantee of their products. Accuracy of the addresses, prices or other information likewise is not guaranteed; however, additions, corrections and updates via EMail to DickE on Q-Link are welcome.

The "KEYWORD" listed below is the word or phrase that appears in the alphabetical listing of fonts in the Index. Where a font was downloaded from Q-Link, I have listed the screen name of the uploader in the index. If the Q-Link file name is different from the font name, I also indicated the filename in parentheses after the name of the uploader. With limited exceptions, these sources are not included in this section. If the information required is too long for the space in the index, the keyword is listed here.

Some fonts are available through the author and/or publisher; others are from Q-Link, and some are both. I have tried to provide all possible sources of fonts.

KEYWORD

SOURCE

BSW	Provided with original GEOS system disk
BSW 1	BSW's GEOS Font Pack I. Also please be aware that most of the fonts on BSW's Font Pack I were uploaded to Q-Link by GeoRep Tim during the summer of 1989.
BSW 2	BSW's GEOS Font Pack Plus
BSW 2.0	Provided with GEOS 2.0 package
CAD4FONTS.SDA	These fonts are all in one file on Q-Link, uploaded by LastnLine
CCCC	This font came from the Catalina Commodore Computer Club of Tucson AZ, but has been uploaded to Q-Link by DickE
DALE BEACH	These are the fonts available along with the cartoon disks from Dale Beach, 7048 Michigan Street, Elwell MI 48832. Dale has also uploaded some fonts to Q-Link using the screen name CartoonKid
Dick Estel	Most of my fonts have been uploaded to Q-Link under the font name, and screen name DickE. If the keyword is Dick Estel, that font has NOT been uploaded. If you're not on Q-Link send \$3 for a disk of fonts and art.

KEYWORD**SOURCE****Fox**

Most of these fonts are contained in two compressed files on Q-Link, Fox Fonts A and Fox Fonts B, uploaded by Rabid. Jeff Fox used to sell font disks by mail; apparently he is no longer doing this.

GeoPublish

Provided with GeoPublish

Gilson

Comm-Plex Software
6782 Junction Road
Pavilion NY 14525-0755
(Bruce Gilson and Jim Collette)
\$21.50 for Geos Font Collection 1 - Includes 30 fonts by Bruce and Jim's Font Editor 2.4. Price as of 7/89. Font Collection 2 is the same price and includes new fonts and the upgraded Font Editor 2.5. Bruce has uploaded several of his fonts to Q-Link using the screen name BRGILSON.

IPFonts

These fonts are all available on Q-Link, uploaded by MIKKK. The complete file names are:

IPFONT51.LBR
IPFONT52-1.ARC
IPFONT52-2.ARC
IPFONT53.ARC
IPFONT54.ARC
IPFONT55.ARC
IPFONT56.ARC

Koga

Brody Koga
3251 S 176th #205
Seattle WA 98188
Send \$6 for a disk of fonts. Some of these fonts have been uploaded using the name Brody K.

Lamb

Susan Lamb
1764 Avenue B
Yuma AZ 85364
A number of Susan's fonts appear on the Run Power Pack disks; others are available on Q-Link, uploaded by YumaLamb. A disk of headline fonts is available for \$5. Also see her ads in GeoWorld.

LODESTAR

These fonts are available on the Lodestar disk indicated (i.e., Lodestar 65). Lodestar disks can often be found in software stores, and are available by mail from Softdisk Publishing, P.O. Box 30008, Shreveport LA 71130-0008. Lodestar 64 is \$19.95 for a 3-month subscription. Lodestar 128 is \$39.95 for a one-year subscription (4 disks).

KEYWORD**SOURCE****MYSTIC JIM**

These are fonts that came from Mystic Jim's Shareware Organization. Since Mr. Jim has been totally out of touch with anyone that I know of for some time, it does not seem that this source exists at the present. Most of these fonts have been uploaded to Q-Link by DickE. For these the source is identified as Mystic Jim/DickE.

Neofont

These fonts were sold by a company called CDA, now out of business. These fonts are apparently unavailable at present. If anyone has information on the name and whereabouts of the person who owns the copyright, please let me know.

Peak Graphics

Peak Graphics
P.O. Box 3988
Evergreen CO 80439
This company previously sold a disk of fonts. Because of a recent agreement with a software company they are no longer offering the disk. If you send your name and address they will put you on a mailing list to receive information on "future developments."

Red Storm

Storm Disk 1 contains three fonts and a number of utility programs, including the latest version of Wrong is Write and Joe Buckley's font editor, Font Monster. Send \$20 to Storm Systems, 464 Beale Street, West Quincy MA 02169

**Run 1
Run 2
Run GC**

RUN Magazine Geos Power Pak I and II; and
RUN's GEOS COMPANION
RUN Magazine
80 Elm Street
Peterborough NH 03458
Phone 1-800-343-0728
\$19.97 for PPII; \$39.94 for both; \$24.97 for
GEOS COMPANION.
Prices as of 7/89 and 2/90. Files from the Run Power Pack disks may also be downloaded from Q-Link for an extra charge. The names of the font designers are indicated as follows:

Lamb - Susan Lamb
TT - Tom Treverrow (TT Grafix)
SJ - Shaun Jones

KEYWORD**TT Grafix****SOURCE**

TT Grafix
326 Clothier Spring Road, RD 1
Malvern PA 19355-9657
Four disks of fonts are available at \$6.95 each. A number of Tom Treverrow's fonts also appear on the Run Power Pack disks. A group of TT Grafix fonts have been released to public domain, and were uploaded by GeoJoe C. The file name of these fonts is the same as the font name, followed by 24 PD (example: ARROW24 PD). In the index these fonts show both TT Grafix and GeoJoe C as the source. These fonts have also been uploaded as an SDA file under the name TTG Fonts.SDA by Starman. Different ID numbers were used for the second upload.

Fonts from the following sources are NOT included in the Font Resource Directory at the present time. They are listed here in order to make this reference work as complete as possible.

Suzart Fonts
Box 410852
San Francisco CA 94141-0852
\$12.50 each; 2 for \$18
150 16-point pictographs; 26 borders and ornaments; see inside back cover of GeoWorld #23 for a display of these fonts

Ike Riehl
P.O. Box 1509
Burleson TX 76028
817-295-5006
\$24.95 for a disk of approximately 20 fonts

Thomas F. Trocco
Kids Computer News
c/o St. Hilda's and St. Hugh's School
619 West 114th Street
New York NY 10025
10 disks of public domain GEOS fonts, \$4 per disk; plus clip art and many other items. Request the latest edition of the GEOS handbook

RonsTEXTer 1.4

by
Ronald B. Romine

In the beginning there was **Berkeley SoftWorks**, referred to as **BSW**. **Berkeley SoftWorks** looked upon the **Commodore 64** and said, "This is good, so let us make it better."

And they did !!!

Later, **GeoRon** showed up and looked upon what **BSW** did, and then he said, "This is good, I shall make it better."

I'm still working on it.

I had a few problems. I can program in neither **BASIC** nor **Assembly**. So, I said, "If I can't program **GEOS**, I'll write about it."

I wrote, I wrote, and I wrote about it.

One of my first files (with **geowrite** of course), reached a length of about 25K, and I was only into the third chapter!!! I soon realized that it was going to be too long to upload and download. I then decided to divide all seven (or was it eight?) chapters into separate files. My next problem was: HOW?!!?

I discovered a way. In fact, I was so proud of my self that I wrote a file on how anyone with **geowrite 2.0** or higher could do it.

All during this time, I had been playing with a **GEOS** font editor that I typed out of an **Abacus** book. The font I was working on was a 9 point font, that could be used in place of the **BSW** font. I changed several of the characters to make them easier to tell apart. I also noticed that there were several characters that I would probably never use, so I added new characters by replacing the unused ones. I called my font **RonsWriter** (I'm a very humble guy.)

Since I had typed my article using **RonsWriter**, I decided to upload it with the article. I also added a file describing my font. And to go one step further, I then added three "special" Printer Drivers which improved the printouts of my font.

To make sure everyone found all the files, I used a "chaining-compressing" utility called **ARC**. This program took all my files (after I converted them of course) and linked them into a single large file. It also compacted the files, making them smaller. A person could actually download this **ARC'd** file faster than downloading them separately.

There are a few problems with offering an **ARC** file instead of offering the files separately. First, many people DON'T like **ARC** files, because they have to **un-ARC** them. Using the **ARC** utility to **un-ARC** them isn't any fun (for them.) To solve the problem I **SDA'd** them. In other words I used another program that takes an **ARC** file and alters it into a "Self Dissolving **ARC**." This **SDA** file can be loaded the same as a **BASIC** program and **RUN**. The **SDA** file will then dissolve or 'write' the individual files (contained within itself), onto a disk. This file I uploaded was "**Append.sda**."

So, **GeoRon's** **FIRST** upload was born.

Since uploading the original **RonsWriter**, I've been working to improve it. I cleaned up several characters, and re-designed a few others. In fact I advanced **RonsWriter** up to version 3.1. However, version 3.1 was so different from the original, that I had to rename it. This new font became **RonsPub**. This meant that I had to find an earlier version to be **RonsWriter**.

I found **RonsWriter 2.2**. It probably isn't as "finished" as I would like it to be, but I needed to move on to other things.

RonsPub has all the same characters as **RonsWriter**, with a few exceptions:

Pressing:

⌘ key and {*} = © (copyright symbol)
⌘ key and {^} = ® (Registered TM)
⌘ key and {@} = ' (leading apostrophe)
Shift and {2} = " (leading quotations)
{^} (alone) = " (closing quotations)

There are also two changes in **RonsWriter**:

⌘ key and {*} was now the {~} symbol
⌘ key and {@} was now the {} apostrophe.

Now, after creating/re-creating these two fonts I was already to upload them right?

Wrong!! Something about the fonts didn't "feel" right.

Then I realized what was wrong. I had been so busy adding new point sizes and 'tweaking' my fonts that I had forgotten what they were for. I had wanted a good looking font with a few useful custom characters. Its purpose was to be used as a font for ENTERING text, and easy READING without needing to print it with printer.

This was when I started creating my third font. It was to be my main font, it would replace **RonsWriter** and **RonsPub**.

I named my new font **RonSTEXter**.

RonSTEXter, was for writing "text files." Files that contained things you didn't plan to print, but instead would read while displayed on the monitor's screen. **RonSTEXter** was to be totally compatible with files not written in **RonSTEXter**. To do this, I would have to make the **RonSTEXter** font the same as the **BSW** font. And that meant NO custom characters. I could put the custom characters in a different font, but who wants extra fonts when **geowrite** has an eight font limit.

I knew of a better way.

The problem with putting more characters into a font than can fit was solved by **BSW**.

When **BSW** developed their **Megafonts**, they had to overcome a small problem. The **Megafonts** are quite large in size, averaging around a point size of 50. All **GEOS** programs that use fonts have a "font buffer." This buffer is of limited size; if you can't fit the font into the buffer, you can't load the font to use it.

Geowrite's font buffer is about 6000 bytes, while a 9 point font is about 800 bytes. A 50 point font would take up enough bytes that it couldn't even get near the computer.

The solution? If you couldn't fit a whole font into memory at once, load only the parts you need.

And that's exactly what they did. Many people broke large fonts into separate font files; maybe all capital letters in one file, lower case in another, and maybe numbers and punctuation in a third. BSW didn't need to go that far.

When geowrite loads a font into memory, it loads only the POINT SIZE needed. If another point size needs to be "deleted" from the font buffer to make room for the one being loaded, it is. The fonts stored in the buffer are only needed while you are "typing" in that font. When geowrite places a character on screen, it has been "drawn" or "painted" there.

The "information" on how to draw a character isn't needed again until you add or change a character, or make a change to a character that affects it. When you do make a change, the needed information is either found in the font buffer, or loaded into the buffer for use.

Remembering this "load one point size at a time" trick, BSW could place letters A-M in the 48pt, N-Z in 49pt, punctuation and numbers in 50 pt size, all within the same font file. No one could see the shifts in point size, since only the "ink" of the characters are seen (not the empty "one pixel" extending above or below the character).

Since I had decided to make RonstEXTEer only in one point size (9pt.), I could use 10 pt to "store" all the lesser used characters and add more characters later. In fact my font could have twice as many characters!

I planned on designing RonstEXTEr to be 100% compatible with BSW's font. However, this would mean NO custom characters could be used. But I WANTED custom characters. Using the 10 point custom characters, RonstEXTEr, does not have total compatibility. If a person were to use only the 9pt size, they could have 99% compatibility. The 1% incompatibility is due to the fact that I left two custom characters on the "main" key board.

I found two characters that I used too often to place on the "10pt keyboard." The first was the "ending quotation mark" and the second was the "leading apostrophe." The characters normally found in their place, were placed on the "10 point keyboard".

The RonstEXTEr 9pt keyboard has only two custom keys:

^ key = { " }
C key + { @ } = { ' }

[See the display in Font Resource Directory Supplement 2 for the characters included in RonstEXTEr 10pt. The following two characters are not shown in the directory]:

C : = {
C ; = }

Keys 1-9, are spaces with 'key 1' being one pixel wide, and increase up to nine pixels for 'key 9.' The shifts of keys 1-9 are underlined versions.

--GeoRon

RonsTEXT 3.3 and RonsASCII

by
Ronald B. Romine

I discovered GEOS, I discovered GEOS's fonts, then I discovered a font editor for the fonts.

My first font editor was a simple editor that I typed out of an **Abacus**TM book. When compared to BSW's **geoFont**, or Jim Collette's **Font Editor**, it had almost no power. It was but a Desk Accessory, allowed only a small amount of memory. Through it, I created my first font "RonsWriter."

RonsWriter was designed to be used in place of the BSW font. It was a 9 point font, with several of the characters altered to make them easier to identify. I also added new characters by replacing the unused ones.

Later, I uploaded RonsWriter to **Quantum-Link**, as an "extra" in a file pack called "Append.SDA". Interest in RonsWriter increased to the point that I cleaned it up, added more point sizes, and re-created it in two new fonts call **RonsTEXTer**, and **RonsPub**, which were uploaded as "RonsFonts.SDA".

So, I thought, my adventures as a font-smith were to close to an end.

Wrong!!! Soon, I discovered, I had a small but enchanted following. I had to do something! RonsWriter and RonsPub were finished as far as I was concerned. Their creation was out of a need for a more readable font for "text entry." However, I keep looking at RonsTEXTer.

The first thing I did was to shorten the name, I got ridden of the 'er'. The font was now called "RonsText." It was named TEXTer, because it was created for the purpose of entering text.

Second, I added two more point sizes -- 18 and 27. I choose multiples of the 9 point size, for easier and faster speed in creating them.

Finally, I looked over the "10 point keyboard." RonsText, you see, uses the 10pt. size as a storage area for extra characters and symbols. I deleted the ones I considered useless, moved others to different keys, and cleaned-up others.

Now, when I first designed RonsTEXTer, I planned for it to be 100% compatible with BSW's font. However, this would mean NO custom characters could be used. But I WANTED custom characters. Using the 10 point custom characters, **RonsTEXTer** does not have totally compatibility. If a person were to use only the 9pt size, they could have 99% compatibility. The 1% incompatibility is due to the fact that I left two custom characters on the "main" key board.

RonsText was good but this left me without a font fully compatible with BSW's ASCII font. So, I created RonsASCII.

RonsASCII can be used in place of BSW's font. Since no special characters are used, you can read any geowrite file written in RonsASCII without having a copy of RonsASCII.

RonsASCII is designed with lower case and numbers at an average width of 6 pixels, and upper case at 8 pixels. The "space" character is 8 pixels, making it NLQ compatible.

However, with the lower case existing at an average of 8 pixels instead of 9, the formatting (wrap around) of the sentences will change. Its best to use a 10pt. font with a width of 8 pixels. For NLQ to work, the font being used must have a "space" character of 8 pixels.

The **RonsTEXT 9pt** keyboard has only two custom keys:

Pressing: {^} = { " }
⌘ key + {@} = { ' }

For a full display of the characters in The **RonsTEXT 10pt** font, refer to Supplement 4 of the Font Resource Directory.

The Space bar produces a space only one pixel wide. It can be used as a "micro-edit," allowing precise alignment of characters.

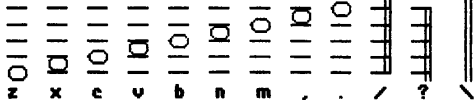
And the 10pt is sure to grow with time...

--GeoRon

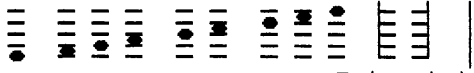
The MUSIC Scale Font **Compared to the 9 Point BSW Font**

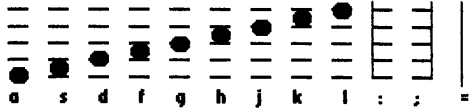

25 point


35 point

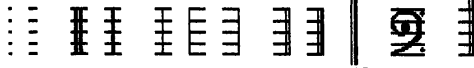

45 point
BSW


25 point

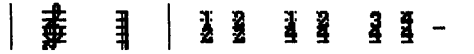

35 point

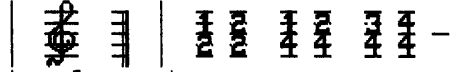

45 point
BSW


25 point


35 point


45 point
BSW


25 point


35 point


45 point
BSW

]	L	≡	≡≡≡	7	8	9	4	5	6	3	0	25 point
]	L	≡	≡≡≡	1	2	3	4	5	6	7	8	35 point
]	L	≡	≡≡≡	1	2	3	4	5	6	7	8	45 point
0	+	-	-	!	"	#	\$	%	&	'	<	BSW

Note: There are no MUSIC characters for the UPPER CASE LETTERS.
Also, to make some of the characters, you must hold down the
LOGO key (the C* key).

To make the BSW "\", hold down C* and strike "/".
To make the BSW "{", hold down C* and strike "[".
To make the BSW "}", hold down C* and strike "]".
To make the BSW "(", hold down C* and strike "(".
To make the BSW ")", hold down C* and strike ")".
To make the BSW "[", hold down C* and strike "[".
To make the BSW "]", hold down C* and strike "]".

Enjoy,
DavidG45

TT grafix FONTS DISKS ONE, TWO, THREE and FOUR © 1987 and 1988

This collection, on 4 disks, features a variety of fonts for use in various GEOS applications. Most of the font files are labeled with some or all of the characters **Aa1***. **A** means the font includes capital letters, **a** means lower case, **1** is for numerals and ***** is for punctuation.

While all the files on these disks will work with geoWrite 64 and geoWrite 128, there are some restrictions with geoPaint 128 and geoPublish 64 because of the way these newer programs handle fonts. There are ways around most of these restrictions, which apply to many of the large fonts on Disks 1 and 2. All of the fonts on disks 3 and 4 will work directly in all GEOS applications. If the name of a font file on these disks is preceded by a hyphen (-), it will not work with geoPaint: these fonts are too large for geoPaint to handle. You can still use the characters, however, by choosing one of the "sub" files with the same name. For example, **-Princeton A1** will work with geoWrite, but you must use both **Princeton A** and **Princeton 1** to get all of the characters into geoPaint. In the case of geoPublish, the 36 point fonts do not work directly at all. You can get around this by first using the font in geoPaint, cutting to a Photo Scrap and then importing the Photo Scrap as any other into geoPublish. You may then use the "attributes" to stretch, center, smooth, etc. If you have geoFont or Font Editor, there are other ways to get around limitations (see FONT BUFFER SIZES on Page A-4). Some of the more popular 36 point fonts were subsequently rewritten in 24 point size specifically so that they can be used to the fullest extent in geoPublish. Those particular fonts are labeled differently (Example: **PRINCETON24 PD**) and were placed in the public domain. They are the only fonts from this collection that are authorized to be placed in the public domain.

On the following page is a reference sheet with specific information about the fonts on these disks, including font ID numbers. When an application calls up a font file, it refers to the font's ID number and not its name. Though none of the fonts on these disks have duplicate ID numbers, a situation could arise where you have more than one font file with the same ID number on the same disk. If this is the case, the application will refer to the first font file in the directory with the requested ID number. If it is not the font you want, simply rearrange the font files on your disk so that the desired one appears before the other.

Following the reference list is the printout of a geoPaint file which may also serve as a reference for the font styles available to you. Armed with this information, you are ready to get the most out of these new fonts. Enjoy and have fun!

GEOS, geoWrite, geoPaint, geoFont and geoPublish are trademarks of Berkeley Softworks.

Name	Disk No.	ID No.	Point Size	See Notes on Page 20
-Doors AI	1	61	36	
-Doors a*	1	60	36	x
-LCD AI	1	67	36	
-Princeton AI	1	65	36	
-Rutgers AI	2	95	36	
72 lower AI*	2	92	36	x
72 upper AI*	2	91	36	x
ARROW124 PD	2	18	24	
AmerSign A	3	51	24	
Arrow AI	2	54	36	
ArtDeco AI	4	23	21	
AvGarde AI	4	29	21	
Baby AI*	2	93	24	
Berlin AI	4	28	24	
Block AI	1	70	36	
Borders AI*	3	00	24	
Bottleneck AI*	3	43	24, 12	
Carneo AI	4	35	21	
Christmas	2	88	36	
Confetti AI	4	36	25	
DeVillie AI	4	33	24	x
Default AI*	3	47	24, 12	
Disclaimer AI*	2	90	5	
Doors *	1	60	36	
Doors I	1	81	36	
Doors A	1	80	36	
Doors a	1	79	36	x
ElDorado AI*	4	34	24	x
Exec AI*	1	63	18, 14, 10	
Fino AI*	1	73	36, 24, 12	
GRAFFITI24 PD	1	19	24	
Graffiti 1	1	69	36	
Graffiti A	1	68	36	
Gunshot AI*	2	87	36	
Gutenberg AI	3	44	24	x
Hollywood AI	4	24	21	
Icons	4	31	21	
Indiana AI*	4	32	24, 12	
Invite AI*	1	62	24	
JOKER24 PD	2	17	24	
Jalisco AI*	1	64	24	
Joker AI	2	55	36	
Keyboard AI*	3	49	19	x
L.C.D. 1	1	77	36	

Name	Disk No.	ID No.	Point Size	See Notes on Page 20
LCD. A	1	76	36	
Licorice A!*	2	59	36	
Linguini A!*	2	57	36	
Machine Aa!*	3	52	24, 12	
Magik A!*	2	56	24	
Manuscript A!	4	27	21	
Matrix A!*	3	48	24	
Mercury Aa!*	4	41	24, 12	
Neon A!*	1	83	36, 24	
NewYork A!	4	22	24	
POPSICLE24 PD	1	16	24	
PRINCETON24 PD	1	20	24	
Partyline Aa!*	4	39	24, 12	
Philadelphia A!	4	25	21	
Poconos Aa!*	3	53	24, 12	
Pop A!	1	82	36	
Pow!Zap! A!	4	38	24	
Primitive A!	4	37	25	
Princeton 1	1	75	36	
Princeton A	1	74	36	
Quicksilver Aa!*	4	41	24, 12	
Quincy Aa!*	2	94	24	
RUTGERS24 PD	2	21	24	
Radio Aa!*	2	20	20	
Rounded A!	1	71	36	
Roxy A!	4	30	21	
Rutgers 1	2	97	36	
Rutgers A	2	96	36	
Scanner Aa!*	3	46	24, 12	x
Scoop A!	1	85	36, 24	
Scooped A!	1	86	36, 24	
Sidewalk	2	89	24	
Spaghetti A!*	2	58	36	
Stencil A!	3	45	24	
Television Aa!*	3	42	24, 12	
Tuxedo Aa!*	1	84	36, 24	
Vista A!	2	98	24	
Voodoo A!	2	99	36	
Whimsey Aa!*	3	50	24, 12	
Wordgame A!	4	26	21	

The fonts named **-Doors a*** and **Doors a** have a special character, a reverse slant lower case "o" located under the C= and up arrow key combination.

The **Gutenberg A1** font has a special character under the asterisk (*) key that closes the box around the letter on the left side; any lower case letter closes the box on the right side.

There is an easy way to use the **72 Point** font in geoWrite. Using the BSW font, type your headline. Highlight your text, choose edit and copy. Now move the cursor directly below your entry and choose edit, paste text. You should now have the same text appearing on two consecutive lines. Now highlight the upper line and choose font, **72 upper a1***. Highlight the lower line and choose font, **72 lower a1***. To eliminate the gap between the two halves, highlight and select style, superscript on the lower half.

The font **Philadelphia A1** has two special characters; the < and > characters are to be used at the beginning and end to close off the "circle."

The font **Scanner A1*** was designed to be used in italics.

The fonts **El Dorado Aa1*** and **De Ville Aa1** are identical except that De Ville has fewer punctuation characters, so that it would fit into geoPublish. Use El Dorado for other applications.

Many of the simpler fonts on disk 1 were designed so that more variations would be possible by outlining, bold and italics.

WHAT'S IT ALL FOR

A satisfied but curious user asked me to offer some suggestions as to how to use the Font Resource Directory. Well.....

DOWNLOAD DECISIONS: When you see a font on Q-Link, the description does not always tell you what it's like. Look it up in the FRD.

DESIGNING YOUR DOCUMENTS: Look through the FRD and select just the right font for the project you're working on.

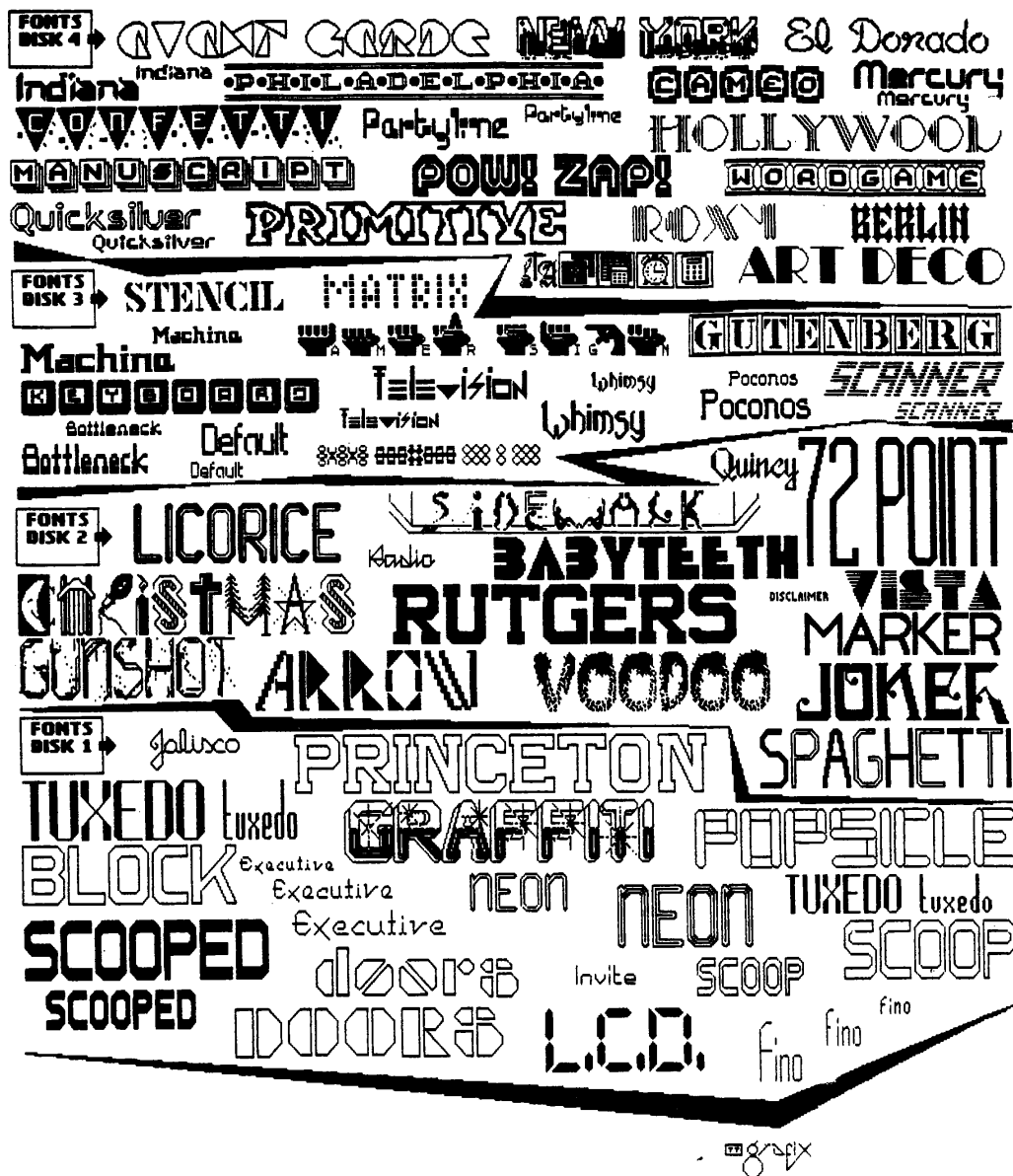
DETERMINING POINT SIZES: In geoPublish you can select any point size. But we all know that multiples of the original point size look best. Use the FRD to find out what the actual point sizes are.

IDENTIFY FONTS IN A DOCUMENT: If you have a geoPublish or geoWrite document and you don't remember what fonts you used (or it's from someone else), use a font identification program to get the ID number, then look up the font name in the ID index of the FRD. IdentifontV3.2 uploaded by Den S is highly recommended. There is a slight problem here. These programs can only identify the font ID number. Since there are 15 fonts in the Directory with ID AD, you still have some detective work to do. But at least you've narrowed it down to a workable number. And if it's your own document, you will probably know which of those fonts you have.

DEAL WITH DUPLICATE ID PROBLEMS: When you create a font, use the FRD to avoid using a duplicate ID number (remember that geoFont and the FRD use hex and Jim Collette's Font Editor uses decimal). Sometimes when you are creating a document and select one of several fonts on your disk, a different font will appear. When this happens, it's normally because they both have the same ID number. You can double check the ID's in the FRD (and use a font ID editor to change the ID number of one of them).

GRAPHIC FONT TRANSLATIONS: When you use a picture or graphic font, use the translation feature in the FRD to see what key does what.

JUST MARVELING: Browse through the FRD at least once a week, just to marvel at how far we've come from BSW's original six fonts!



TT Grofix Fonts (slightly reduced in size)