Laser-Scan Ltd.

LITES2

Release Notes - Version V5.2-1

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1 **CONTENT**

This document describes recent changes to the Laser-Scan LAMPS software package LITES2. This package provides facilities for display and editing of geographic and map data.

Details of LITES2 functionality and commands can be found using the HELP facility in LITES2, and in the latest edition of the LITES2 Reference Manual. Supporting information is found in the documentation for the MAPPING package.

This document is part of the LAMPS V5.2 release, which went into Alpha test in November 2001. It covers relevant changes to package LITES2 since the previous LAMPS release (V5.1) which went into Alpha test in August 1999.

See the release notes for the previous LAMPS release for information about earlier changes.

2 **ENHANCEMENTS**

The following particularly significant enhancements are included in LITES2 V5.2-1:

(a) In preparation for the removal of support of Display PostScript in future releases of VMS a new text rendering method has been introduced to the MOTIF version of LITES2.

This new capability is in addition to the Display PostScript option. Display PostScript has **not** been removed from LITES2 and will continue to be available as long as the operating system supports it.

The new system renders the same Adobe Type 1 fonts as used by PostScript and Display PostScript. It also relies on the associated Adobe Font Metric (AFM) files for these fonts. In the new system, these AFM files are of more significance in positioning the individual characters of a text and must be present. Details are provided below of the steps that are taken to ensure that the most appropriate AFM file is associated with a particular LITES2 font.

The following points should be noted when use is to be made of the new system:

1. As with the use of Display PostScript, the ENABLE HWTEXT must have been given and the appropriate bit set in the flags entry of the FRT file. This will initiate the use of X-Windows text. To use text rendering the logical name LSL$DECW_TEXT_RENDER should be set to 1. This setting will indicate that the new text rendering is to be used, even if LSL$DECW_DPS is set to 1.

2. As mentioned above, it is important that the font and AFM for each LITES2 font number referred to in the FRT file is defined. This is achieved through the file referred to by the logical name LSL$DPS_FONTLIST. This should be defined to point to a file (default filespec LSL$FRT:*.PSFONTLIST) containing directives

defining the fonts. The format of this file is documented in the FRT User Guide (Mapping package). Only a subset of the directives are significant when using the text rendering system. These are:

1. FONT - mandatory

   the font filename is built up from the name specified in this directive, the search list LSL$PS_FONT_OUTLINE: and the extension .XDPS$OUTLINE.

   If this file cannot be found, or if the text rendering software has difficulty reading it, then the default font name (see below) is used.

2. SCALE - defaults to 1.0

3. KERNING - defaults to no kerning

4. DIRECTION - defaults to left-to-right

5. AFM - highly recommended, but defaults to the font name.

   NOTE: as the ENCODING directive is ignored, the AFM file is the only way of specifying the encoding vector to be used to relate the character codes in the text strings to the name of the glyphs in the font file.

   The AFM filename is built up from the name specified in this directive, the search list LSL$PS_FONT_METRICS: and the extension .AFM. If the logical name LSL$PS_FONT_METRICS has not been set up then the search list SYS$PS_FONT_METRICS: is used instead. This latter name may disappear with Display PostScript.

   If the file with this filename cannot be found, then the software defaults to using either the font name, or if that is not successful then the default font name (see below). In both of these default scenarios any '-' in the font name or the default font name is replaced by '_'.

3. To mimic the Display PostScript behaviour, the default font name is "Courier". However, if this font does not exist on the system, or the text rendering system cannot interpret the file, this can be overridden by defining the logical name LSL$DECW_DEFAULT_FONT to be the name of a font which is known to exist and can be read by the system.

4. The text rendering system supports the use of composite characters. These are characters made up by superimposing two or more existing characters in the font, such as accented letters. This facility is described more fully in the FRT User Guide in the section describing the PostScript Font List File. To use the facility the logical name LSL$COMPOSITE_CHARACTERS should be defined to be 1.

3 **NEW OR CHANGED FACILITIES**

The following facilities have been added, implemented or had their actions altered:-

(a) Version has been incremented to be LITES2 V5.2-1.

4 **PROBLEMS FIXED IN THIS RELEASE**

No new problems have been reported in LITES2 Version 5.1.

5 **CHANGES TO ANCILLARY PROGRAMS FOR THIS RELEASE**

There have been no changes to ancillary programs included with LITES2 Version V5.2-1.

6 **KNOWN PROBLEMS AND RESTRICTIONS**

The following minor problems are known to occur in LITES2 V5.0-3. It is planned that they will be addressed in a future release, but they have not been considered in V5.2-1.

(a) LITES2 - If LITES2 is used to open READONLY an IFF file which lacks NO to EO pointers (for example an IFF file created before 1988), then if an attempt is made to write out a copy of the file using the WRITE command, then LITES2 will enter its "COLLAPSE" mode and enter the debugger. The workround is to open the IFF file without READONLY.

(b) LITES2 - If an FRT is set up using multiple part prioritised representation for a text feature code and it is used for a composite text feature having different text component codes (eg more than one font in the same text string), then the components whose code differs from the feature code will just be drawn repeatedly with their own code, rather than using different prioritised codes.

(c) LITES2 - If you are having problems with the PLOT LOAD command when running LITES2 on an Alpha AXP, then see the notes in the document "LAMPS V4.5 for Alpha AXP, Release Notes", which should be filed with the Release Notes for the LSLSYSTEM package.