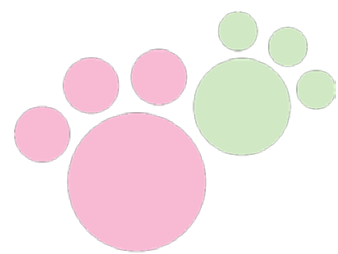


# InFont Classic

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*User's Manual, Version 6.6*



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# Overview

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***InFont Classic*** is the first and most powerful ***Font Manager*** for Microsoft® Windows Mobile® for Pocket PC in the world.

You can ***install*** new fonts on your device, ***remove*** unused fonts from your device, ***explore*** all fonts on your device including the fonts on ROM, ***retrieve*** the information of the font like Font Typeface Name, Font Version, Font Maker, Font Copyright and default shape, ***link*** to other typeface of fonts and ***change*** system font settings with InFont Classic.

# Installation

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## Minimum Requirements

To ensure adequate performance, make sure that devices on which you install ***InFont Classic*** meet the following requirements.

- Microsoft® Windows Mobile® 5.0 for Pocket PC
- Microsoft® Windows Mobile® 6.0 Professional Edition
- Microsoft® Windows Mobile® 6.0 Classic Edition
- Microsoft® Windows Mobile® 6.1 Professional Edition
- Microsoft® Windows Mobile® 6.1 Classic Edition
- Microsoft® Windows Mobile® 6.5 Professional Edition
- Microsoft® Windows Mobile® 6.5 Classic Edition

InFont Classic cannot be installed or executed on the unsupported devices that described below.

- Devices shipped with all editions based on Microsoft® Windows® CE 1.0, 2.0, 3.0 and 4.0 .NET
- Devices shipped with Microsoft® Windows® CE 4.2 .NET including Pocket PC 2003 devices
- Devices shipped with Microsoft® Windows® CE 5.0 except Pocket PC Edition and Pocket PC Phone Edition
- Devices shipped with Microsoft® Windows® CE 6.0 except Professional Edition or Classic Edition
- Devices shipped with Microsoft® Windows® CE 6.1 except Professional Edition or Classic Edition
- Devices shipped with Microsoft® Windows® CE 6.5 except Professional Edition or Classic Edition
- Smart Phones shipped with all Microsoft® Smartphone Edition
- Devices shipped with non-Microsoft® Operating Systems: Palm® OS platforms, Symbian® OS platforms and Linux platforms

## Install InSuite Core Components

All *InSuite Classic* applications including *InFont Classic* work on the basis of *InSuite Core Components*. InSuite Core Components consist of core libraries and Microsoft® MFC 9.0 for Smart Devices. You have to install InSuite Core Components before installing InFont Classic.

### Installation with Executable File (.exe)

After downloading *InSuite Core Components* and *InFont Classic* Setup Executable Files<sup>1</sup>, just run them on **Windows®** based PC<sup>2</sup> to start installation process.

**Microsoft® ActiveSync® 4.5** or **Windows Mobile® Device Center** must be installed on your PC and your device has to be connected with PC for successful installation.

You can install InFont Classic into not only Main Memory but also External or Permanent Storages. But installing to External Storages like SD Cards is not recommended for the better performance. Permanent Storages are best recommendation.

### Installation with Setup Cabinet File (.cab)

*InSuite Core Components* and *InFont Classic* are provided as not only Setup Executable File but also Setup Cabinet Files<sup>3</sup>. You need to copy most suitable Cabinet Setup File to your device to install. Please refer to the manual of your device that maybe contained in the package to copy files to your device.

Just tap the Cabinet Setup File in **File Explorer** or your suitable file manager to install.

InSuite Core Components and InFont Classic should be installed on the same directory.

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<sup>1</sup> Exe files.

<sup>2</sup> **Windows® XP**, **Windows® Vista** and **Windows® 7** are recommended.

<sup>3</sup> Cab files.

# Default Behaviors

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## Font Explorer

**Font Explorer** is main feature of **InFont Classic**. You can **browse** fonts which are installed on your device, **install** new fonts or **delete** unused fonts, set one of the fonts to **system default fonts** of your device in Font Explorer.

## Install New Font

**InFont Classic** can manage the font files of **all font types** which can be used on current Windows Mobile® devices.

The font types which can be installed are:

Font Type	Extensions
Uncompressed TrueType Font	<b>ttf</b>
Uncompressed TrueType Collection	<b>ttc</b>
Monotype Imaging AC3 Compressed <sup>4</sup> TrueType Font	<b>ttf, ac3</b>
Monotype Imaging AC3 Compressed TrueType Collection	<b>ttc, ac3</b>

To install new font file onto your device, you have to copy the font file to your device or external storage from the desktop PC at first. Then tap **Install** button from command bar or press **Left Soft Key**.

After selecting the font file to install, you can preview the information of the font file from **Font Information** dialog. When you have finished installing the font successfully, you can see the new font from **Font Explorer** immediately.

## Popup Menu

Most of functions for managing fonts can be invoked from the **Popup Menu**. To open the Popup Menu, Tap and Hold on the font item in Font Explorer, or you can use Navigator Key and Action button to open the Popup Menu.

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<sup>4</sup> Prior to Windows Embedded CE 6.0, the company Monotype Imaging was named Agfa Monotype, and the Monotype Imaging AC3 Font Compression technology was referred to as Agfa AC3 Font Compression.

### *Add to Default Fonts*

**Default Fonts** of *InFont Classic* is similar with system font in Operating System. The behaviors of **Add to Default Fonts** are creating the ordered font link list for the default font and configuring skip table of the default font.

InFont Classic can manage default fonts for variable width fonts<sup>5</sup> and fixed width fonts<sup>6</sup> separately. By default, *Tahoma* is the default system font for variable width fonts in *Windows Mobile*®.

### *Font Link Dialog*

**Font Link dialog** can control the list of a font with priority and configure skip table of the typeface of the font. All behaviors related to font linking like **Add to Default Fonts** are working based on Font Link dialog. The first font in the list has the highest priority and all fonts are sorted by priorities.

#### Add

Add a font to the bottom of the default fonts list.

#### Remove

Remove the selected font from the default fonts list.

#### Move Up

Move the selected font up to higher priority in the default fonts list.

#### Move Down

Move the selected font down to lower priority in the default font list.

#### Skip Table

Configure **Skip Table** of the typeface of the selected font. Tap **Default** button to restore factory default skip table for the selected font.

Skip table is character array that contains the skipped characters allow you to define one or more Unicode characters that should be obtained from the linked font, even if they are present in the base font.

The default skip table requires no locale identifier. Therefore, the content of the

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<sup>5</sup> Default Font.

<sup>6</sup> Default Fixed Font.



default skip table may be shared between different locales. For locales that use a skip table with different characters than the ones in the default skip table, the skip table must be preceded by the LCID.

The skipped characters in Skip Table should be set by *Hexadecimal*. The skipped characters should be separated by colon, and the groups of the skipped characters can be set by hyphen like *0391-03c9*.

The following example shows a skip table that may be shared among Japanese, Simplified Chinese, and Traditional Chinese. Because the skip table used for Korean differs from the default skip table, the Korean LCID<sup>7</sup> has been added after the default skip table, and separated with a semi-colon. The content of the Korean skip table has been added after the LCID.

*005c,00a5,007e,0391-03c9,2026,2116,221a,25a0-25ff;0412:005c*

*Soft Reset* is required after the process.

### *Add to Default Fixed Fonts*

By default, *Courier New* is the default system font for fixed width fonts in Windows Mobile®. The fixed width fonts are used in console windows, binary editors or source code viewers because of high quality of readability.

### *Link To...*

*InFont Classic* can link the font information for not only the default system fonts but also all of additional predefined font information.

### *Delete*

When some fonts that you have installed are unnecessary, you can delete those fonts easily.

All registered font files cannot be deleted by normal file operations due to sharing violations. But *InFont Classic* can remove font registration information from device and font file itself.

The fonts that are currently used and embedded into ROM cannot be deleted.

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<sup>7</sup> Korean LCID is 0412 by Hexadecimal and 1042 by Decimal.

## *Properties*

The information of specified fonts can be retrieved from **Font Properties** dialog.

The information can be retrieved are **File Name** of font, **Typeface<sup>8</sup> Name** of font, **Font Version**, **Copyright** of Font and **Font shape** preview. If the Font Properties dialog contains the properties of TrueType Font Collection, The all of Font Typeface Name will be displayed.

The font properties dialog is also displayed by double tapping the font icon in Font Explorer.

## Main Menu

**Main Menu** contains the font management and system related behaviors.

### *Default Fonts*

The default fonts can be reordered and reassigned by **Default Fonts** behavior.

### *Default Fixed Fonts*

The default fixed fonts can be reordered and reassigned by **Default Fixed Fonts** behavior.

### *Font Linking...*

A selected typeface of fonts can be reordered and reassigned by **Font Linking...** behavior.

### *System Fonts*

Windows Mobile® has the font information for the system components which is separated from the font linking information.

#### Default Font

**Default Font** is the default font for the system components and cannot be modified.

#### System Font

**System Font** is the default font for the system device context and cannot be

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<sup>8</sup> Also known as **Font Face Name**.

modified.

#### Popup Menu Font

**Popup Menu Font** is the font for the popup menus.

#### Menu Bar Font

**Menu Bar Font** is the font for the old menu bars. This setting is not applied to command bars.

#### Out of Memory Window Font

**Out of Memory Window Font** is the font for the out of memory window. The out of memory window will be displayed when system memory is low only and displayed by the system automatically.

#### Button Font

**Button Font** is the font for the buttons. Only the font weight will be applied and the other properties will be ignored.

### *Antialiasing*

**Anti-aliasing** features can be turned on or off with real-time<sup>9</sup>.

### *View Styles*

Font Explorer can be displayed by **Icon** and **Details** view styles.

### *Backup and Restore*

Font Information can be saved as and restored from **Registry Entries**<sup>10</sup>.

### *Reset Device*

Resetting device is required after changing all font settings.

### *About*

You can determine versions and build number of **InFont Classic**.

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<sup>9</sup> Real-time applying supports ClearType™ only.

<sup>10</sup> The files are compatible with Windows NT Registry Editor for Windows XP, Windows Vista and Windows 7, InRegistry Classic and latest Resco Registry Add-in for Resco Explorer.

# Configuring InFont Classic

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## Options

Every feature of *InFont Classic* can be configured from the *Options* behavior.

### *General*

In *General* tab, you can customize the general features of InFont Classic.

#### Use Font Link Method

Fill this check box to use font link method when linking fonts. If font link method is used, the cell height adjustment for fonts is enabled. The adjustment for cell height is most typically warranted for this category of fonts.

#### Reset Method

You can choose one of Reset Method between Reset *Immediately* and Reset *By System Schedule* according to your suitable working styles.

### *Antialiasing*

In *Antialiasing* tab, you can customize the settings for anti-aliasing settings of the system.

#### ClearType™

*ClearType*™ is a software technology developed by *Microsoft* that improves the readability of text on existing LCDs<sup>11</sup>, such as laptop screens, Pocket PC screens and flat panel monitors.

ClearType™ works by accessing the individual vertical color stripe elements in every pixel of an LCD screen. Before ClearType™, the smallest level of detail that a computer could display was a single pixel, but with ClearType™ running on an LCD monitor, we can now display features of text as small as a fraction of a pixel in width. The extra resolution increases the sharpness of the tiny details in text display, making it much easier to read over long durations.

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<sup>11</sup> Liquid Crystal Displays.

## Font Smoothing

Font Smoothing is Windows Mobile® specified method to use anti-aliasing fonts. **InFont Classic** supports both of the **Force GRAY 16 levels** method and the **Expansive Anti-alias** method.

**Force GRAY 16 levels** method allows the TrueType font renderer to use 4-bit anti-aliasing for font sizes that do not support 4-bit anti-aliasing.

**Expensive Anti-alias** method is based on an alternative anti-aliasing algorithm in the GPE emulation library. Any display driver using the GPE emulation library can thus take advantage of two possible anti-aliasing algorithms.

## Apply to Landscape Mode

Fill the check box if you want to turn on anti-aliasing features when screen is in Landscape Mode<sup>12</sup>.

## Folder

All font files are installed in **|Windows** folder by default, but the size of the some font files – especially East-Asian fonts – are very large<sup>13</sup> to store into Main Memory. But if you change the font folder with **InFont Classic**, you can use larger memory like external storages to store font files.

When you change the font folder, all font files will be copied into new folder for stability. If you do not want to use all of these files, you can remove the files later.

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<sup>12</sup> Rotated Screen Mode.

<sup>13</sup> Sometimes the size of uncompressed font files exceed by up to 10MB.

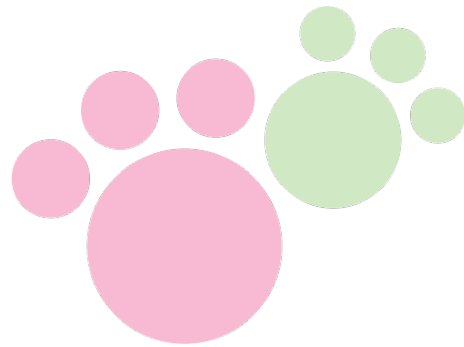
# Additional Information

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## About Infinite Revolution

***Infinite Revolution*** specializes in software development for ***Microsoft® Windows® CE*** including Pocket PC and Smartphone.

One of our main areas of activity is developing basic bundling solutions for Pocket PC. We have successfully implemented several Pocket PC and Smartphone projects.



We have developed ***InLibrary***, a set of reusable components that allow significant reductions in development time, increase reliability and reduce risks in custom enterprise solution development and it is the core of ***InSuite Classic***.

## Technical Support and Help

If you have any questions about our products, please contact ***Support Team*** through E-Mail [support@infrev.com](mailto:support@infrev.com).

## Trademarks Notice

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