Grixel™ Pixel Fonts Usage Guidelines
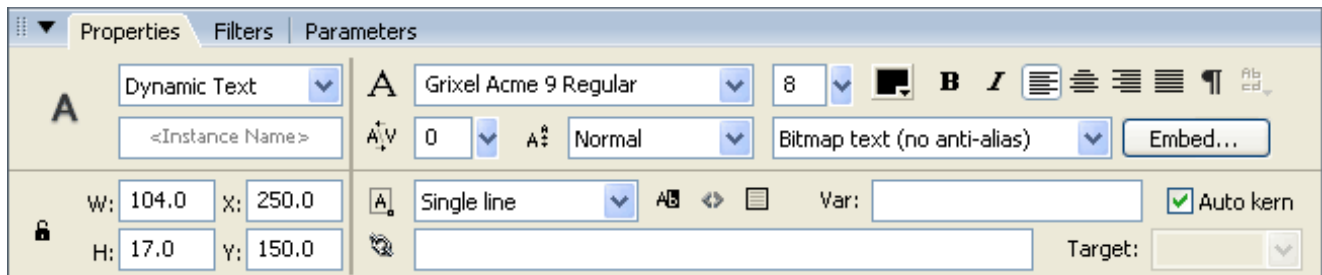
Thank you very much for downloading the free / purchasing the commercial Grixel fonts.

Macromedia Flash 8
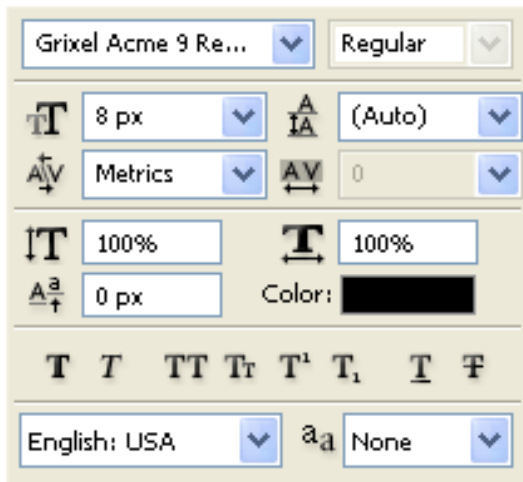

1) Use the font only at **8px** or multiples of 8 (16, 24, etc) with "**Bitmap text (no anti-alias)**" selected.

2) Position your text blocks where **_x** and **_y** values are whole numbers, i.e. position them at the point **_x=250** and **_y=150**, NOT at _x=250.8 and _y=150.4. If you don't place your text's _x and _y position on a whole number, the pixel font will look blurred. On the View menu set the "**Snap to pixels**" to "**on**" for easier placement of the fonts on whole pixel values.

3) When you place your text inside a movie clip, the clip must also be positioned on whole pixel **_x** and **_y** values. Do not scale the movieclip. Make sure it is at **100%** size (Modify/Transform/**Remove Transform**)

4) Align your text only left or right.

5) Try to avoid animating (tween animation) pixel fonts. When your fonts move, they get blurry because they are not located on a whole pixel value. On the other hand you can try and animate them via action-script using the **Math.round();** function in order to animate the text clip in whole pixel values.

6) Avoid scaling pixel fonts using Flash's Scale feature. If you need to increase the size of your pixel font, increment the text's font size by **8** (16, 24, etc).

7) Make sure that you view your stage/swf file at **100%** view size. **(View / Magnification / 100%)**

8) To enable the kerning pairs that are included with the fonts, with "**Static**" texts turn on the "**Auto Kern**" feature while "**anti alias for animation**" is selected. In "**Dynamic**" and "**Input**" texts with "**Auto Kern**" feature on, you must also **Embed** the letters that are included in the pairs. If you turn off "Auto Kern", the font will still work fine but without the Kerning Pairs available.

9) Loose version of Grixel™ fonts are not actually needed to be used with this version of Flash, as the "**Letter Spacing**" **[A-V]** option is available in all three types of texts (Static, Dynamic, Input). Set this option at 0 and the letter space of the font will be at its default value that was designed (Normal versions = 1 pixel letter space). Set it at 1 and you will add 1 pixel letter space to all the glyphs in the font, 2 for adding 2 pixels letter space, and so on.

Guidelines for older versions of Macromedia Flash, please go to www.grixel.gr at the Guide Section.

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Adobe Photoshop CS / CS2

1) Use the font only at **8px** or multiples of 8 (16,24,etc) with the Anti-aliasing set to "**None**", the "**Kerning**" feature set to "**Metrics**", Horizontal and Vertical Scale set to **100%**, the tracking set to **0** and the text field must be "**Point Text**" (click and type - DON'T click, drag and then type).

2) The resolution of your picture must be at **72 dpi**. If it wasn't in the first place, don't try to change it through Image Size. You must create a NEW image from scratch at 72dpi.

3) Always align your text **Left**. Sometimes it also works when aligned Center and Right.

4) To enable the kerning pairs that are included with the font, set the "**Kerning**" feature to "**Metrics**". To disable Kerning Pairs, set the "Kerning" feature to "0".

5) Loose version of Grixel™ fonts is NOT needed for these versions of Photoshop, as the option "**Tracking**" is used to add letter space between the glyphs. Set this option at 0 and the letter space of the font will be at its default value that was designed (Normal versions = 1 pixel letter space). Set it at 125 and you will add 1 pixel letter space to all the glyphs in the font, set it at 250 for adding 2 pixels letter space, and so on (multiples of **125**).

Guidelines for older versions of Adobe Photoshop, please go to www.grixel.gr at the Guide Section.