T1ASCII(1) T1ASCII(1)

## T1ASCII

## **NAME**

t1ascii - convert PostScript Type 1 font from binary to ASCII

## **SYNOPSIS**

tlascii [-l length] [input [output]]

## **DESCRIPTION**

**t1ascii** converts Adobe Type 1 font programs in PFB (binary) format to PFA (hexadecimal) format. If the file *output* is not specified output goes to the standard output. If the file *input* is not specified input comes from the standard input.

## **OPTIONS**

## --line-length=num, -l num

Set the maximum length of encrypted lines in the output to *num*. (These are the lines consisting wholly of hexadecimal digits.) The default is 64.

### --warnings, -w

Warn when the input font contains lines longer than 255 characters. Long lines don't strictly conform to Adobe's Document Structuring Conventions, and may cause problems with older software.

## **SEE ALSO**

```
t1binary(1), t1unmac(1), t1mac(1), t1asm(1), t1disasm(1)
```

Adobe Type 1 Font Format

## **AUTHORS**

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T1ASM(1) T1ASM(1)

### T1ASM

# **NAME**

t1asm - assemble PostScript Type 1 font

## **SYNOPSIS**

**t1asm** [-a|-b] [-l length] [input [output]]

## **DESCRIPTION**

**t1asm** assembles Adobe Type 1 font programs into either PFA (hexadecimal) or PFB (binary) formats from a human-readable form. If the file *output* is not specified output goes to the standard output. If the file *input* is not specified input comes from the standard input.

**t1asm** tokenizes the charstring data and performs eexec and charstring encryption as specified in the "black book," *Adobe Type 1 Font Format*.

The input must have a line of the form

## /-|{string currentfile exch readstring pop}executeonly def

which defines the command, in this case '-|', that is to start charstring data. It is an error not to define such a command. Another common name for this command is 'RD'.

After the start of the **Subrs** array in the input, all open braces '{' not in a comment begin a charstring. Such a charstring is terminated by the next non-comment close brace '}'. Within such a charstring, only comments, integers, and valid charstring commands are allowed. Valid charstring command names can be found in *Adobe Type 1 Font Format* and other documents describing the newer Type 2 opcodes. The format within a charstring is unimportant as long as integers and commands are separated by at least a one whitespace (space, tab, newline) character. Note that within charstrings, comments are discarded because they cannot be encoded.

## **OPTIONS**

## --pfa, -a

Output in PFA (ASCII) format.

### --pfb, -b

Output in PFB (binary) format. This is the default.

# --block-length=num, -l num

PFB only: Set the maximum output block length to *num*. The default length is as large as memory allows.

## --line-length=num, -l num

PFA only: Set the maximum length of encrypted lines in the output to *num*. (These are the lines consisting wholly of hexadecimal digits.) The default is 64.

## **EXAMPLES**

% t1asm Utopia-Regular.raw > Utopia-Regular.pfb

% t1asm -a Utopia-Regular.raw > Utopia-Regular.pfa

# **SEE ALSO**

# t1 disasm(1), t1 ascii(1), t1 binary(1), t1 unmac(1), t1 mac(1)

Adobe Type 1 Font Format is available free from Adobe as a PDF file. http://partners.adobe.com/asn/developer/PDFS/TN/T1\_SPEC.PDF

*The Type 2 Charstring Format*, also available from Adobe as a PDF file, describes the newer Type 2 operators, which are also used in some multiple-master Type 1 fonts like Adobe Jenson and Kepler. http://partners.adobe.com/asn/developer/PDFS/TN/5177.Type2.pdf

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T1BINARY(1) T1BINARY(1)

## T1BINARY

# **NAME**

t1binary - convert PostScript Type 1 font from ASCII to binary

# **SYNOPSIS**

t1binary [-l length] [input [output]]

## **DESCRIPTION**

**t1binary** converts Adobe Type 1 font programs in PFA (hexadecimal) format to PFB (binary) format. If the file *output* is not specified output goes to the standard output. If the file *input* is not specified input comes from the standard input.

## **OPTIONS**

## --block-length=length, -l length

Set the maximum length of sections in PFB output to *length*. The default length is as large as memory allows.

## **SEE ALSO**

t1ascii(1), t1unmac(1), t1mac(1), t1disasm(1), t1asm(1)

Adobe Type 1 Font Format

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T1DISASM(1) T1DISASM(1)

### **T1DISASM**

## **NAME**

t1disasm - disassemble PostScript Type 1 font

# **SYNOPSIS**

t1disasm [input [output]]

## **DESCRIPTION**

**t1disasm** disassembles Adobe Type 1 font programs in either PFA (hexadecimal) or PFB (binary) formats into human-readable form. If the file *output* is not specified output goes to the standard output. If the file *input* is not specified input comes from the standard input.

**t1disasm** performs eexec and charstring decryption as specified in the "black book", *Adobe Type 1 Font Format*. Additionally, the charstring binary tokens are expanded into human-readable text form, using the names given in the black book and later documents describing Type 2 opcodes.

## **EXAMPLES**

```
% t1disasm Utopia-Regular.pfb Utopia-Regular.raw % t1disasm Utopia-Regular.pfa Utopia-Regular.raw
```

In **Subrs** entries in Utopia-Regular.raw will look like

```
dup 5 {
             8 111 vstem
             -12 128 hstem
             707 -20 hstem
             return
             }|
and the CharStrings entries like
        /exclam {
             58 242 hsbw
             6 callsubr
             54 callsubr
             63 707 rmoveto
             -54 0 -5 -22 4 -45 rrcurveto
             40 -431 rlineto
             29 hlineto
             42 431 rlineto
             4 45 -5 22 -55 0 rrcurveto
             closepath
             6 4 callsubr
             -719 vmoveto
             243 callsubr
             endchar
             } |-
```

# **SEE ALSO**

```
\boldsymbol{t1asm}(1),\,\boldsymbol{t1ascii}(1),\,\boldsymbol{t1binary}(1),\,\boldsymbol{t1unmac}(1),\,\boldsymbol{t1mac}(1)
```

 $\label{local-composition} Adobe \ \ Type \ \ 1 \ \ Font \ \ Format \ \ is \ \ available \ \ free \ \ from \ \ Adobe \ \ as \ \ a \ \ PDF \ \ file: \ \ http://partners.adobe.com/asn/developer/PDFS/TN/T1_SPEC.PDF$ 

*The Type 2 Charstring Format,* also available from Adobe as a PDF file, describes the newer Type 2 operators, which are also used in some multiple-master Type 1 fonts like Adobe Jenson and Kepler: http://partners.adobe.com/asn/developer/PDFS/TN/5177.Type2.pdf

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```

T1MAC(1) T1MAC(1)

### T1MAC

## **NAME**

t1mac - translate a PFA or PFB PostScript Type 1 font into Macintosh format

## **SYNOPSIS**

t1mac [--macbinary | --applesingle | --appledouble | --binhex | --raw] [--filename name] [input [output]]

## **DESCRIPTION**

**t1mac** reads a PFA (hexadecimal) or PFB (binary) PostScript Type 1 font file and generates an equivalent Macintosh Type 1 font file. The output file can be in MacBinary II, AppleSingle, AppleDouble, or BinHex format, or it can be a raw resource fork. The default is MacBinary II; use an option to choose a different format. If the *output* file is not specified output goes to the standard output.

WARNING: The output of **t1mac** is not sufficient to use the font, since Macintoshes can't read raw Type 1 fonts. You will need to create a font suitcase containing bitmap fonts if you do not have such a suitcase for the font already. **t1mac** cannot help you do this.

### **OPTIONS**

#### --raw, -r

Indicates that output should be a raw resource fork.

### --macbinary

Indicates that output should be in MacBinary I or II format. This is the default.

### --applesingle

Indicates that output should be in AppleSingle format.

## --appledouble

Indicates that output should be in AppleDouble format.

## --binhex

Indicates that output should be in BinHex 4.0 format.

## --filename=name, -n name

Sets the Macintosh filename of the output font to *name*. The default is to construct the filename from the font's name using established Macintosh conventions. This option is not useful when output is a raw resource fork.

## **SEE ALSO**

```
t1unmac(1), t1ascii(1), t1binary(1), t1asm(1), t1disasm(1)
```

# **AUTHORS**

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T1UNMAC(1) T1UNMAC(1)

### **T1UNMAC**

## **NAME**

t1unmac - translate a Mac PostScript Type 1 font into PFA or PFB format

## **SYNOPSIS**

t1unmac [-a|-b] [-r] [input [output]]

## **DESCRIPTION**

**t1unmac** extracts POST resources from a Macintosh PostScript font file and creates a PFA (hexadecimal) or PFB (binary) font file. The file *input* should be in MacBinary I or II, AppleSingle, AppleDouble, or BinHex format, or it can be a raw resource fork. If the file is a raw resource fork, you need to give the '—raw' option; otherwise **t1unmac** should automatically figure out what kind of file you have. If the file *output* is not specified output goes to the standard output.

## **OPTIONS**

## --pfa, -a

Output in PFA (ASCII) format.

## --pfb, -b

Output in PFB (binary) format. This is the default.

## --raw, -r

Indicates that the input is a raw resource fork.

### --macbinary

Indicates that the input is in MacBinary I or II format.

### --applesingle

Indicates that the input is in AppleSingle format.

## --appledouble

Indicates that the input is in AppleDouble format.

### --binhex

Indicates that the input is in BinHex 4.0 format.

### --block-length=num, -l num

PFB only: Set the maximum output block length to *num*. The default length is as large as memory allows.

# --line-length=num, -l num

PFA only: Set the maximum length of encrypted lines in the output to *num*. (These are the lines consisting wholly of hexadecimal digits.) The default is 64.

## **EXAMPLES**

On Mac OS X, you can use **t1unmac** to translate a font into PFA or PFB format as follows:

% tlunmac --raw FONTFILENAME/..namedfork/rsrc > OUTPUT

# **SEE ALSO**

t1mac(1), t1ascii(1), t1binary(1), t1asm(1), t1disasm(1)

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