

# Digital legacies

A lifetime of type design  
tools, formats and projects



**Greg Thompson**

to Adam, Alex, Thomas ▾

⌚ Jul 31, 2018, 10:30 PM



Hi Adam,

Thomas has suggested you might have the ability to run FOG 4.

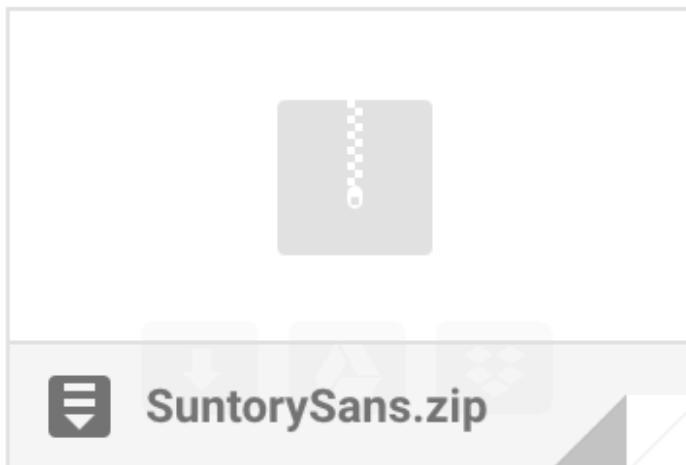
To summarize, I discovered what appears to be old FOG 3? 4?) sources containing fonts I would like to polish up and publish. I reached out to FontLab and have had a number of replies (see below).

I've attached a zip archive here in case you are willing / able to open them.

Regards,

Greg Thompson

...





Greg Thompson

to Adam, Alex, Thomas ▾

⌚ Jul 31, 2018, 10:30 PM



Hi Adam,

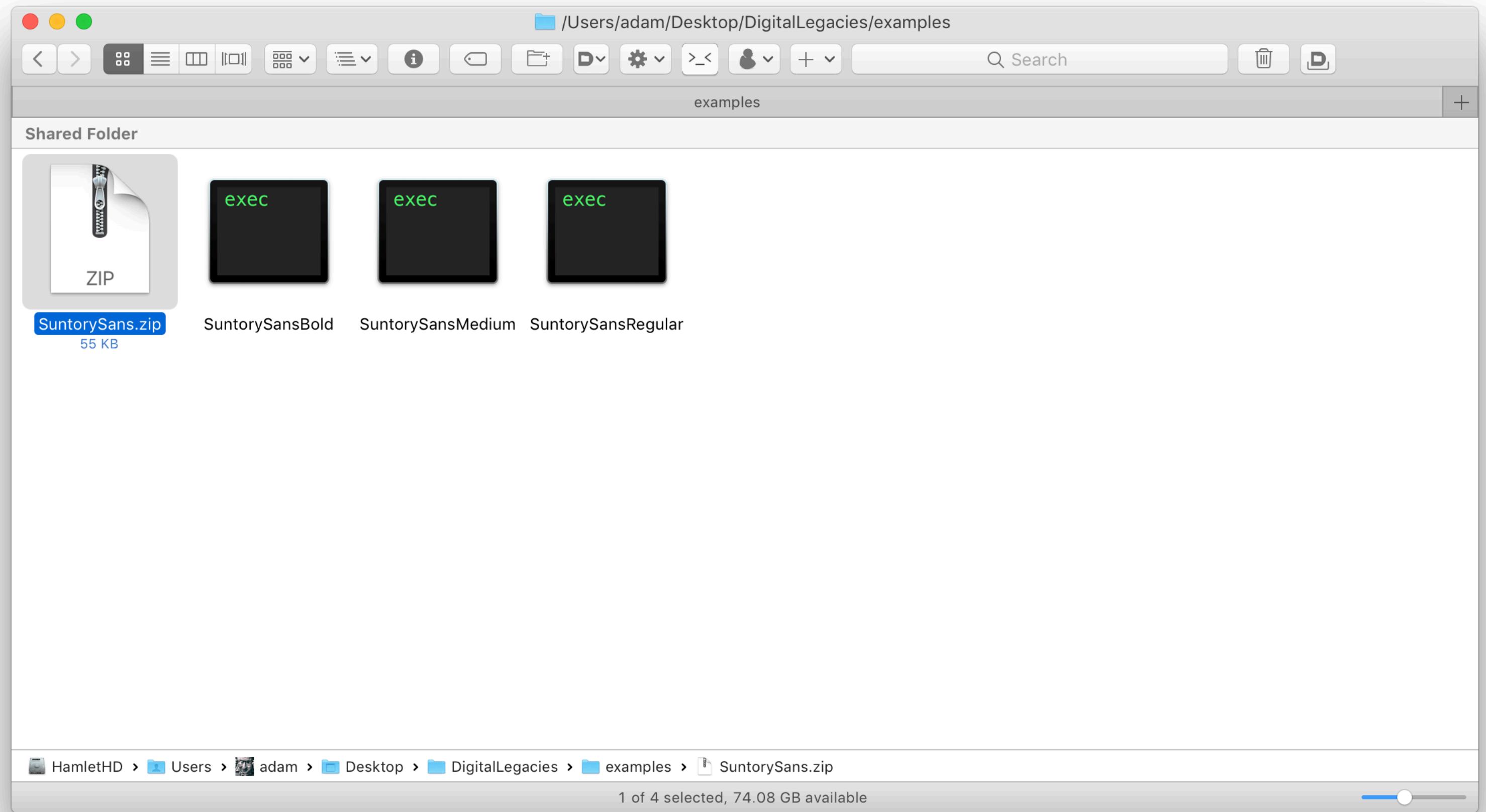
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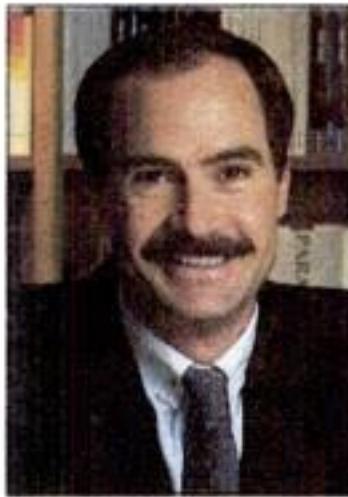
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Regards,

Greg Thompson





## TECH TALK ■ BY STEVE GIBSON

# IBM Will Be Taking No Prisoners In Upcoming Font Wars

After writing last week's column about the technical operation of Apple/Microsoft True Type and Adobe Type Manager (ATM) technologies, I've continued musing about some of the implications of the Font Wars that are bound to beset us. With fonts an increasingly critical component of the bit-mapped screen displays and printers, the issues surrounding these fonts are of considerable consequence.

Conflicting standards punish everyone. Things are bad enough now, with the conflicting and incompatible DOS, Windows, and OS/2 platforms, but just imagine how much more awful things would be if CP/M-86 or the UCSD P-System had been really successful on the PC! With technologies that are already as complex as ours, at every turn attempts *must* be made to standardize our subsystems. This is why I'm so perturbed by IBM's decision to standardize on ATM for its SAA and OS/2 platforms.

IBM had ample opportunity to examine, study, and decide on exactly which font rendering technology it wanted. Then, against the strongest possible urgings from Microsoft, it stumbled its way into the market with a hybrid solution.

collection of parameters in a table, it was possible to closely examine the resulting bit maps to determine how well the type was imaged and "hinted" at low point sizes, and also to compare the overall character shapes to see how faithfully the machine representation followed the classic face.

However, since True Type fonts carry the bulk of their own rasterizers with them, type foundry claims regarding font

quality are going to be incredibly difficult to weigh. Since we'll actually be purchasing interpreted software when we buy a True Type font, there will be highly interactive issues regarding rendering speed vs. quality vs. font file length. What's more, these issues might well be highly nonlinear, with speed vs. quality interacting subjectively with the point size at which the face is imaged. And while a larger font file might seem to be a problem, the file

would be larger typically because its represented font is "smarter" in some significant way, thus giving it a potential quality edge over another smaller and perhaps faster font. As if all this weren't enough, the True Type technology allows for extreme variation in font quality within a single typeface.

However, I am confident that Apple and Microsoft have taken a giant step forward in font technology.



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*Sept. 12, 1989*

### LAPTOP LT3400

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- 1MB RAM

numbers to come up with the

value, and net future value, and

3800.

BY STEVE POLILLI

# Font technologies go head to head

## Adobe, Ares, Altsys push font imitation formats

BY JEANETTE BORZO

BOSTON — Rather than staging battles between rival font formats and technologies, vendors at this year's spring Seybold show focused on font technologies that improve document and font exchange.

Adobe Systems Inc., Ares Software Corp., Type Solutions Inc., and Altsys Corp. all announced new products or updates to existing font and document exchange products last week at Seybold Seminars 93, a show that in years past has been the battleground for competing font technologies.

Adobe gave another update on Acrobat, its document exchange technology originally called Carousel.

The Portable Document Format (PDF) used in Acrobat will let users exchange documents electronically — retaining a document's format and look — re-

gardless of the application or platform used to create the document.

Adobe chairman John Warnock told Seybold attendees that Acrobat will ship to Macintosh and Windows users in June. The Unix version is now in alpha testing, and the DOS version will be in alpha testing later this month, he added.

Warnock also said Acrobat will come in two versions: Reader and Exchange. Exchange will be offer full functionality for two-way communications. Acrobat Reader will be a publishing tool for mass distribution of documents, offering less functionality for users who want to view but not necessarily modify documents.

Adobe, headquartered in Mountain View, Calif., also plans to support a full-text search application programming interface in Acrobat by year end, Warnock said.

Ares Software of Foster City, Calif., said it plans to ship FontChameleon to Macintosh and Windows users for \$295 by midyear. The software uses master outline files, descriptor fonts, and a rasterizer to mimic fonts for greater document portability.

Type Solutions announced Incubator GX, another font-mimicking program that lets users modify typographic characteristics of their Type 1 or TrueType fonts or convert between the two font standards. The Plaistow, N.H.-based vendor plans to ship Incubator this summer for \$695.

Fontographer 4.0, due to ship from Altsys this quarter for \$495, will offer users more than 200 new features for font editing. Richardson, Texas-based company said the product will offer automatic spacing and kerning, preview editing, and snap-to grids.

A free upgrade of Contact Software International Inc.'s Windows-based contact management package is set to ship to registered users later this month.

Release 1.1 of Act for Windows has been enhanced with a number of features that improve performance, the company said. Several bugs in the first release of the Windows product were also corrected.

Act, also available for DOS, Macintosh, and Hewlett-Packard Co. palmtop computers, includes integrated functions for planning, scheduling, and maintaining a contact database.

The package is typically used by sales professionals, consultants, and executives to manage contacts with clients.

Performance was increased in Release 1.1 by as much as 300 percent for certain functions through software design changes, according to Jon Matsuo, CSI vice president of marketing.

The process for saving large files has also been speeded up, reducing a 6-minute operation to 20 seconds, he said.

Matsuo said that users switch-

ing to the Windows version from a DOS version saw the most striking difference in performance.

"It's tremendously improved now," said Harry Strauss, chief executive of management consulting firm Microtech Planning, in Aurora, Ore. "It's much faster and much more stable in the new version. This software has been very useful. It's intuitive and very easy to use, espe-

---

**Some functions  
are as much as  
300 percent  
faster.**

---

cially in generating form letters and envelopes," he added.

Other features in the new release include expanded import capabilities, enhanced DDE links for Microsoft Word, merge/match options, auto-rollover of uncompleted activities, auto-save, and a quick-dial phone list.

Contact Software is located in Dallas and can be reached at (214) 919-9500.

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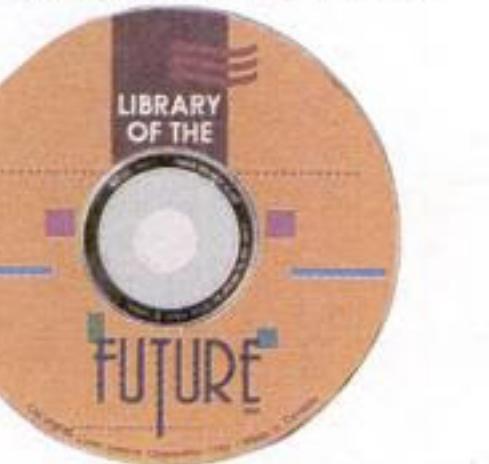
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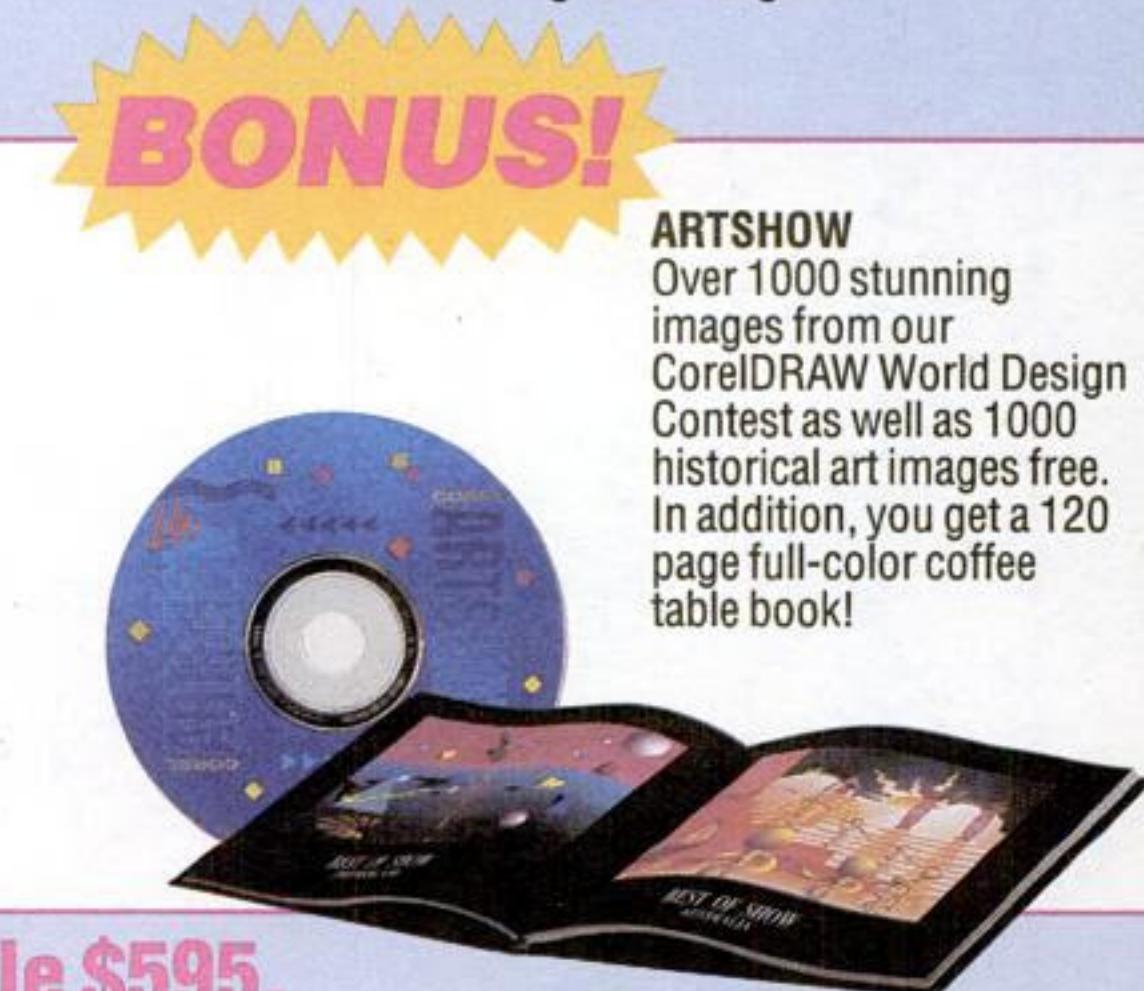
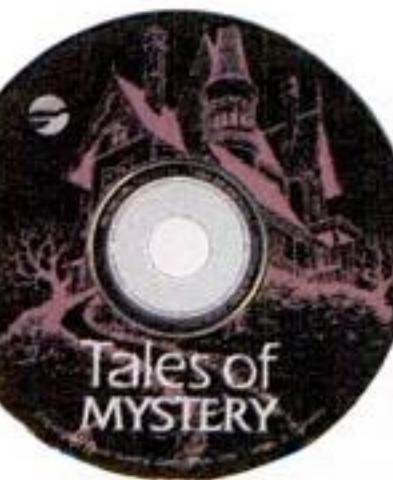
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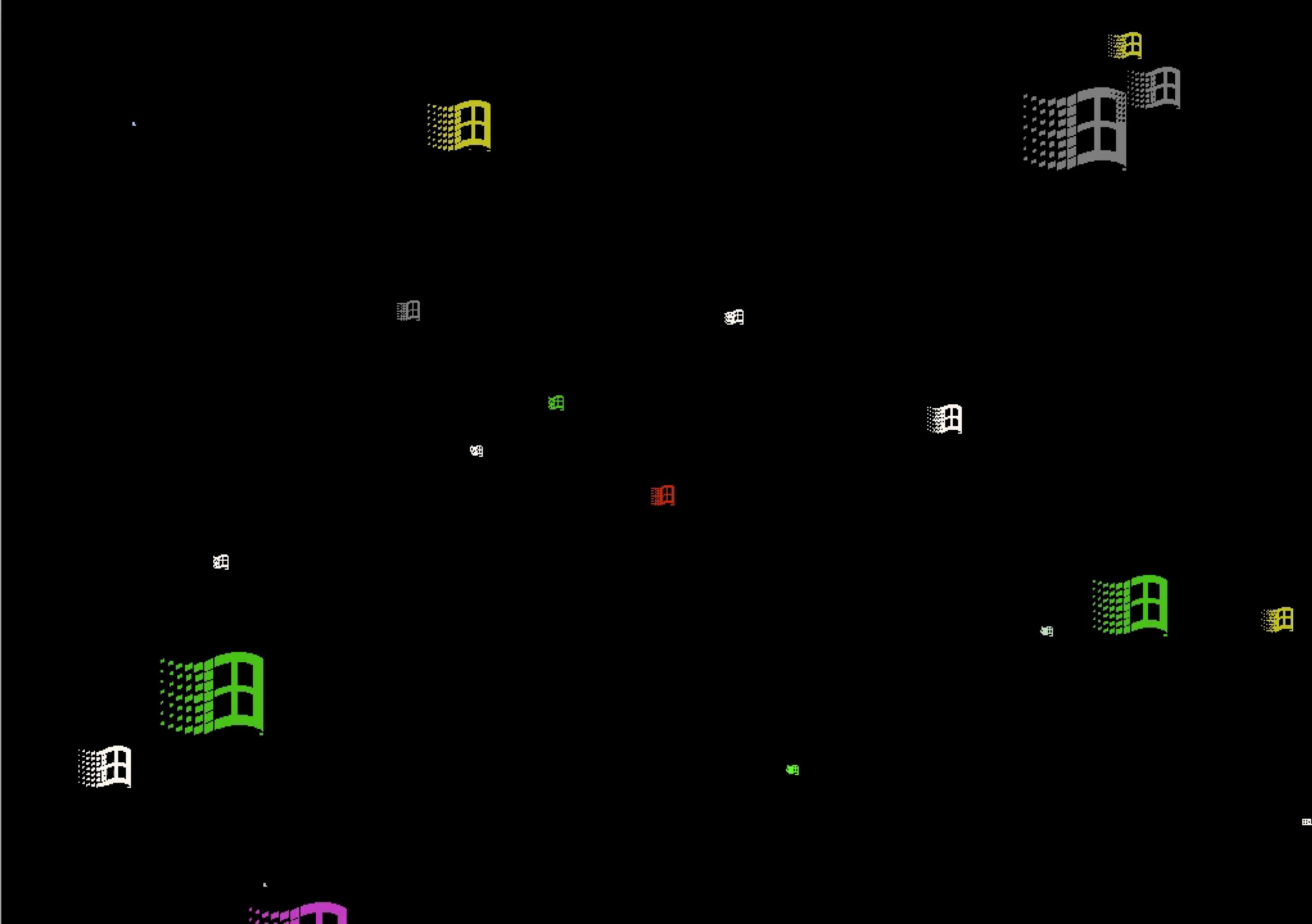
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# TransType 4

UNIVERSAL FONT CONVERTER

# Altsys' Fontographer Is a Capable Font-Making Package

A sophisticated font and graphics creation package for the Macintosh, Fontographer from Altsys provides the means for any professional to create a complete character-based Postscript font. You can also use the program to assign graphics to any key or combination of keys. Corporate insignias, specialized characters, and entire font sets can be created using an intuitive drawing interface that is the front end of a powerful Postscript generator. For this write-up, we looked at the current version of Fontographer, which is 3.0.5.

Fontographer's drawing tools are similar to those of existing Postscript drawing packages such as Adobe Illustrator and Aldus Freehand. Artists familiar with these programs can use their graphics expertise to design unusual typefaces and logos. Once you've created your design, Fontographer generates a bit-mapped version of the image for screen display, as well as a downloadable Postscript file that can be sent to any Postscript-compatible printer.

To create a font from scratch, you must decide how many characters to include. You can use all of the alphanumeric characters in addition to special combinations of Ctrl and option keys.

Fontographer offers three independent drawing layers: a background layer, which can contain a bit map or a PICT template; a foreground layer, for drawing; and a guideline layer. There is also a preview, or metric, window that enables you to set character spacing and kern pairs. An auto-tracing feature simplifies the task of generating the actual character.

The drawing tools include a multipurpose pen tool, as well as tangent, corner, curve, circle, basepoint, and width tools. All of these tools enable you to manipulate and place specific points that make up your character.

After you have generated your font, whether it be for a complete set of characters or only a few, Fontographer enables you to generate a bit-mapped version of the font for on-screen viewing. It also generates a Postscript file that will be automatically downloaded to your Laserwriter or other Postscript-compatible printer when your font is used. You specify which sizes of the font you want to generate, and the program does the rest. If you want to print your font before you install it on your system, you can make a test print directly from Fontographer. To alter a font, simply double click on the

character, modify it, regenerate a bit map, and run another test print.

Altsys provides clear, extensive documentation. A helpful tutorial introduces complicated topics in a simple step-by-step fashion. Although this program has an advanced set of font-generation capabilities for professional designers, it can also be used by novices to create simple logos and graphics or to modify existing fonts. Fontographer retails for \$495 and

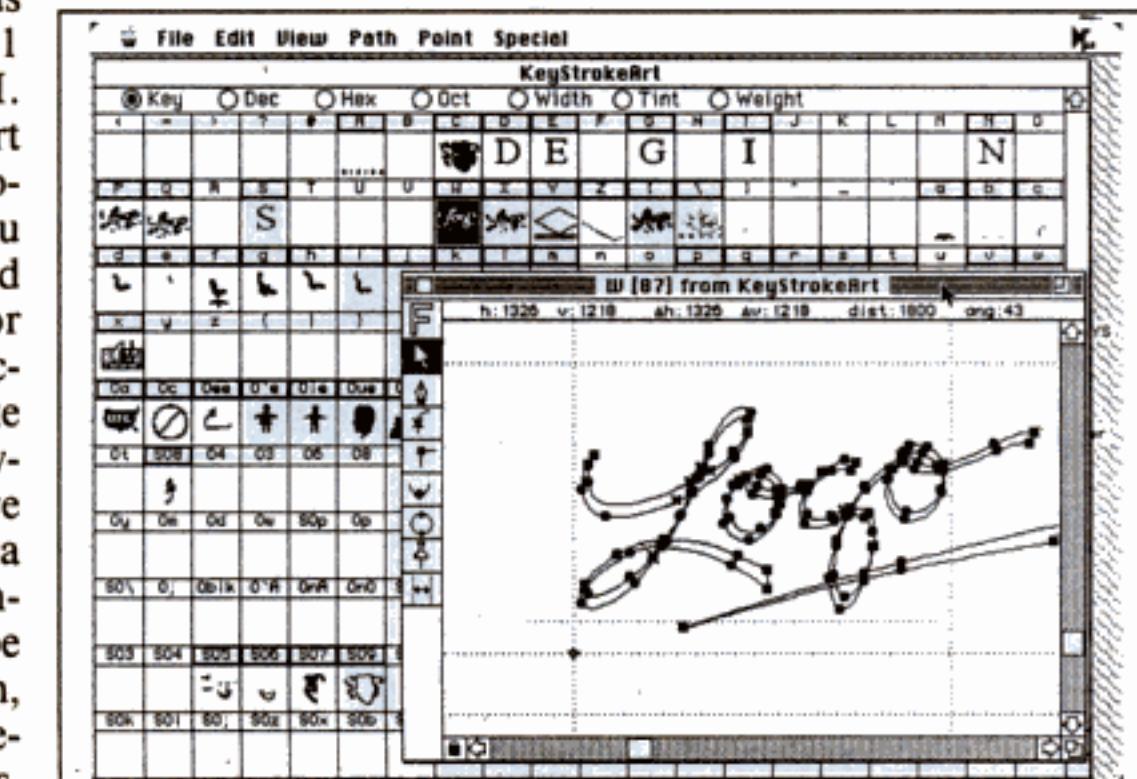
can run on a Mac Plus or later equipped with 1 megabyte of RAM. Altsys also markets Art Importer, a \$179 program that enables you to assign imported PICT, Illustrator, or Freehand files to particular characters. Unlike in Fontographer, however, once you have assigned a graphic to a character in Arts Importer, it cannot be modified. In addition, Altsys has recently released Metamorphosis, a \$295 utility that allows you to convert ex-

isting bit-mapped fonts into outline form and then import them into a program such as Fontographer or Illustrator for editing.

Overall, Fontographer is a very capable font-generation package that will fill the needs of both high-end professional font designers and creative novices.

Altsys, 720 Avenue F, Suite 109, Plano, TX 75074; (214) 424-4888.

—Anne Samborn-Kaliczak



Font generation is flexible within Fontographer, due to its extensive drawing tools.

# Font Editor Now Creates Postscript Hints

BY BOB PONTING

A new version of Altsys Corp.'s Macintosh font editor features a variety of productivity enhancements, including the automatic generation of hints for Postscript printer fonts and auto-tracing of scanned logos and characters.

Fontographer 3.0 uses Nimbus-Q technology licensed from The Company to generate "hinted" Postscript fonts automatically, said Jim Von Ehr, president of Altsys.

The program uses the grid-fitting and feature extraction code from Nimbus-Q to gener-

ate Postscript instructions that modify the character shape during digitization and create better-looking characters on low-resolution printers and screens, Von Ehr said.

The resulting Postscript fonts look better when printed in small sizes on Adobe Postscript printers, Von Ehr said.

The program also uses the technology to improve the screen fonts it creates. Fontographer's hinting produces output of comparable quality to Adobe's method, according to Von Ehr.

Another improvement is the addition of an auto-trace tool that eliminates tedious hand tracing of scanned logos and

## Add-Ins at Macworld Look To Enhance Mac Graphics

BY BARBARA DARROW

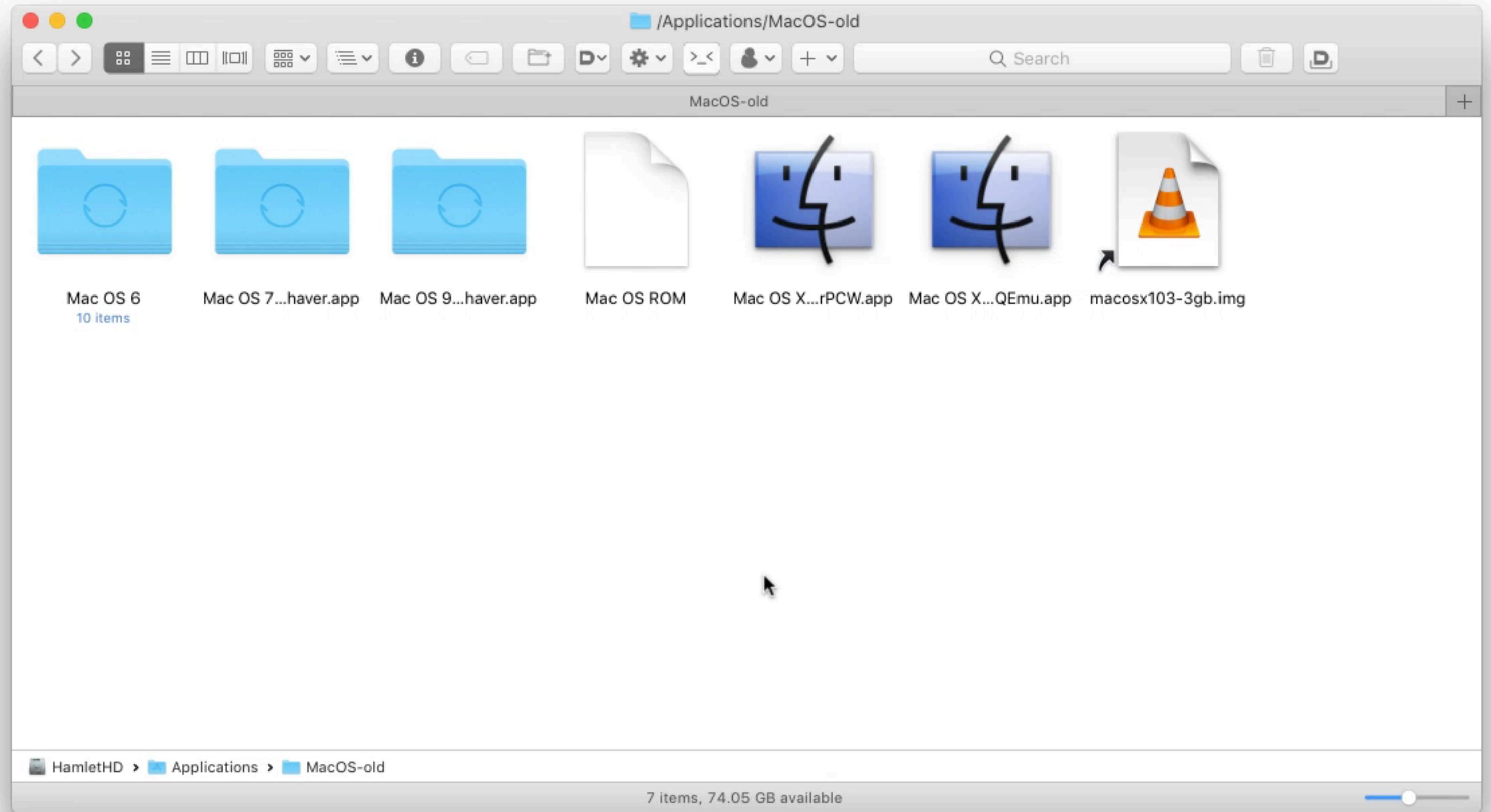
BOSTON At the recent Mac

itor. In the entry-level 8-bit version, the card and monitor combination is \$6,295.

# Fontographer 3.5

Altsys, 1985-92

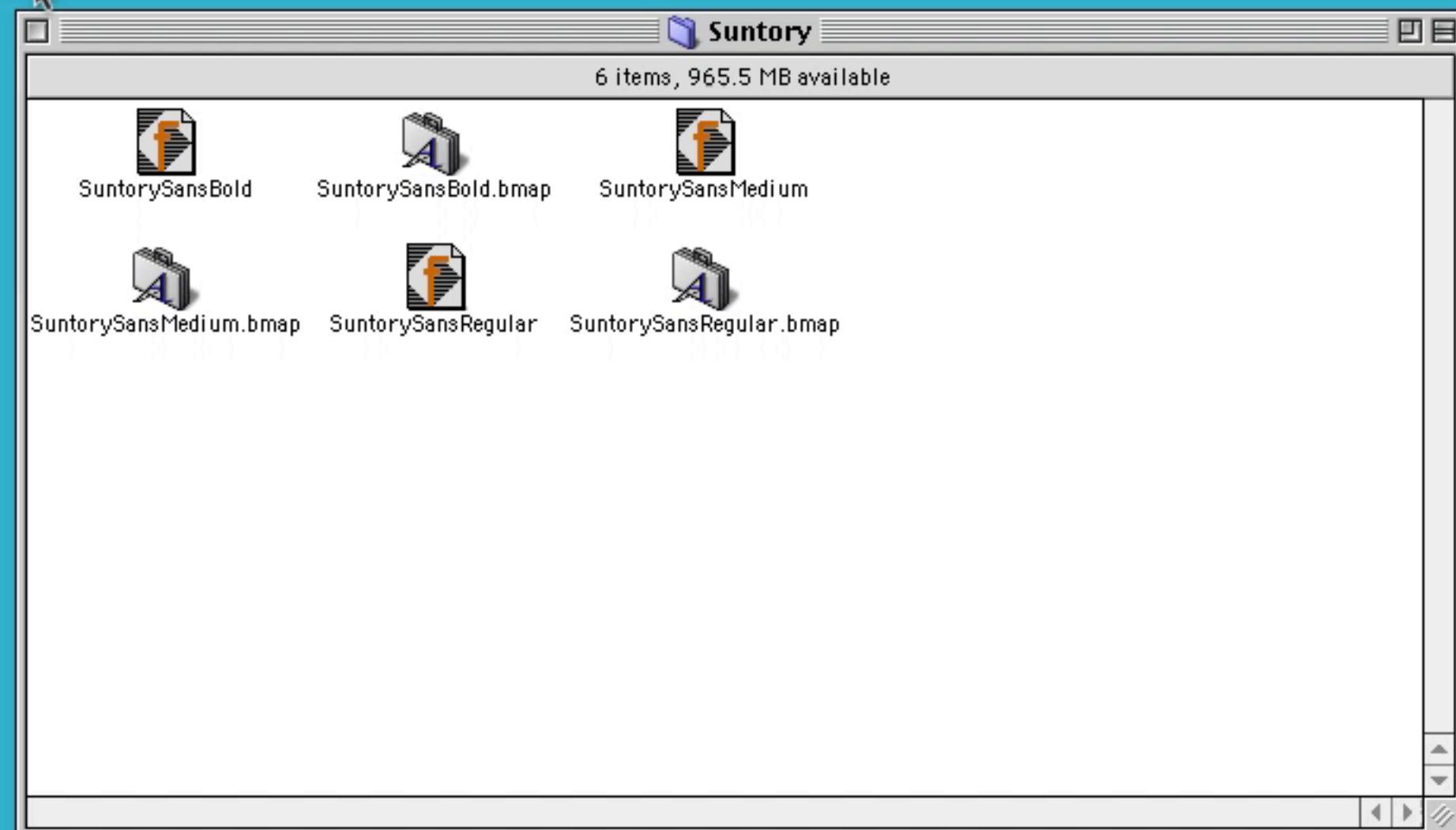
Jim Von Ehr, David Spells, Tom Irby et al.



# Fontographer 4.1

Macromedia, 1995-1996

David Spells, Tom Irby et al.



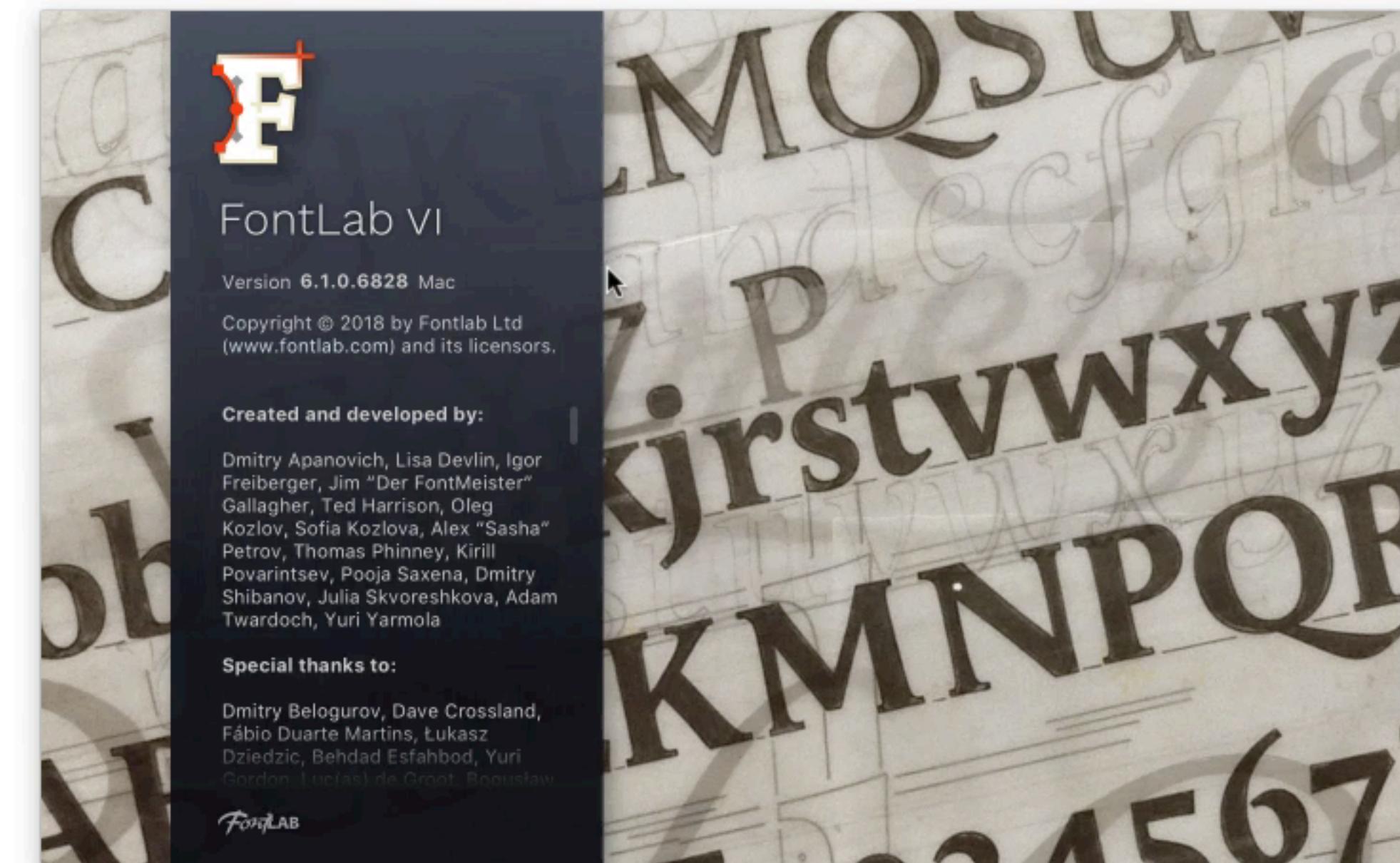
# FontLab VI

FontLab, 1992, 2017

Yuri Yarmola, Dmitry Apanovich, Olga Kozlova et al.

Portions of Fontographer (acquired 2005)

## FontLab VI: Sketchboard



## FontLab VI: Sketchboard

FONTS

drag fonts  
here  
to open

**FONT INFO**

Font Info Parameters i

TFN:

TSN:

Attrib.: Regular, Normal, Plain

Other:

UPM: 1000 Change...

Asc.: 0

Desc.: 0

L. Gap: 0

Caps: 0

x: 0

/ Angle: 0.00°

Caret: 0

Tens.: 0.0%

# Ikarus

URW, 1975

Dr Peter Karow

Petr van Blokland

Jürgen Willrodt

Axel Stoltenberg

Hartmut Schwarz

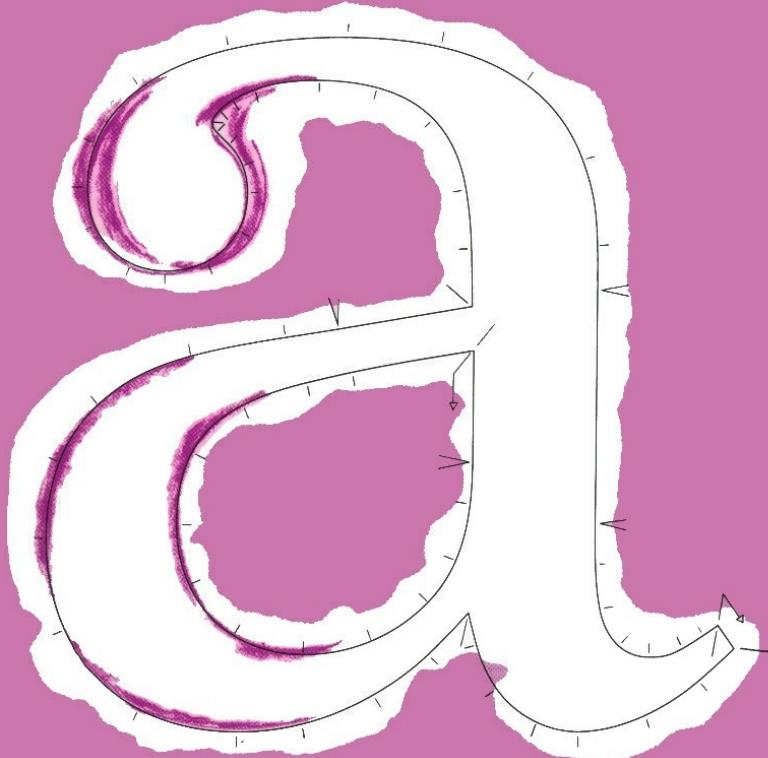
Frank E. Blokland et al.

URW

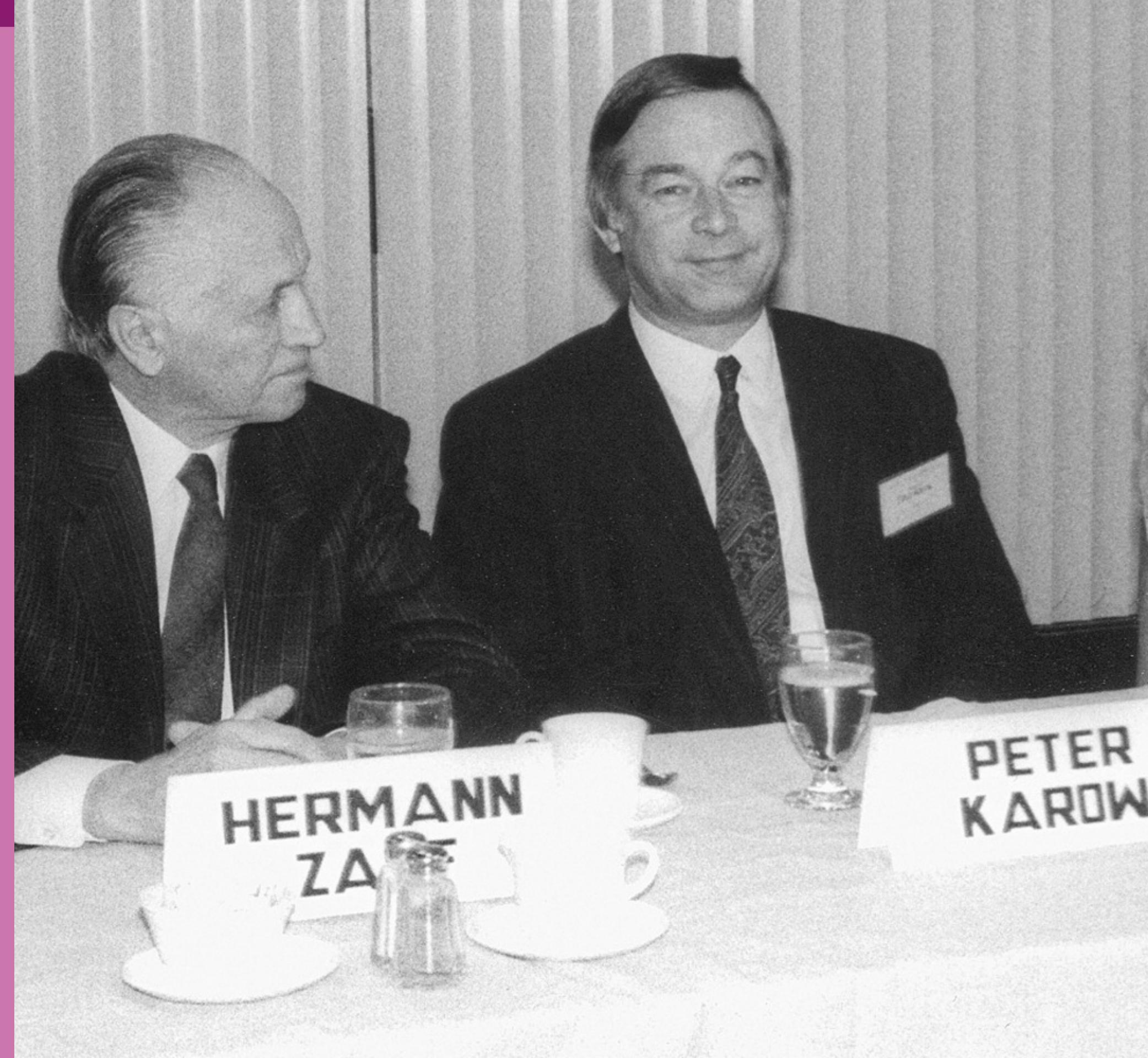
Peter Karow

# Digital Typefaces

Description and Formats



Springer-Verlag



*IK format versus PostScript format*

Though becoming more prevalent within graphic drawing and font editing programs in the U.S., our feeling is that automatically generated Bézier knots are of the greatest serious use. Hand digitization appears to be unsuitable for Bézier curves in order to get precise work, as it consumes a great deal more time than, for example, digitization using the IKARUS format. Since Bézier control points are located off the outline, they can only be seen and manipulated using a relatively high resolution graphic display terminal allowing users to view the Bézier line with any movement of the Bézier control points.

Graphic display terminals with resolutions of approximately  $1000 \times 1000$  pixels per em, produce congruency to an original image within  $1/1000$  per em. This is not an easily achievable reproduction value. Furthermore, the trial and error method required to properly adjust Bézier knots and control points is very time consuming. As a machine format, however, Bézier functions have their uses. The calculation of raster points is sufficiently fast when used in typesetting, although approximately 6 times slower than when using straights and circles. Conic and quadratic splines could be rendered a little faster than Béziers.

**Spirals**

Curved templates are known as «French curves», and were constructed largely from spiral segments. Drawing letters in the past, the French curve, straights, and circles made up most lines and one scraped to achieve tangential transitions.

Outlines of letters can and were built using spiral segments. Purdy and McIntosh developed hardware able to convert the Purdy format, based on spirals, into raster images «on the fly». Unfortunately however, digitization (data input) is extremely time-consuming with a resulting resolution lower than  $1/1000$  unit per em. On average about 15 minutes interactive work is required on screen to fit spiral segments to a letter. In comparison, the average marking time per letter is only 2.6 minutes using the IKARUS format plus another 2.6 minutes of pure machine digitization time. For this reason mainly, we do not consider the Purdy format best suited to databasing characters. They are difficult to edit and not easily transformed or distorted.

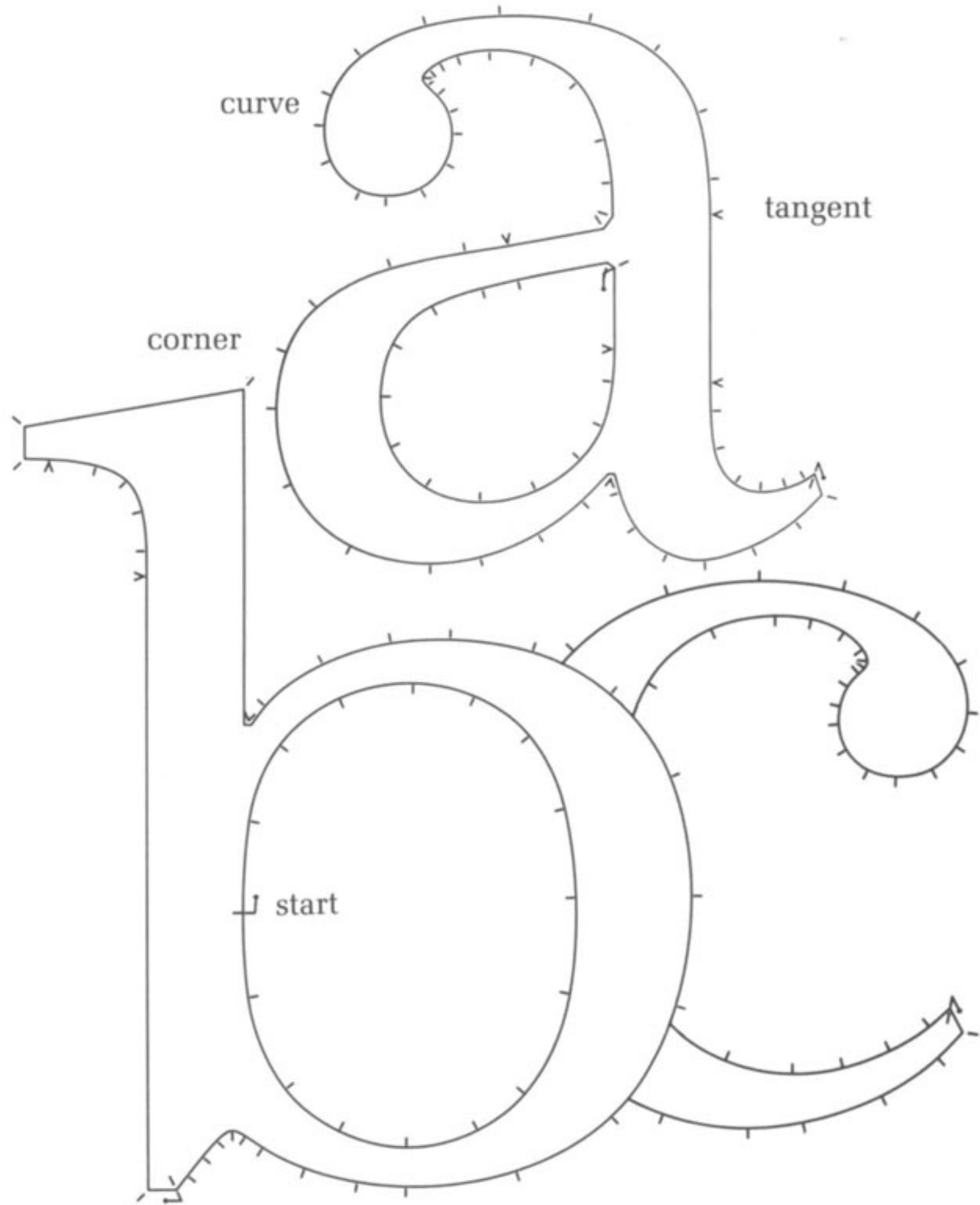
*Spirals are also a suitable typeface coding method.*

**Hand digitization appears to be unsuitable for Bezier curves in order to get precise work, as it consumes a great deal more time than, for example, digitization using the IKARUS format.**

**Since Bézier control points are located off the outline, they can only be seen and manipulated using a relatively high resolution graphic display terminal allowing users to view the Bézier line with any movement of the Bézier control points.**



Gadgets: Erik Spiekermann. Photo: Norman Posselt.  
From: Ferdinand P. Ulrich “A brief overview of developments in digital type design”



U003003T.IK

20-JAN-1992 11:01

PAGE 1

WORDNO.	CONTENT	COMMENT
1	2208	Length of font header

**NAME SECTION**

2	55	Length of name section
3	0	Number on URW list
4 - 10	U003003T.IK	File name (ASCII)
11 - 49	URW Antiqua 2015 Regular	Font name (ASCII)
50	IK	Data format (ASCII)
51 - 53	20 1 1992	Production date: 20-Jan-1992
54 - 56	20 1 1992	Date of last change: 20-Jan-1992

**FONT INFORMATION**

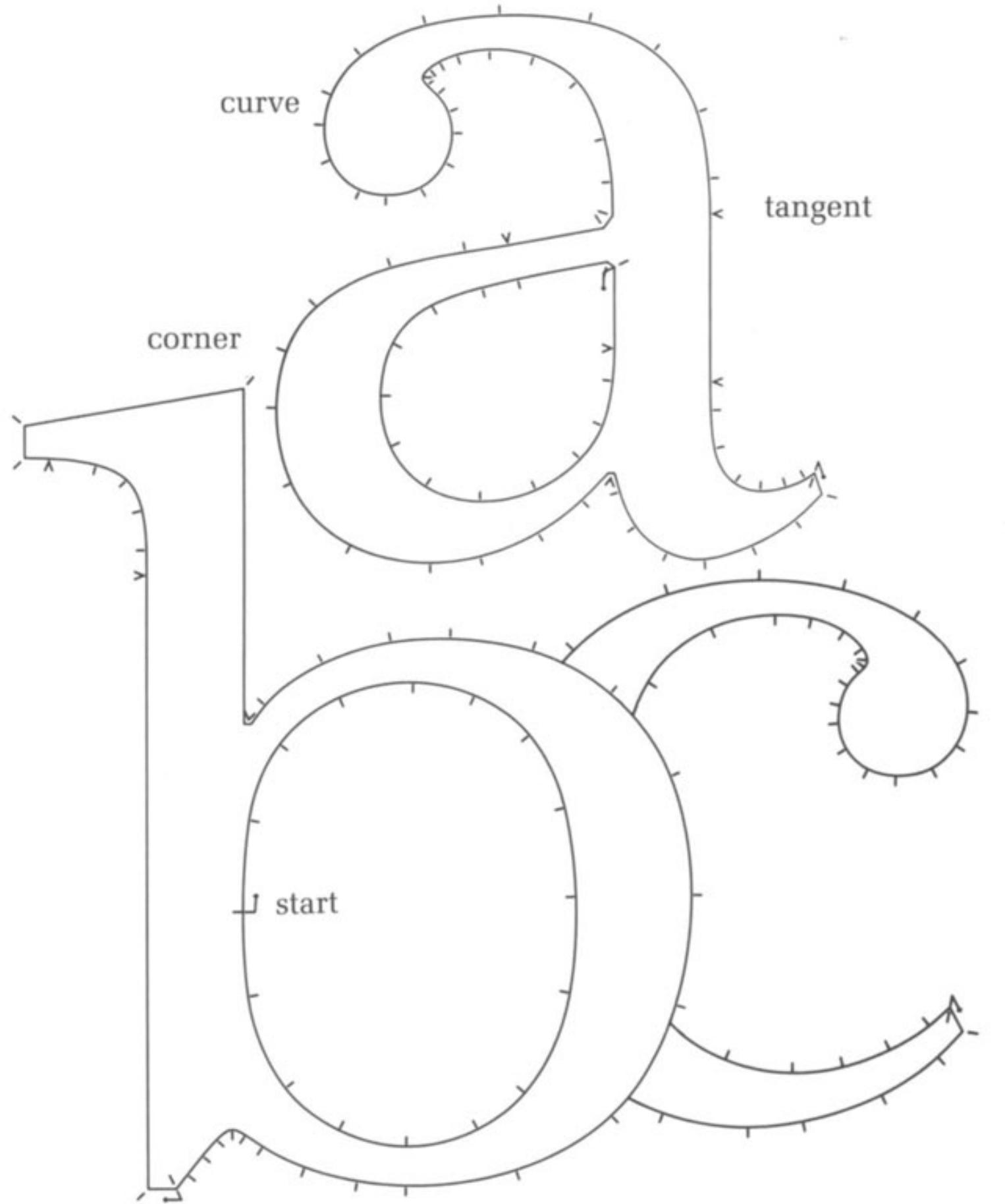
57	12	Length of font information
58	1	Indicator for font
59	712	Number of characters
60	10000	Cap height (in 1/100mm)
61	15000	Body size (in 1/100mm)
62	7000	x-height (in 1/100mm)
63	3250	Distance base line - lower body line (in 1/100mm)
64	15000	Text line distance for setting (in 1/100mm)
65	1300	Stem thickness (in 1/100mm)
66	0	Angle of italicisation (in 1/10 degree)
67	12	Optimum point size for setting (in p)
68	8462	Average character width (in 1/100mm)

**HIERARCHY SECTION**

69	1	No hierarchy section in this format
----	---	-------------------------------------

**CHARACTER INDEX**

70	2139	Length of character index
71	46	LENGTH OF FONT IN PHYSICAL RECORDS
72	1734	Last word of last record



54 - 56	20 1 1992	Date of last change: 20-Jan-1992
<b>FONT INFORMATION</b>		
-----		
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-----		
<b>HIERARCHY SECTION</b>		
-----		
69	1	No hierarchy section in this format
-----		
<b>CHARACTER INDEX</b>		
-----		
70	2139	Length of character index
71	46	LENGTH OF FONT IN PHYSICAL RECORDS
72	1734	Last word of last record
73	101	Character number: 1
74	2	Pointer to record containing start of character
75	1025	Word pointer to start of character
76	102	Ch. no.: 2
77	2	Record pointer
78	1140	Word pointer
79- 81	103	2 1303   No., record pointer, word pointer of ch.: 3
82- 84	104	2 1412   No., record pointer, word pointer of ch.: 4
85- 87	105	2 1525   No., record pointer, word pointer of ch.: 5
88- 90	106	2 1652   No., record pointer, word pointer of ch.: 6
91- 93	107	2 1773   No., record pointer, word pointer of ch.: 7
94- 96	108	2 1920   No., record pointer, word pointer of ch.: 8
97- 99	109	3 21   No., record pointer, word pointer of ch.: 9
100- 102	110	3 106   No., record pointer, word pointer of ch.: 10

P L O T R

punt: 0  
aantal: 40

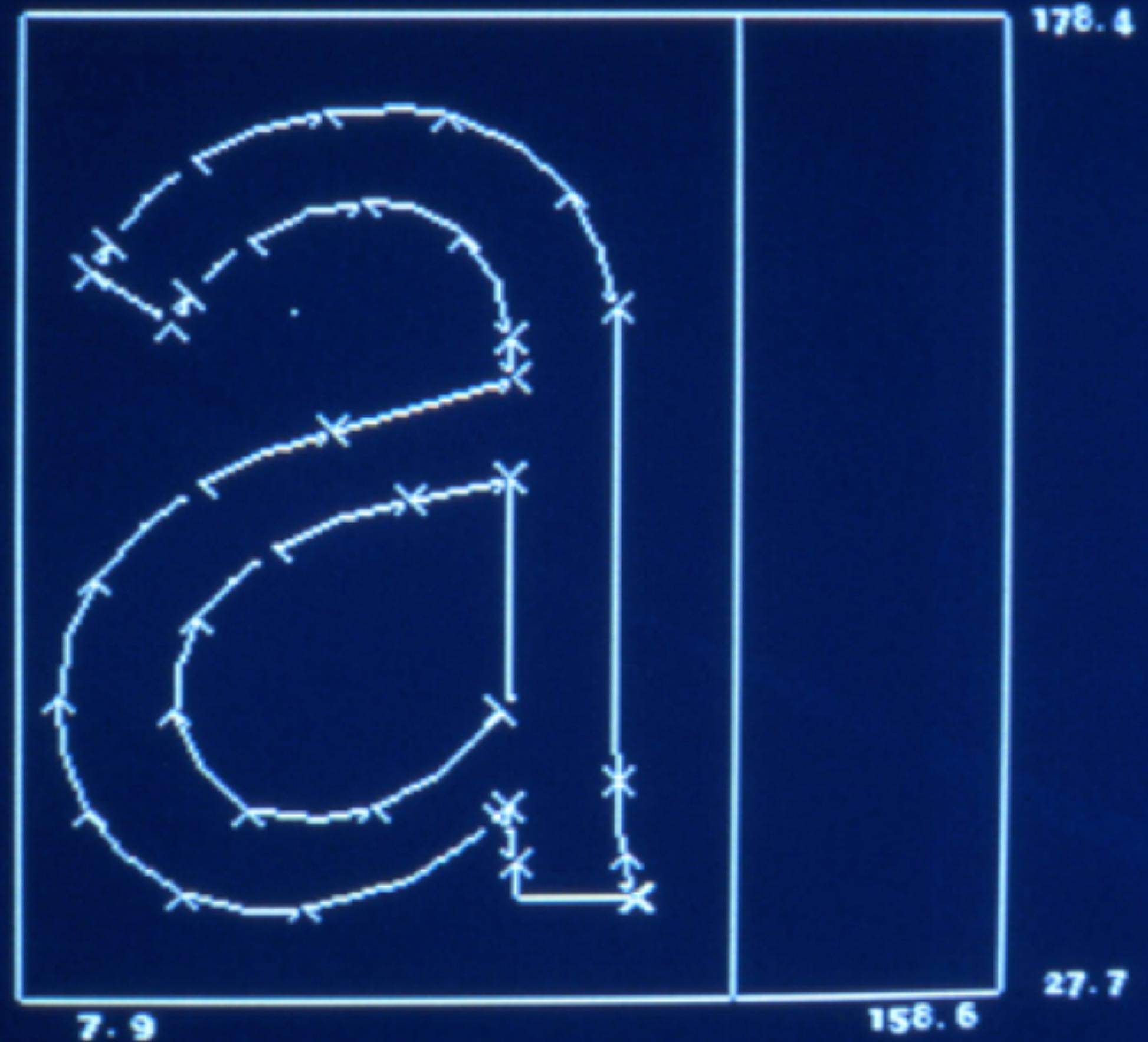
zoom  
coord  
letter: 'a'  
stok: 0.00  
x: 0.00  
staart: 0.00  
marge: 0.00  
Spatie: 114.26

insert  
move  
delete

exit  
save

copy

plot



Screen of Plotr  
(using Ikarus)  
Uniflex 1981  
Image:  
Petr van Blokland

Beste Petr, je ziet dat ik er alleen bestje mee uit de vorm kan. Proberen om PROOF op te roepen vereist dan altijd in System errors (1D:02 of 1D:25).

Veranderen van merkpunt nu gaat op verschillend traag (in vergelijking met Fontographer). Tekenen gaat heel goed. Komt er nu mogelijkheid om niveau's (van scherm in te komingen) afzonderlijk te selecteren?

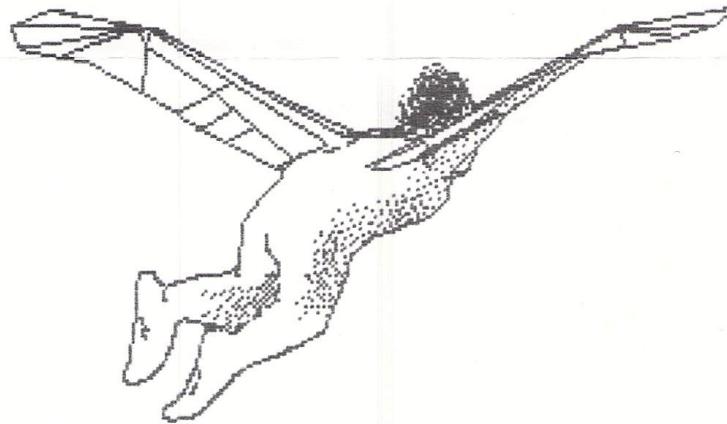
7.10.87

Dit stukje wil ik in Letterletter 6 opnemen. Hier is haast bij. Is dit zo goed of heb je een betere bewerking. Vlug raagom, anders normaal aan datje het best vindt.

Gerrit Noordzij

# Mac Ikarus

URW Harksheider Straße 102, D-2000 Hamburg 65, FRG



Mac Ikarus screen, 1986

Petr van Blokland

Splash screen animation by Erik van Blokland  
Comment by Gerrit Noordzij

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All of which makes Samtron's new VGA color monitor well worth a long look.



Samtron's new Sedai design team is the force behind the company's new levels of product performance and reliability.

# SAMTRON

## WE'RE WORTH WATCHING

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A: 1		Sichern	Voriger	Original	Funktion	VB: 750	Ymin: -245
S: f063013t						B: 13854	Ymax: 10475
B: 11	Vor.	Mischen	Nächster	Ende	Design	NB: 497	Dicke: 15101

Darstellung

Alphabet

Messen

Hilfslinien

Marken

Zoom + Zoom -

Grundzustand

Selektion

P K B

Funktionen

Schnellmodus

Rücknahme

Digitalisieren

Löschen

Einfügen

Schieben

Kennung

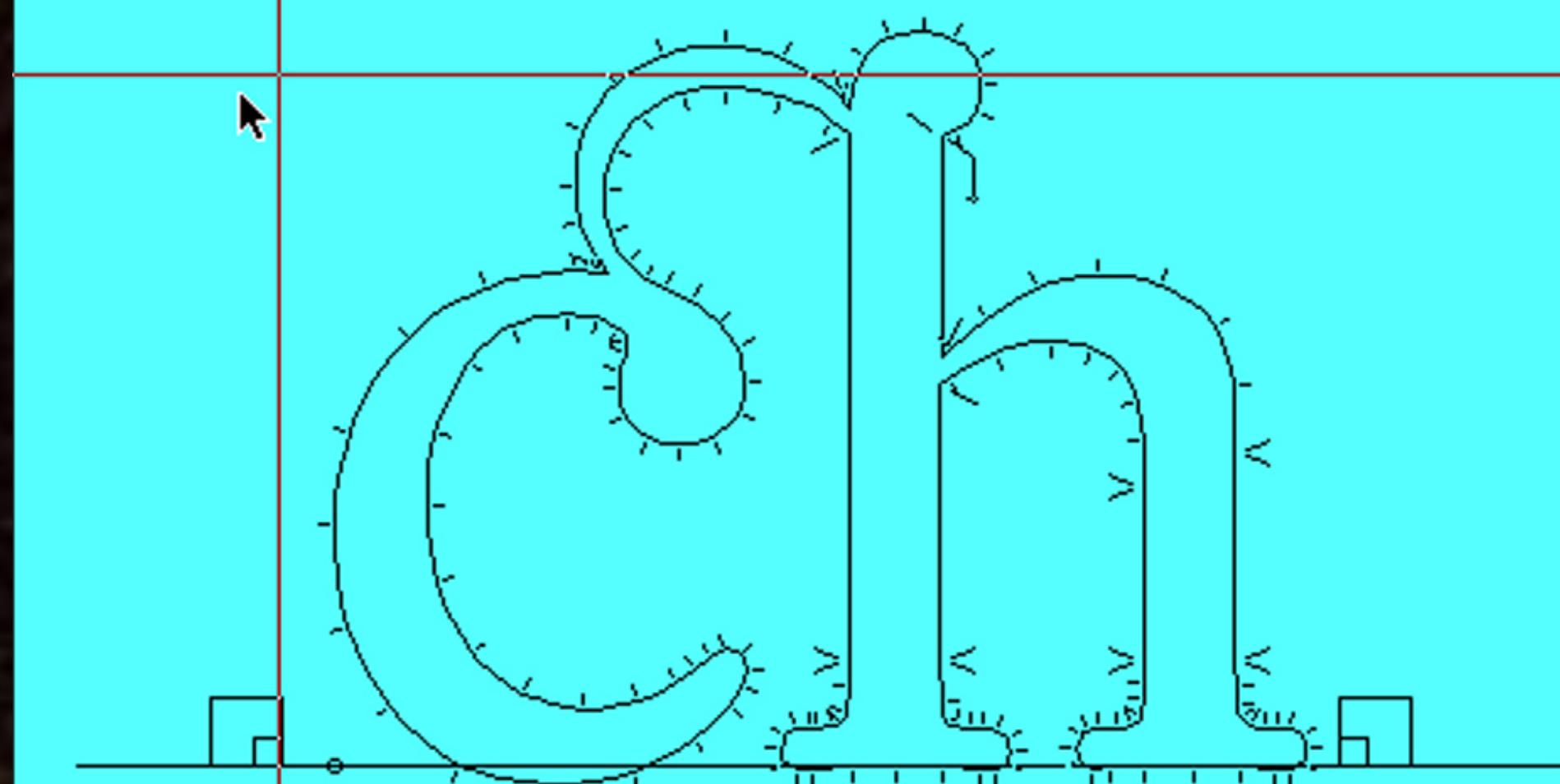
Kopieren

Drehen

Spiegeln

Zurichtung

Skaliere Kanal



Kennung



Schieben

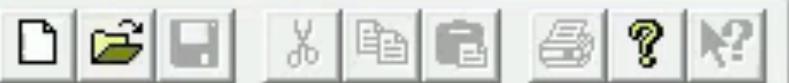


Einfügen

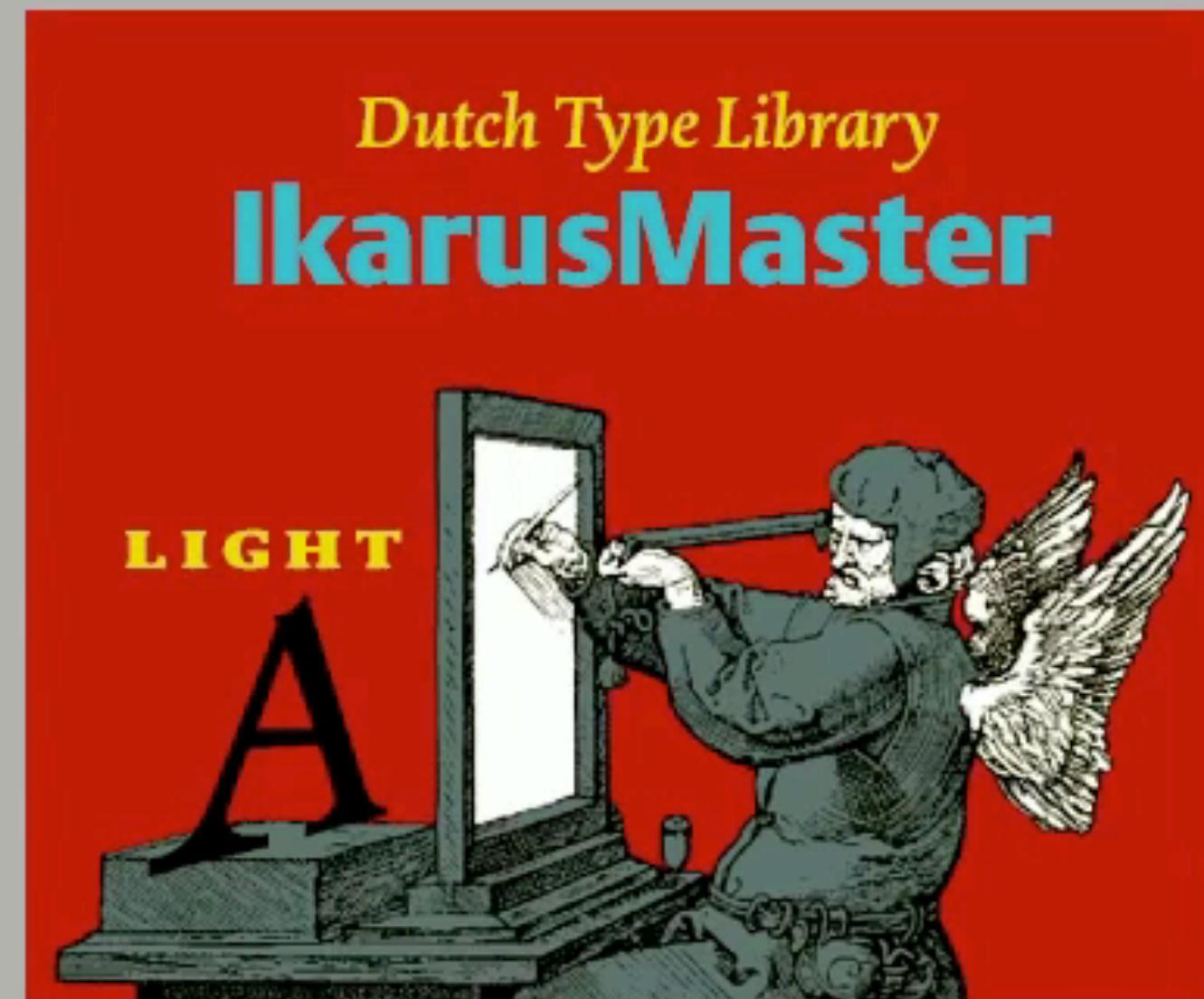


Löschen

File View Help



Tools



# Fontain

Polygraphmash, ParaGraph, ParaType 1982  
Andrei Skaldin, Konstantin Kunarev et al.



# FontLab 2.5

Soft Union, 1992  
Yuri Yarmola



My Computer



Outlook  
Express



My Documents



Internet  
Explorer



Network  
Neighborhood



Recycle Bin



Mozilla Firefox



Windows  
Media Player



My Briefcase



FontLab  
Studio 5



DTP  
Type-Design...



AllType



FontLab 2.5



ScanFont 2.5



Ares  
FontChamel...



Ares  
FontMonger



Fontographer  
4.1



Fontographer  
5



Ares  
FontFiddler

SuntorySansRegular																							
<input type="radio"/> Key <input type="radio"/> Dec <input type="radio"/> Hex <input type="radio"/> Oct <input type="radio"/> Width <input type="radio"/> Tint <input type="radio"/> Weight <input checked="" type="radio"/> Char																							
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EBGagBol

Mac OS 9 System



LaserWriter GX

Mac OS 9.2.1



macos9



MacOS9SoftInstall



Unix



Browse the Internet



StuffIt Expander alias

DropFont



StuffIt Expander alias

DropSet



DropStuff alias



EBGaga Bold



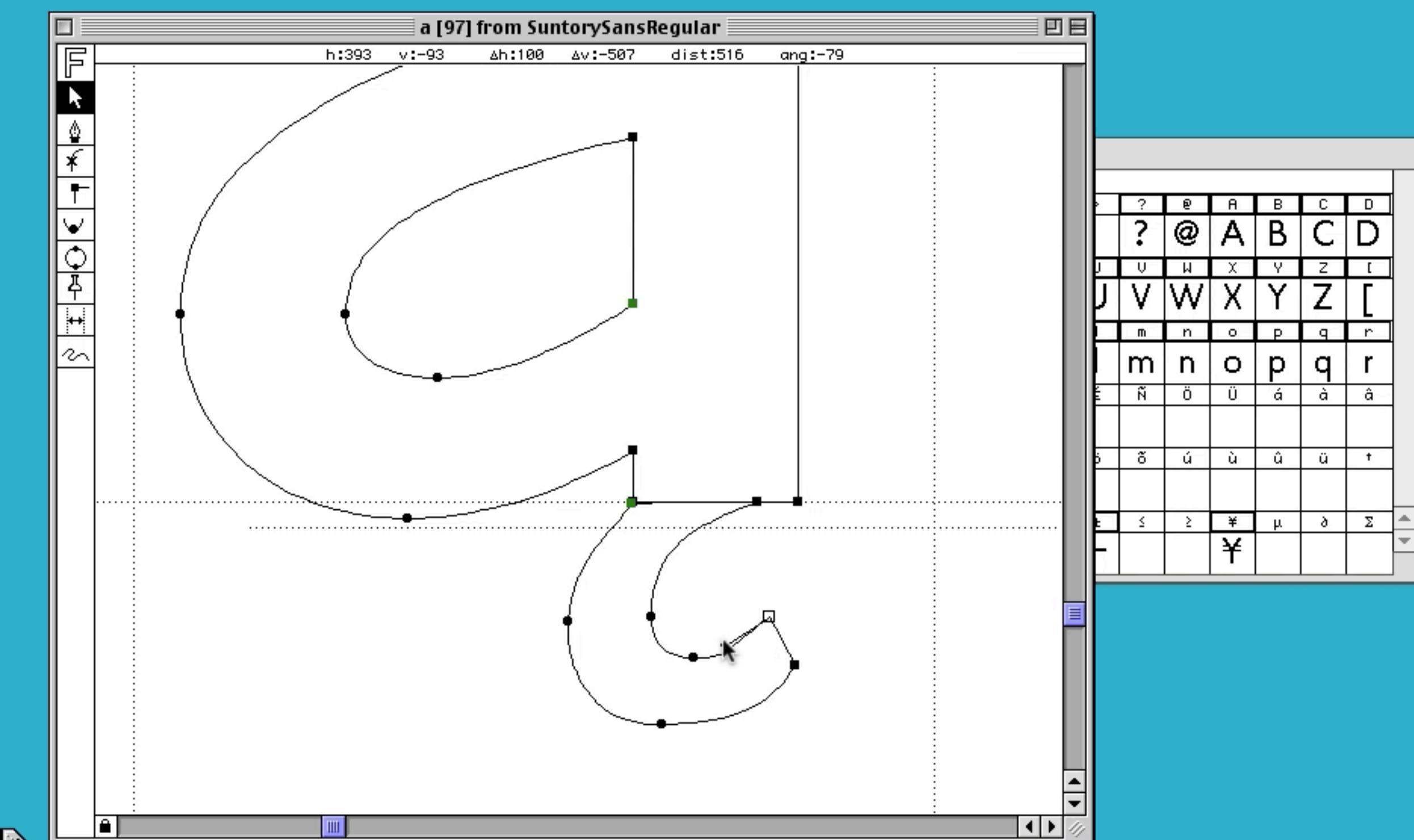
Trash

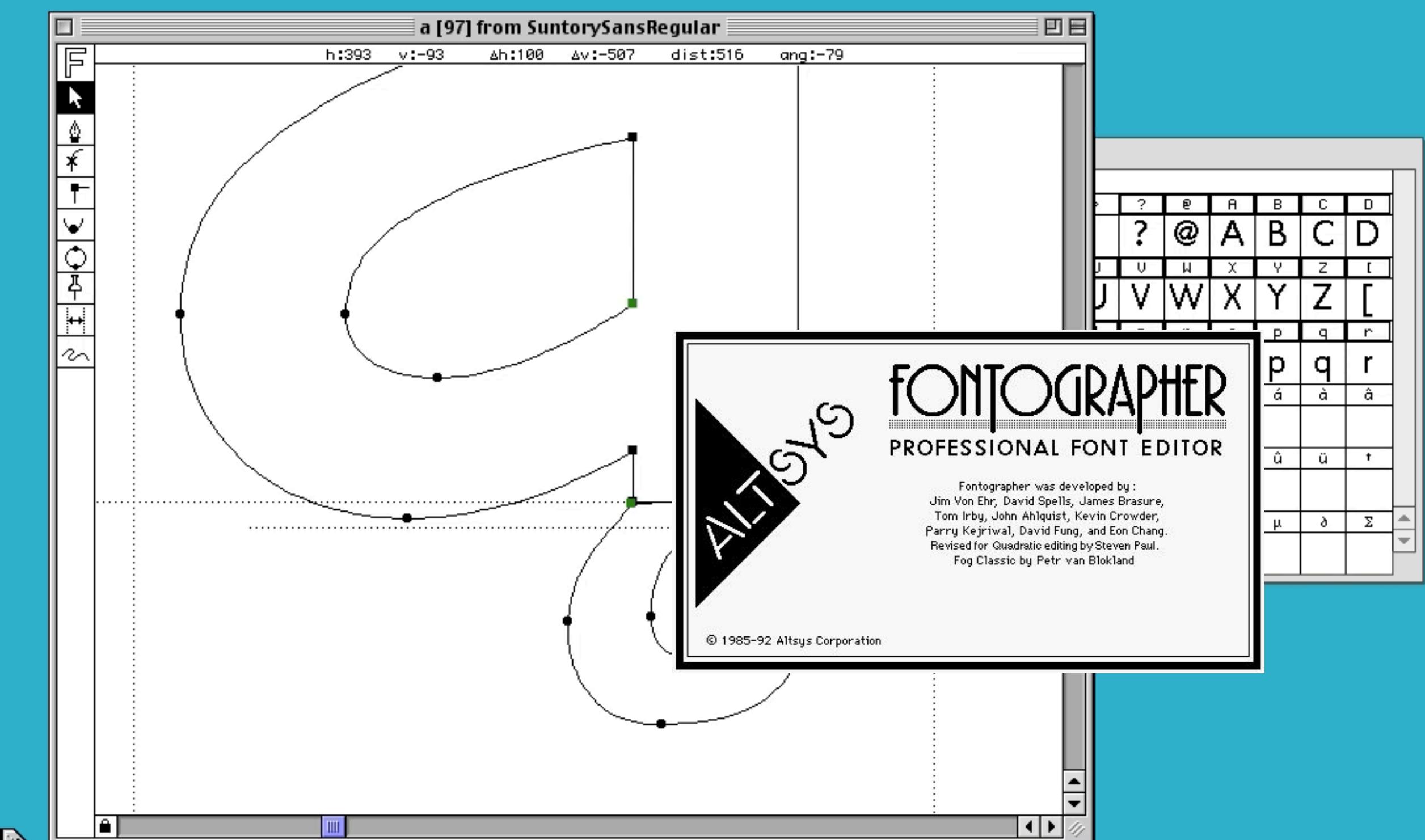
# **RoboFog**

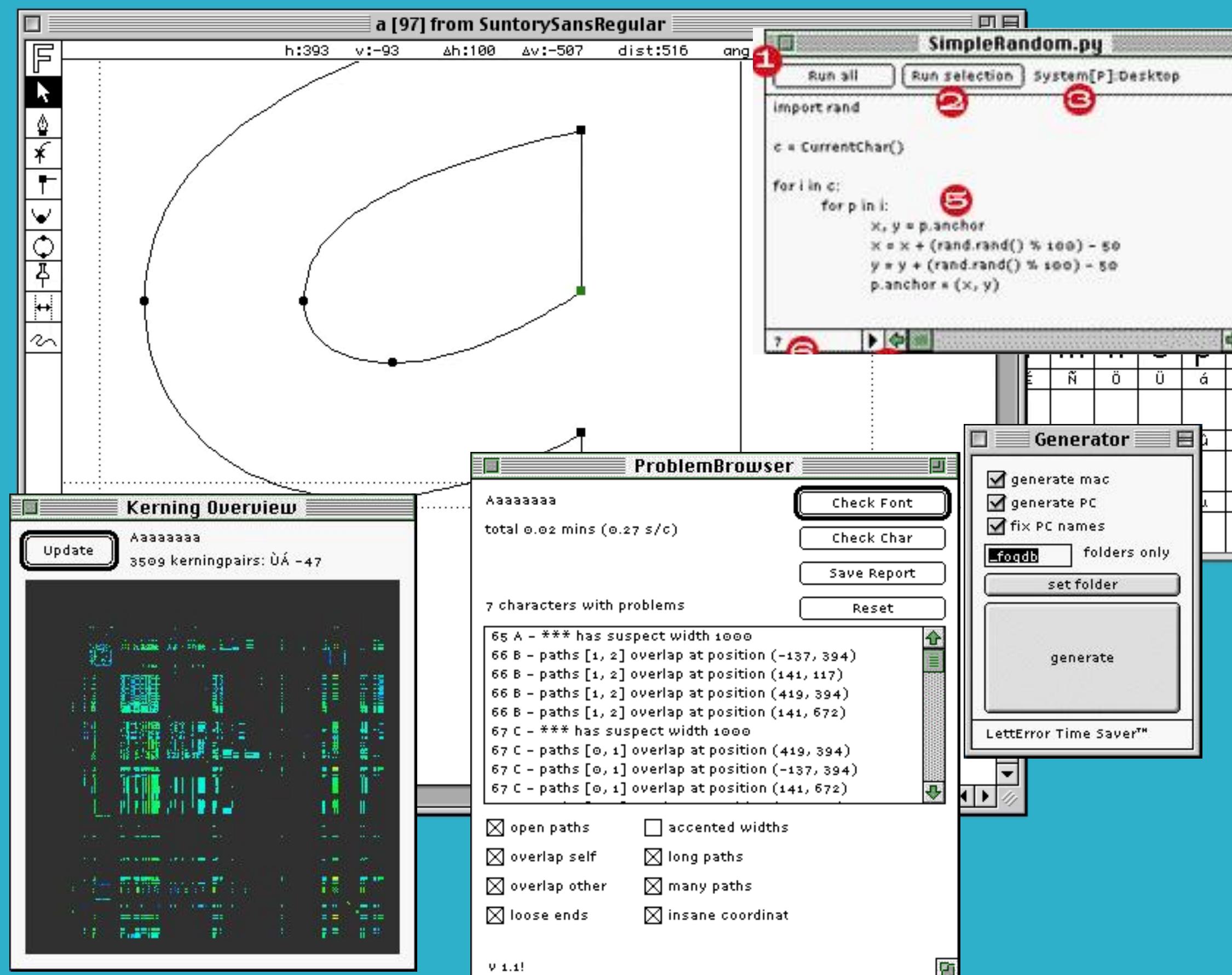
Petr van Blokland

Just van Rossum

Erik van Blokland







The right side of the screen displays two additional windows:

- Color Preferences Window:** Shows color swatches for foreground character, background character, background, coordinates, and origin.
- libcontents of Prolinea-Bold.F Window:** A tree-view configuration window for the font file "Prolinea-Bold.F". It lists various font parameters and their values, such as "overshoot:10", "gDepth:-210", "italicOffset:0", "xHeight:450", and "extremes:1".



Fontographer™ was developed by:  
Jim Von Ehr, David Spells, James Brasure, Tom Irby, John Ahlquist,  
Kevin Crowder, Parry Kejriwal, David Fung and Eon Chang.  
(Altsys Corporation / Macromedia Inc.)

Revised for Quadratic editing by Steven Paul.  
RoboFog™ by Petr van Blokland (with Just van Rossum & Erik van Blokland).  
Python by Guido van Rossum (with Jack Jansen & others).



RoboFog version: 3.6.154 (Apr 15 1998)  
Python version: 1.4 (Mar 12 1997) [CW PPC]

Fontographer™ was developed by:  
Jim Von Ehr, David Spells, James Brasure, Tom Irby, John Ahlquist,  
Kevin Crowder, Parry Kejriwal, David Fung and Eon Chang.  
(Altsys Corporation / Macromedia Inc.)

Revised for Quadratic editing by Steven Paul.  
RoboFog™ by Petr van Blokland (with Just van Rossum & Erik van Blokland).  
Python by Guido van Rossum (with Jack Jansen & others).



RoboFog version: 3.6.155 (Jul 14 1998)  
Python version: 1.5.1 (#37, May 15 1998, 15:01:50) [CW PPC w/GUSI w/MSL]

Fontographer™ was developed by:  
Jim Von Ehr, David Spells, James Brasure, Tom Irby, John Ahlquist,  
Kevin Crowder, Parry Kejriwal, David Fung and Eon Chang.  
(Altsys Corporation / Macromedia Inc.)

Revised for Quadratic editing by Steven Paul.  
RoboFog™ by Petr van Blokland (with Just van Rossum & Erik van Blokland).  
Python by Guido van Rossum (with Jack Jansen & others).



RoboFog version: 3.6.158-1 (Nov 25 1998)  
Python version: 1.5.1 (#37, May 15 1998, 15:01:50) [CW PPC w/GUSI w/MSL]

Fontographer™ was developed by:  
Jim Von Ehr, David Spells, James Brasure, Tom Irby, John Ahlquist,  
Kevin Crowder, Parry Kejriwal, David Fung and Eon Chang.  
(Altsys Corporation / Macromedia Inc.)

Revised for Quadratic editing by Steven Paul.  
RoboFog™ by Petr van Blokland (with Just van Rossum & Erik van Blokland).  
Python by Guido van Rossum (with Jack Jansen & others).



RoboFog version: 159  
Python version: 1.5.1 (#37, May 15 1998, 15:01:50) [CW PPC w/GUSI w/MSL]

Fontographer™ was developed by:  
Jim Von Ehr, David Spells, James Brasure, Tom Irby, John Ahlquist,  
Kevin Crowder, Parry Kejriwal, David Fung and Eon Chang.  
(Altsys Corporation / Macromedia Inc.)

Revised for Quadratic editing by Steven Paul.  
RoboFog™ by Petr van Blokland (with Just van Rossum & Erik van Blokland).  
Python by Guido van Rossum (with Jack Jansen & others).



RoboFog version: 162  
Python version: 1.5.2c1 (#56, Apr 12 1999, 14:19:52) [CW PPC w/GUSI w/MSL]

Fontographer™ was developed by:  
Jim Von Ehr, David Spells, James Brasure, Tom Irby, John Ahlquist,  
Kevin Crowder, Parry Kejriwal, David Fung and Eon Chang.  
(Altsys Corporation / Macromedia Inc.)

Revised for Quadratic editing by Steven Paul.  
RoboFog™ by Petr van Blokland (with Just van Rossum & Erik van Blokland).  
Python by Guido van Rossum (with Jack Jansen & others).



# RoboRoge

To Script and Trace Back

® Version J63.6159-3

Python Installer 1.5.1

Filemaker Scripting Kit

Now & Improved RoboRoge Scripting Reference  
Saturday • July • 31 • 1999

machines in the computer lab.  
Part of RoboRoge are used with permission of Macromedia Inc.

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Confidential Information

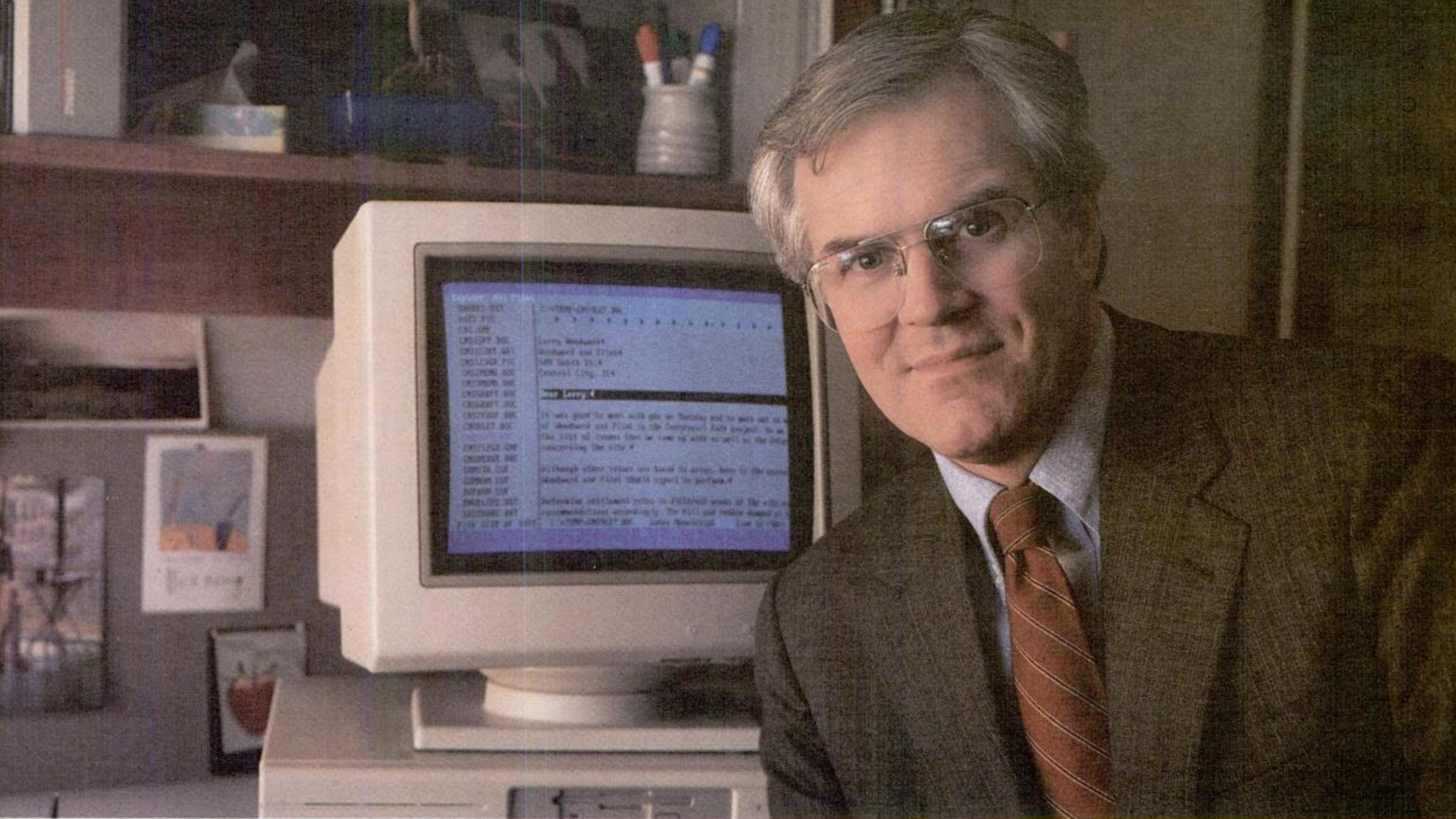


Beta 1  
Fontographer 5.0

PM  
Macromedia  
Digital Arts Group  
251 W. Renner Parkway  
Richardson, TX 75080

Disk 2

CH



# Contrary To Popular Opinion, Not All Pirates Come With Patches And Peg Legs.

In fact, there's nothing out of the ordinary about people who pirate software. Except for the fact that they're breaking the law. The problem is, most of them aren't aware that it's illegal to make or distribute copies of software without the permission of the copyright holder. And those who are aware often choose to ignore the

If you copy software illegally, you could face disciplinary action from your company, a civil suit, fines up to \$100,000 and possible imprisonment. Which is why we think you should have all the facts. And then help spread the word. To request more information regarding the legal use of software contact the Software Publishers

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City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Please check software format you prefer if you would like to receive SPAudit, a software inventory management tool:

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\*Macintosh is a registered trademark of Apple Computer, Inc.



# Don't Copy That Floppy.

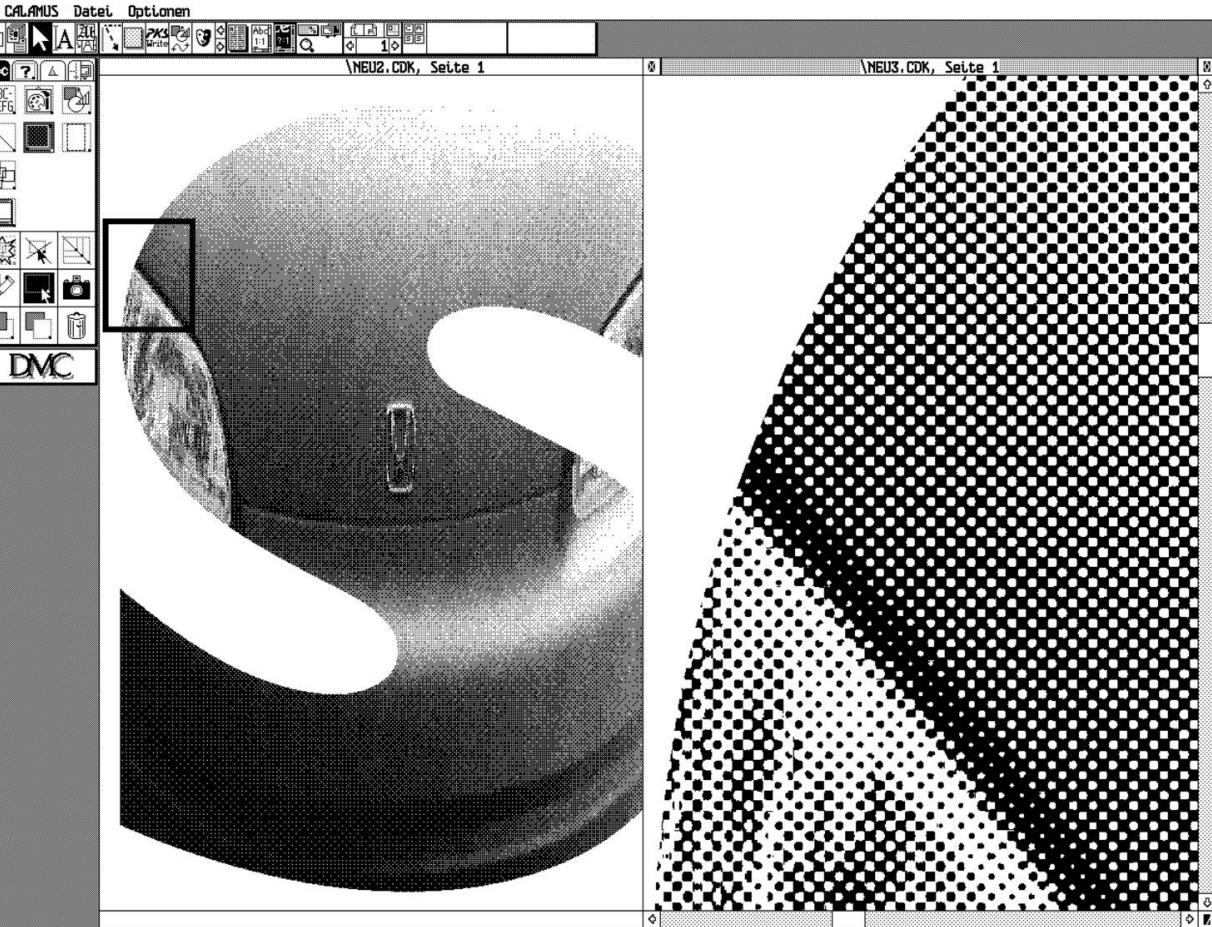
# **DMC Calamus TypeArt**

Calamus: DMC GmbH, 1987

TypeArt: Hasso Baudis, 1989, now invers Software

## moduł maskujący

Jedną z najwartościowszych narzędzi umożliwiających montażowe. Zdolność do zostało ostatnio wsparta m typograficzna, zaprezentow przykładem nieograniczon Należy zwrócić uwagę na elementów. Taki efekt był stacjach montażu elektroniczne dawne wyświetlanie na możemy mówić o najwyższej materiale na film.



Powysza reprodukcja ekranu ilustruje problem, w obliczu którego większość systemów jest bez szans. Powiększenie ok. 1500% (po prawej), ujawnia zdolność modułu maskującego do nacinania rastrowej struktury obrazu tonalnego. Taka efektywność narzędzia gwarantuje perfekcję montażową. Zwracam także uwagę na możliwość realnej (!!!) obserwacji rastrowania w dowolnej skali.

jest efektem trywializacji zajęć i przekonania, że do obsługi martwej maszyny jest predestynowana jakaś głęboko wtajemniczona grupa magów.

Dopiero spotkanie z Calamusem, kompletnie odbiegającym od sztampy systemem, platformą kompozycyjną par excellence, uświadomiło już wielu zainteresowanym banalną prawdę. Często niewłaściwi ludzie zajmują się zagadnieniami znacznie wykraczającymi poza ich poleCAM, szczerze ograniczone pojęciami: kupno – sprzedaż. A są to osoby uchodzące w swoim gronie za źródło informacji, jakby nie dostrzegano zwykłego, kupieckiego kontekstu ich gry. Nie jest to jednak grupa tak groźna, jak szarlatani wyrokujący o tzw. standardach. Stanowią specyficzną drużynę niekompetentnych doradców, patrzących na każdy problem oczami sławnego Kowalskiego, któremu wszystko kojarzyło się, jak pamiętamy, tylko z jednym... W tym przypadku chodzi o to, że wchodzących do branży tumanii się prymityw-

nymi schematami myślowymi, sloganami i opiniami bez pokrycia, nie dając im najbliższej szansy na zapoznanie się z zamówem od właściwej strony. Należy raz jeszcze przypomnieć: najpierw określamy nasze zamiary z uwzględnieniem poziomu wykonania dzieła, a potem wydajemy pieniądze na komputer z dodatkami. I zaprawdę, powiadam wam: nie musi to być „aj bi em pi si”, a w większości sytuacji nawet nie powinien być.

Dlatego powstał Calamus. Calkowicie nowatorskie opracowanie tematu ab ovo. Pikantrnym szczegółem jest wspomnienie głównego pomysłodawcy, Dietmara Meyfeldta, który mocując się kiedyś ze „standardem” PageMaker, postanowił zrobić jakiś dobry uczynek. Zebrał więc kilku zdolnych programistów i na przykładzie (nomen omen) „standardów” pokazał czego nie wolno im nigdy w życiu popełnić. I nie popełnili, w myśl dewizy: zapomnij o tym.

Sam Calamus jest natomiast warsztatem mogąącym przyprawić o zawrót głowy najbardziej sceptycznie usposobionych komentatorów. Dość powiedzieć, że kilkunastu młodych ludzi stworzyło wartość alternatywną wobec PostScriptu. Podważyły skutecznie rzekomą standardowość i nieodwoalność koncepcji trzymającej w dybach cały przepływ danych w międzynarodowej technologii komputerowego sporządzania publikacji. Jest więcej niż prawdopodobne, że niektóre dostrzezione w Calamusie elementy narzędziowe zostały przez konkurencję zaaplikowane w nowszych wersjach ich oprogramowania. Spoglądając na światek DTP z wyżyn bardziej rozpoznanych systemów nie dostrzega się tej cichej strategii, a są to niezbiite fakty. Choćby kwestia wektorowej metody eksponowania wizerunku ekranowego – gonią, gonią i dogonić nie mogą. True Type pozostał niewypałem, Display PostScript jest bezradny wobec pewnych zagadnień wyświetlania, jego prawdopodobny następca – system graficzny Apple Quick Draw GX jest jeszcze ciągle nie gotowy i nie wiadomo, jak się będzie miał do systemu operacyjnego Macintosh. Również największe merytorycznie przedsięwzięcie, stanowiące o być albo nie być komputerów NEXT: Next Publishing Environment – najbardziej dojrzała koncepcja graficznego środowiska publikacyjnego, którego poszczególne strefy mają być ozywiane modułami programowymi – to i wszystko wokół tego dawno wymyślono dla Calamusa. Od urodzenia ma „z glo-

wy” wyświetlanie na niedościgłym poziomie, a jego konstrukcja jest właśnie modułarna.

Najprościej wykładając sprawę z punktu widzenia operatora - projektanta, mamy do czynienia z programem kompozycyjnym par excellence:

- jedyny w swoim rodzaju program DTP całkowicie znoszący tradycyjny opór narzędziowy
- poddający się intuicji operatora i zapewniający pełne panowanie nad materią projektu
- z fotograficzną wiernością eksponującą najdrobniejsze szczegóły formy i koloru
- zapewniający absolutną kontrolę w dowolnej skali dzięki wektorowej obsłudze ekranu
- przejmujący wszelkie dyspozycje twórcy w akcji bezpośredniej od makiety po wyciągi barwne

• czuwający nad estetycznymi i poligraficznymi atrybutami składu i grafiki z mikrometryczną precyzją

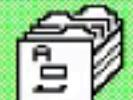
- narzucający perfekcję typograficzną z jakością gwarantowaną przez URW, Linotype, Agfa Compugraphic, Bertholda, ITC, ATF itd.
- zaopatrzony we wzorcowe zdefiniowany garnitur polskiego literictwa z doskonałą formą znaków diakrytycznych.

I nie są to bynajmniej czcze hasła reklamowe pod publiczkę, ale szczerza prawda.

Tyle o historii programu. Było to niezbędne wobec nawalnicy mialkich lub niedorzecznych informacji o realnym stanie spraw na podwórku DTP. W następnym rozdziale będzie o tym, jak Calamus wykonyuje każdą publikację.

Fragmenty sytuacji ekranowych podczas przygotowania do naświetlania. Widac, z jaką łatwością można wpływać na krzywe separacji barw i parametry naświetlarki.

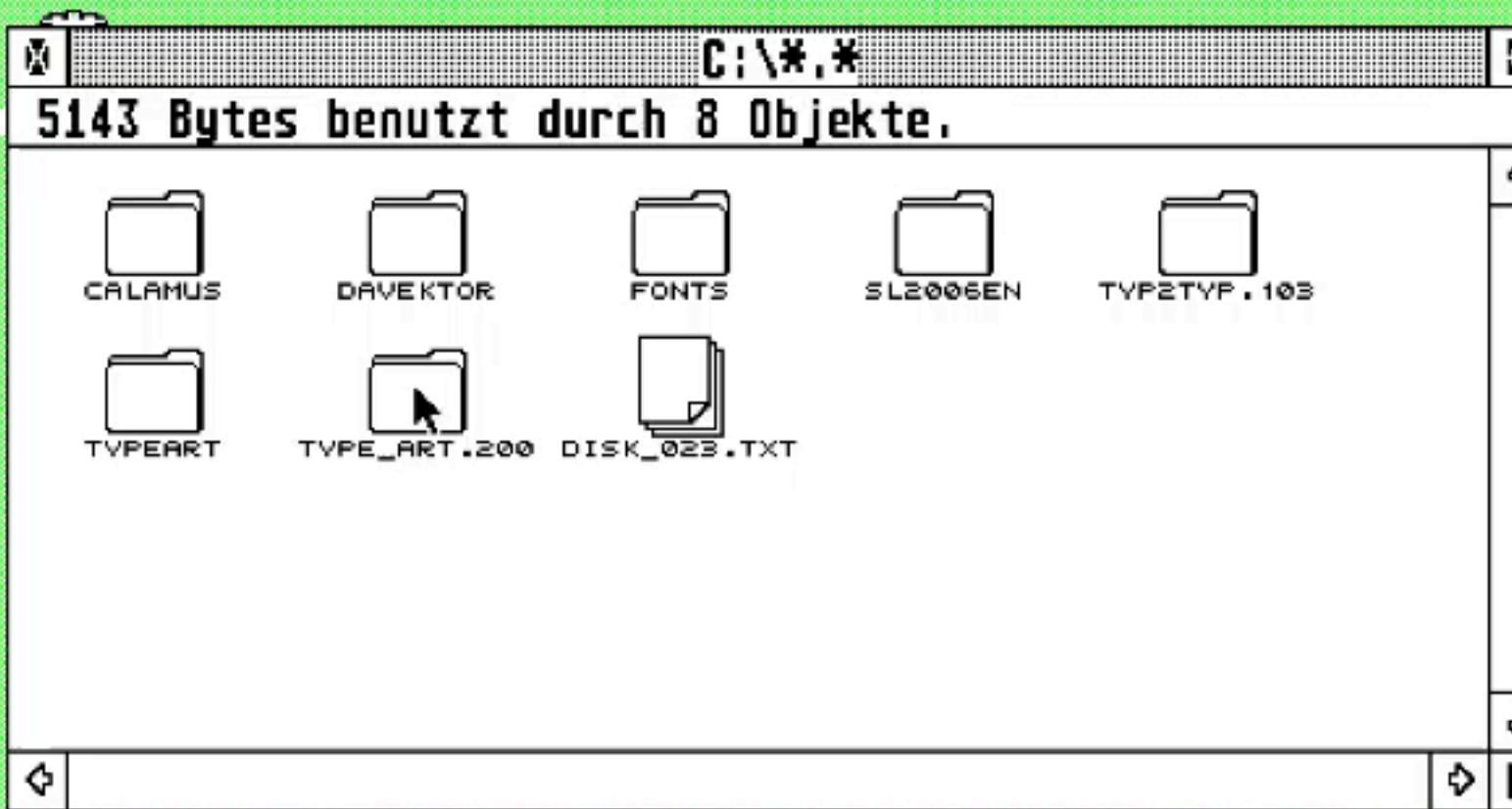
Prawdziwy triumf technologii softstripping. Operator ma dostęp do wszystkich mechanizmów procesu rastrowania i sprawuje wzrokową kontrolę nad przebiegiem akcji. Może korygować kat, liniowość, rozdzielcość, formę i geometrię ziarna rastra oraz liczbę pikseli budujących ziarno (tzw. supercelle), oczywiście dla każdego koloru z osobna.



FLOPPY DISK FLOPPY DISK



HARD DISK



# **Letraset FontStudio**

AB Vista, 1990

distributed by Esselte Letraset until 1994





FontLab VI File Edit Text Font Glyph Element Contour Tools Scripts View Window Help

Fri



FontLab VI: Sketchboard

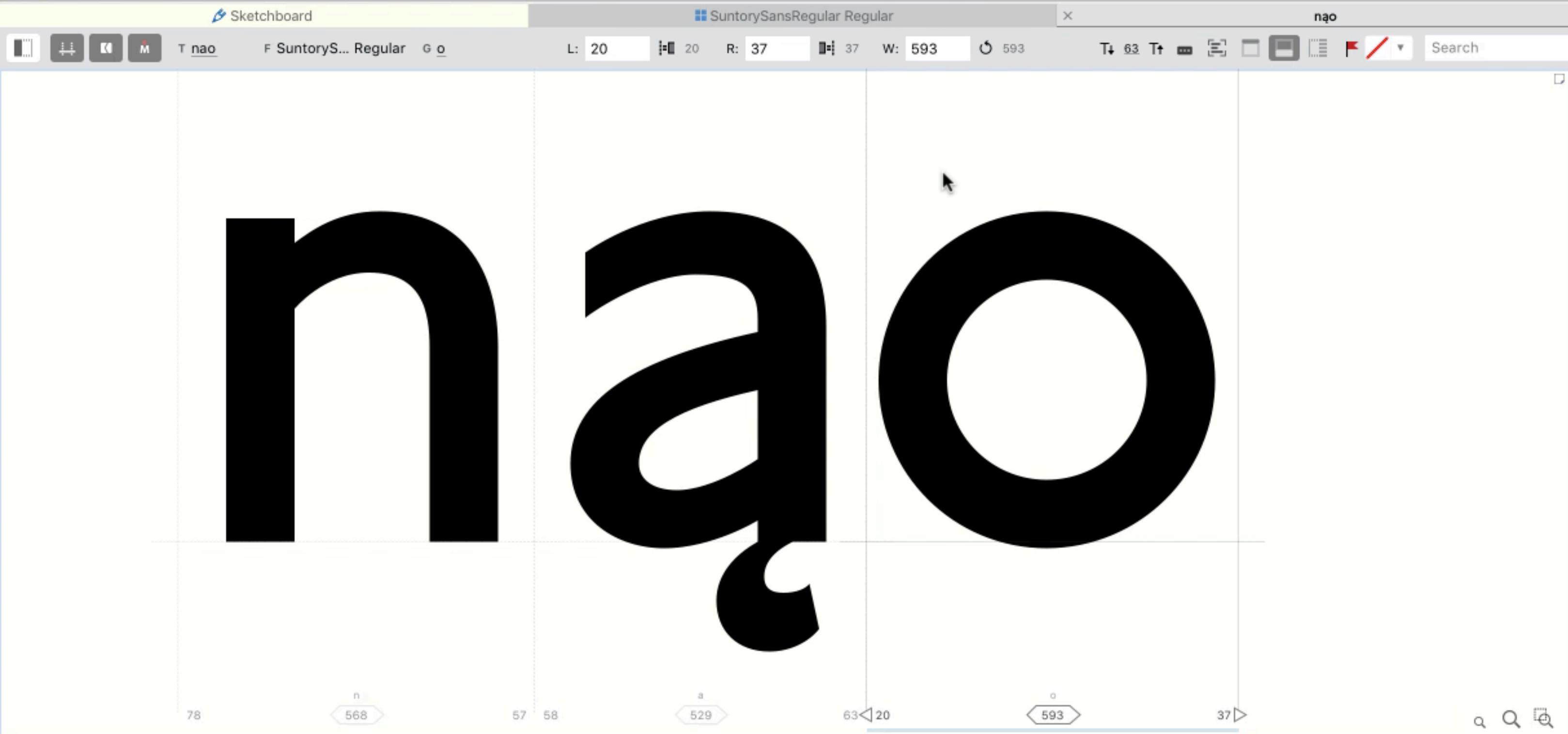


**UFO**

unifiedfontobject.org, 2004

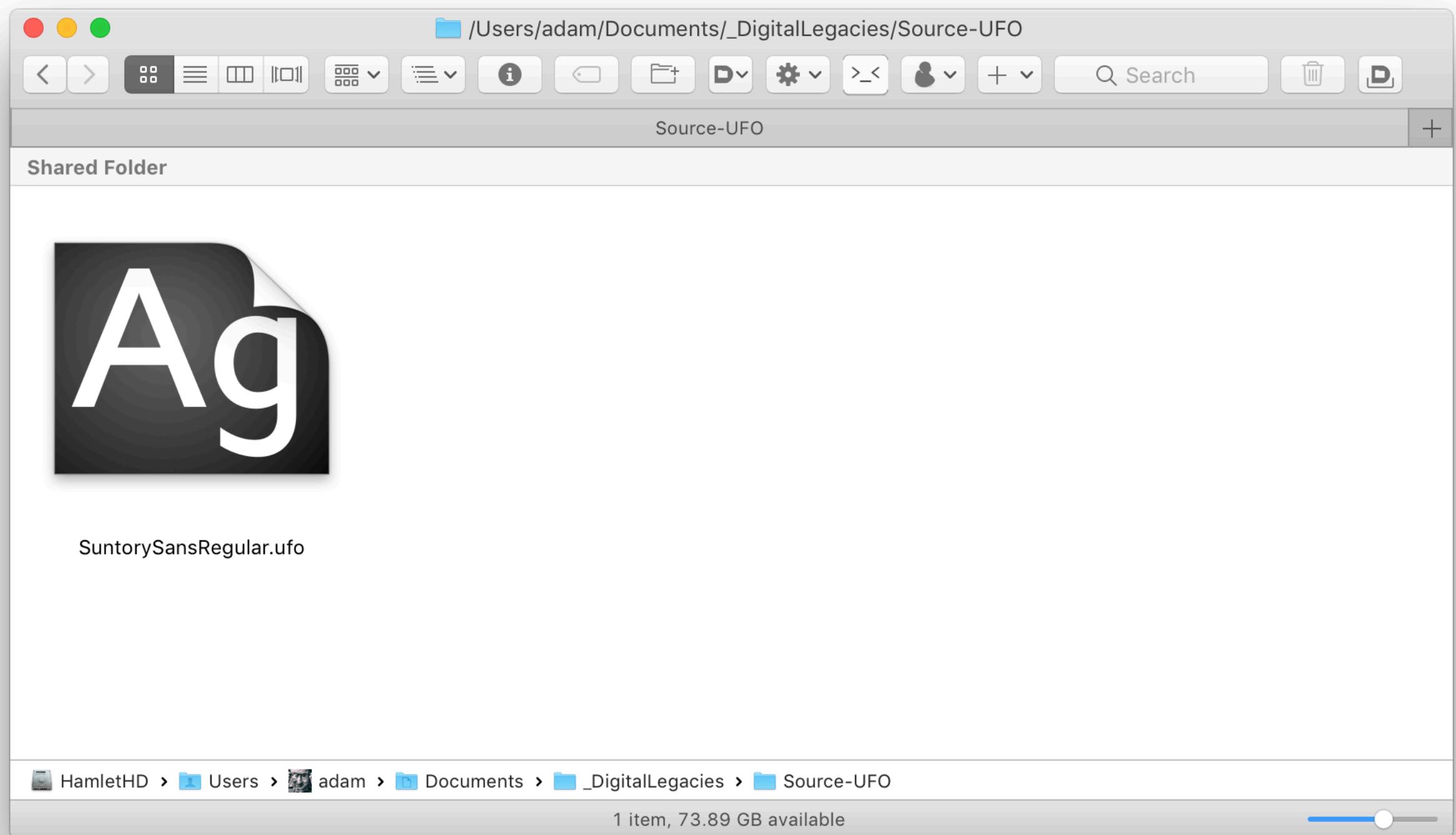
Tal Leming, Just van Rossum, Erik van Blokland

## FontLab VI: nao @ SuntorySansRegular Regular



Name	n	a	o
Width:	568	529	593
LSB:	78	58	20
RSB:	57	63	37

Kerning:

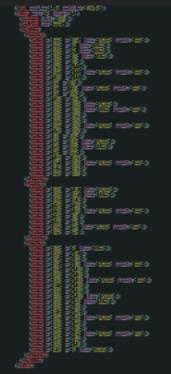




## OPEN FILES

- x a.glif
- FOLDERS
  - SuntorySansRegular.ufo
  - glyphs
    - \_notdef.glif
    - \_null.glif
    - a.glif
    - A\_.glif
    - ampersand.glif
    - asciitilde.glif
    - asterisk.glif
    - at.glif
    - b.glif
    - B\_.glif
    - bracketleft.glif
    - bracketright.glif
    - bullet.glif
    - c.glif
    - C\_.glif
    - cent.glif
    - colon.glif
    - comma.glif
    - contents.plist
    - d.glif
    - D\_.glif
    - degree.glif
    - dollar.glif
    - dotlessi.glif
    - e.glif
    - E\_.glif
    - eight.glif
    - emdash.glif
    - endash.glif
    - equal.glif
    - exclam.glif

```
< > | a.glif | x
1  <?xml version="1.0" encoding="UTF-8"?>
2  <glyph name="a" format="1">
3    <advance width="529"/>
4    <unicode hex="0061"/>
5    <outline>
6      <contour>
7        <point x="466" y="341" type="curve" smooth="yes"/>
8        <point x="466" y="0" type="line"/>
9        <point x="357" y="0" type="line"/>
10       <point x="357" y="34" type="line"/>
11       <point x="357" y="34"/>
12       <point x="285" y="-11"/>
13       <point x="208" y="-11" type="curve" smooth="yes"/>
14       <point x="135" y="-11"/>
15       <point x="58" y="32"/>
16       <point x="58" y="124" type="curve" smooth="yes"/>
17       <point x="58" y="226"/>
18       <point x="159" y="291"/>
19       <point x="357" y="334" type="curve"/>
20       <point x="357" y="354" type="line" smooth="yes"/>
21       <point x="357" y="403"/>
22       <point x="336" y="426"/>
23       <point x="258" y="426" type="curve" smooth="yes"/>
24       <point x="183" y="426"/>
25       <point x="99" y="370"/>
26       <point x="82" y="357" type="curve"/>
27       <point x="82" y="460" type="line"/>
28       <point x="82" y="460"/>
29       <point x="172" y="526"/>
30       <point x="281" y="526" type="curve" smooth="yes"/>
31       <point x="418" y="526"/>
```



# RoboFont

TypeMyType, 2011

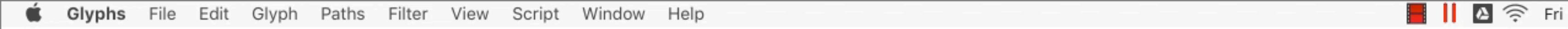
Frederik Berlaen et al.

The best font editor EVER



# Glyphs

Glyphs GmbH, 2011  
Georg Seifert et al.



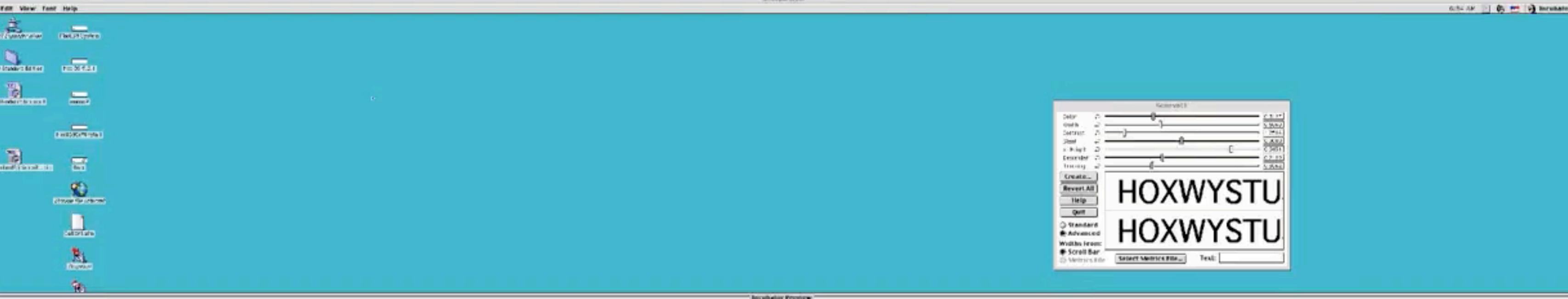
# Ares Font Chameleon

Ares Software



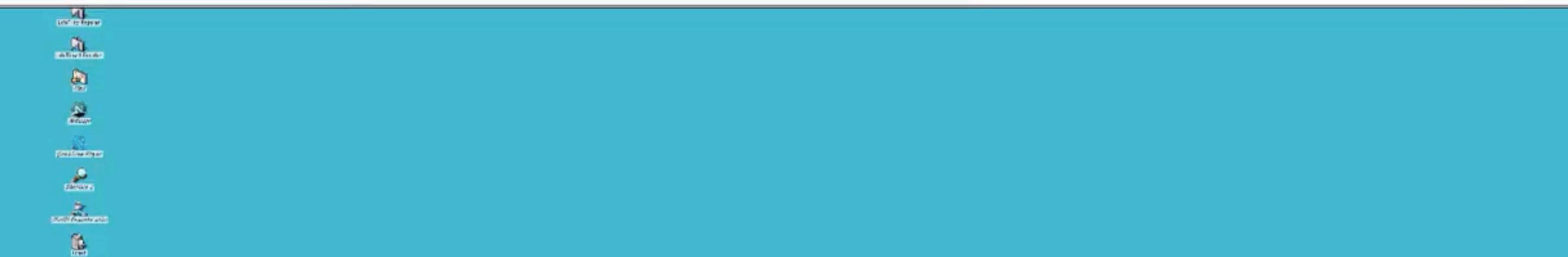
# **Incubator Pro**

Sampo Kaasila, Type Solutions



HOXWYSTUamburgefonstivyx

HOXWYSTUamburgefonstivyx





HOYSadhesiopn

HOYSadhesiopn



# Thank you!

adam@twardoch.com