

FontBUILDER for Interact

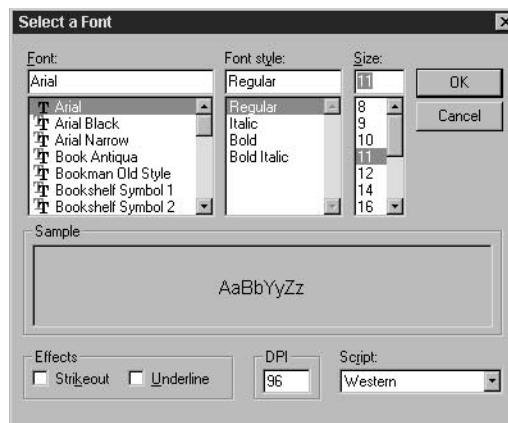
The FontBUILDER for Interact converts Windows TrueType fonts into Interact development and runtime fonts. You can convert and use TrueType fonts as USER1, USER2, OR USER3 fonts in Interact.

This document tells you how to import TrueType fonts into Interact and includes some notes on how to use the FontBUILDER for Interact.

Importing TrueType Fonts into Interact

To import a TrueType font, launch the FontBUILDER for Interact and complete the following steps with Interact closed:

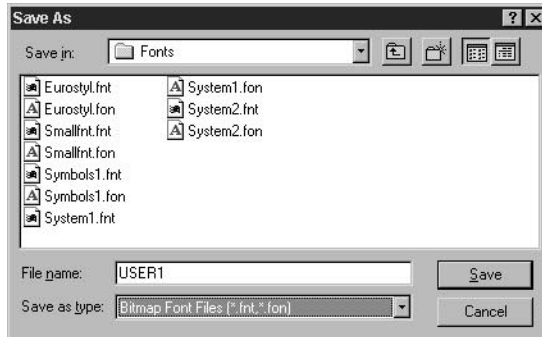
1. Open the File menu in FontBUILDER and click Import. The Select a Font dialog box will appear as shown below.



2. In the Select a Font dialog box, select the font, font style, and font size and click OK. A display of all of the characters in the font will appear.

Note In the Select a Font dialog box, you also may select a script, or character styling, for the font. A single TrueType font may contain several different scripts for international use. The script selection allows you to select one of the available script styles.

3. In the File menu, click Save As. The Save As dialog box will appear as shown below.



4. Next to the words “Save in,” select the \\INTERACT\FONTS directory.
5. Next to the words “File name,” type the name of the font to be created (USER1, USER2, OR USER3).
6. Next to the words “Save as type,” do **not** specify a “.” and file extension if you intend to create both a development and a runtime Interact font.
7. Click Save.

You can now use the new USER1, USER2, or USER3 font in Interact.

FontBUILDER for Interact Notes

The following notes include advice about selecting FontBUILDER font sizes, controlling font file sizes, using FontBUILDER fonts under Windows NT, and differences in development and runtime font spacing.

Font Size

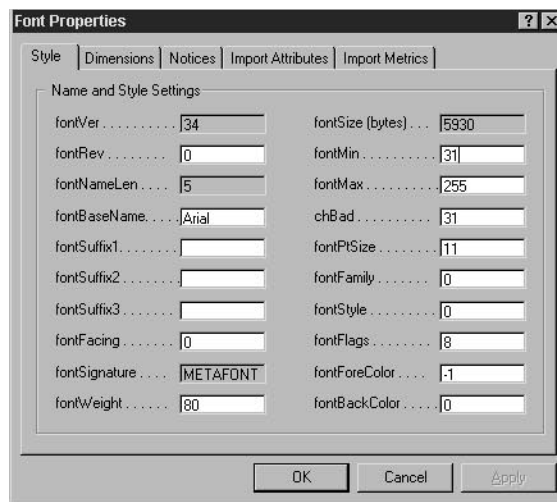
In FontBUILDER, you can convert font sizes of 6 to 46 points. Select a font size from the list of point sizes available in the Select a Font dialog box or by specifying a point size for the size selection.

File Size

The file size of a converted runtime font must be less than 48K. If the converted font size exceeds 48K, a warning message will be displayed when you save the font. You can reduce a font's file size by limiting the number of characters saved in the font.

To limit the number of characters saved in a font, complete the following steps:

1. Open the View menu in FontBUILDER and click Properties. The Font Properties dialog box will appear, as shown below.



2. In the Font Properties dialog box, modify the fontMin and fontMax settings. Standard keyboard alphanumeric characters fall between characters 32 and 126.

Note For additional information about the Font Properties, see the online help included with the FontBUILDER for Interact

Windows NT Fonts

Interact uses the FON file format for its development font files. However, a special “stub” must be added to FON font files for these files to appear properly in Windows NT. Microsoft’s license agreement says that we may not distribute the ability to add this “stub” with any utility such as the Font-BUILDER for Interact.

Therefore, if you are using a Windows NT system to develop projects in Interact, please e-mail your converted font files to CTC Parker at *Font-BUILDER@ctcusa.com*. We will convert the necessary files and return them to you the next business day.

Development and Runtime Font Spacing

Because of differences in Windows and DOS fonts, minor variations in the spacing of characters will occur between Interact development and runtime fonts.