



# **GiS FontMaker 10**

## **User Manual**

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<b>Overview</b> .....	<b>3</b>
Functionality .....	3
Letter file format.....	3
Installation .....	3
<b>Program start</b> .....	<b>4</b>
<b>Main window</b> .....	<b>4</b>
View in graphics .....	5
Procedure .....	6

## Overview

The GiS FontMaker 10 is a tool to create stitch data fonts out of single pre created letter designs.

## Functionality

Using GiS FontMaker letter files are combined to a stitch data font file.

The stitch data **cannot** be edited in the FontMaker!

This has to be done before in BasePac.

Here the font specific positions to each letter are defined.

This is mainly the position of baseline as well as the header and trailer spacing of the letters.

Also the original font size and word space is defined.

The values are stored in a font project file to be reused anytime.

In the last step the font is created. This is always done in the font folder so BasePac has direct access to it.

In the GiS FontMaker only stitch data of the letters is used, means that fonts are created which are optimized for a specific font size.

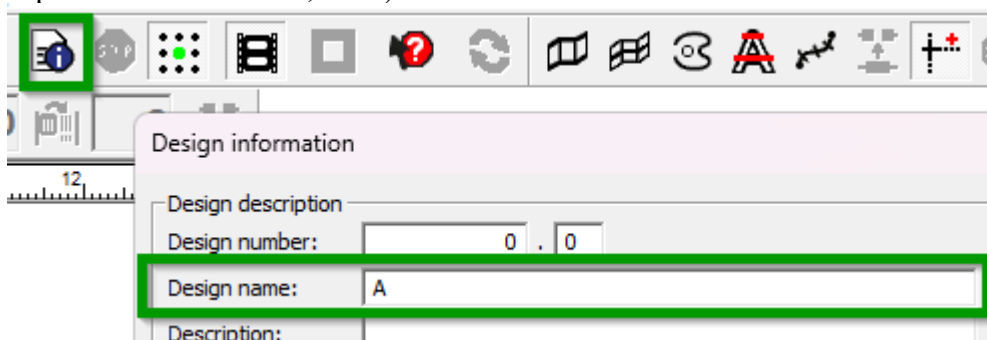
If this font is used in lettering with another size not distance adjustment is done, only the stitched are converted!

## Letter file format

The single letters must be separated as **\*.BasePacData** files. The name of the file can be arbitrary.

All letters must be created for the same font size.

In the design name (not filename!) the first character must be the character it stands for in the alphabet, this leads to an easier assignment (e.g. for a small a, the first character would be **a**, for a capital A it would be **A**, etc...).



If the design name is empty, the lower 3 digits of the design number are used as character code. This is for special characters only, which are not possible to be included in the design name. The design name can be given in Settings – Design info in BasePac.

All letters (\*.BasePacData files) must be stored in the **same folder**.

## Installation

The GiS FontMaker 10 is automatically installed with GiS Basepac 10.

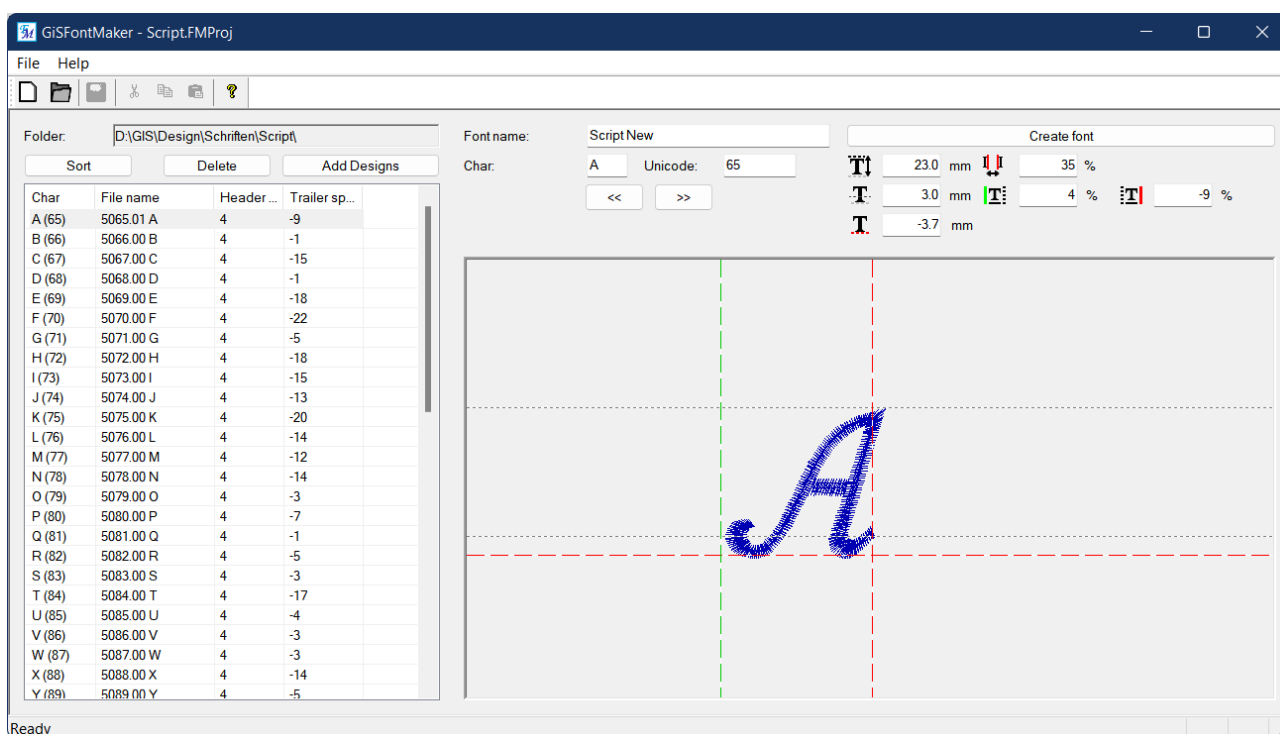
To use GiS FontMaker 10, at least the GiS BasePac 10 **"Premium"** package must be activated.

## Program start


The GiS FontMaker 10 is activated through the Font Management in GiS BasePac 10.


## Main window

In the main window the active project is shown.



Use  to create a new project.

Use  to open a project.

Use  to save the changed project.

"**Add Design**" with this button you load your single characters (you can also select several files in the open dialogue) into your new character list.

"**Folder:**" shows the current selected folder from which the characters/data are loaded.

"**Sort**" sorts the characters in ascending order according to the character code.

"**Delete**" deletes the currently selected character from the list without confirmation.

The character list is displayed in the left area.







There, the characters for entering the positions can be activated directly.

Alternatively, "<<" or ">>" can be used to advance to the previous or next character, respectively.

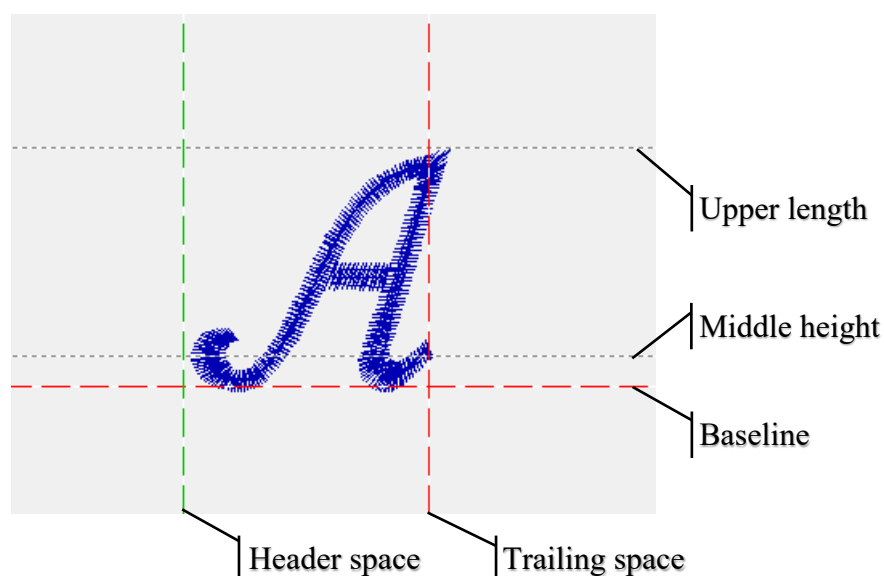
At "**Char:**" the character and at "**Unicode:**" the corresponding character code is displayed. If changed there, the selected character will get a different code. This is only useful if a character was added where the character code was not entered correctly.

At "**Font name:**" enter the new name of the alphabet. This is then entered in the GiS Font management.

With "**Create font**", the alphabet with exactly this name is then created. If an alphabet with this name already exists, a confirmation prompt is displayed before overwriting.

-  Input box for font size, this is standard size for lettering. This is also the **Upper length** line in the graphics.
-  Word space in % of font size, here the default word space is defined, which is one value for the complete font.
-  Input box for **Middle height**, which can be used as additional helpline for positioning. Mostly the small letter size is used, or at script fonts often the connection height.
-  Base line position relative to design start. The **Baseline** can be moved in the graphics using the mouse.
-  **Header space** in %, also changed by moving in the graphics.
-  **Trailing space** in %, also changed by moving in the graphics.

## View in graphics



## **Procedure**

After the alignment of all characters in the font has been made, you should first save the project. This ensures that the settings are not lost if GiS FontMaker 10 is inadvertently closed. The alphabet can then be created with "**Create font**".

To be able to try out the newly created font in GiS BasePac 10, it must be reloaded into the font list. This can be done in several ways.

- (a) When the BasePac 10 is restarted.
- (b) With BasePac 10 open, by a change from lettering mode to module mode and back again.
- (c) By a change to another font and back again.