

# TIPS FROM VS SOFTWARE

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## Creating a Font From a Graphic Image Using FontGen V: The Full-Font Editor/Generator

### Scan Your Image Using the Following Parameters:

**Resolution:** .....300 dpi

**Scan as:** .....Line Art or Printer Halftone - 1 bit

**Save as:** .....Uncompressed TIFF file or PCX (TIFF is preferred)

1. Start FontGen; you will have a font screen.
2. You can either accept these cell sizes or alter them. Larger cell sizes are easier to work with because you can fit more of the image in each one (therefore, you can use fewer characters to print your image). As an example, let's use a cell width and height of 150 dots (assuming 300 dpi). However, with a taller image, you will probably want to make the cell height tall enough to include the whole height. If you do this, you do not have to worry about line spacing - the image will print in one line of characters.
3. Go to the Control menu, and select Set Cell Width, Full Font, 150, OK.
4. Go to the Control menu, and select Edit Font Header As, SFP, OK.
5. The first box on the left contains your width and height. Change the height to 150. The next box over contains your pitch and point size. Modify these values to match your cell size:  
$$\text{Pitch} = \text{dpi}/\text{width} \text{ (in this case, 2 characters per inch).}$$
$$\text{Point} = \text{height}/5 \text{ (in this case, 30 point).}$$
6. You can modify any other fields in the header you wish to. When you are finished, select OK. You can let FGV adjust the cells, or you can enter your own adjustments.

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7. You can now open up a new window to import your image. Click on #1[fontname] to access a new window (the Pick Window area in the upper right of the screen).
8. Select Window #2, go to the File menu to Load Graphic Image, and select the graphic format you want to load.
9. Once you have the image loaded, go to the block menu to block and copy the image into the font file. F7 is the keystroke to turn on the blocking function. Use the left mouse button to mark the start of the block; then drag the box to surround the entire image. Click the left mouse again to set the block end.
10. A new menu will appear on the left of the screen. Click Copy from that menu. Then click in the Pick Windows area again to select Window #1 (your font window).
11. Decide which characters you wish to use, and then select Paste from the Block menu or AltF8 to paste the block. At this point, you can still move the image around. Once you have exact placement, click the left mouse button or press Enter to set the block.
12. Now you can pick Save As from the File menu to name your font and save it in the desired directory. Make note of the set of characters you use to hold your graphic font.
13. You can use AUTODL.EXE or LOADFONT.EXE on the Tool Kit disk to download the font, and you can use HPWDT.EXE to retrieve the font header information into a text file. For use with Windows, see the Windows font loading instruction insert.
14. Once your graphic font is downloaded, you can select it by its escape sequence or ID#. You can print your graphic font by typing in the character pattern that contains your image.