

FunFont

COLLABORATORS

	<i>TITLE :</i> FunFont		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 1, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

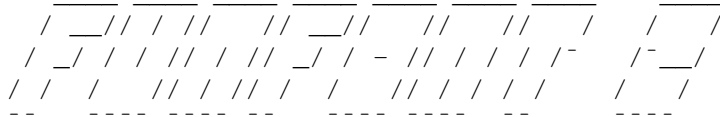
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Chapter 1

FunFont

1.1 FunFont



FunFont Release 2.3 18-06-97

Introduction

What's new ?

Requirements

Legal

Installation

Usage

History

Future

Author

Thanks

Advanced Users

FUNFONT is copyright © CREATIVE DESIGN 1997 Carbon

1.2 Introduction

Introduction:

FunFont is used in conjunction with AmIRC to offer these features...

- 1: A new, clear and easy to read proportional font. Show me!
- 2: Improves the look of Figlets. Show me!
- 3: Improves the look of ANSI graphics. Show me!
- 4: Makes "Smileys" redundant ;) Show me!
- 5: Over 100 different graphics to bring IRC chat to life! Show me!
- 6: FunFont enhanced ANSI (FANSI). Show me!

FunFont is

FREEWARE
so spread like mad!!!

1.3 What's new ?

What's new ?:

First off, thanks to all who offered Feedback on previous versions.

The main problem with previous FunFont releases had been the limited number of fonts to choose from. To a certain degree, this was addressed in v2.1, however the point size remained the same and the user was limited to a choice of three. Now the user has a choice of twelve different fonts with varying heights, widths and weights!!!

Some users experienced problems with the FunFont keymap not being compatible with their native keyboards, this has been solved by offering the user a choice from twelve different keymaps which work seamlessly and are totally invisible.

Foreign language support has been extended, and FunFont now supports these characters... á ä å ç é ñ ö ü.

The graphics have again been tweaked with a complete redraw for the 7 and 11 point fonts. Some new graphics have been included by request.

The install script has been re-written to offer custom installations. Also, as an added bonus the installation is narrated !

FANSI creation has been made a lot easier by "FansMaker". By using a combination of script and Geditor (© Lars Malmborg) the user can

create proportional/fixed Fansi graphics in a WYSIWYG environment.

For those users that can't make up their minds or just like variety, a separate font installation utility is included which stores all 12 fonts in a compressed format (55k) negating the need to retain the original archive...although you should, so you can pass it on!

The send script now utilises "Requestfile" to make the sending of Fansi/ansi graphics less complicated.

This guide has been modified to include the features mentioned above.

NOW THERE IS NO REASON NOT TO USE FUNFONT !!!

1.4 Requirements

Requirements:

FunFont will work on ANY Amiga but somewhere along the line you may use the following...

Installer	© Amiga Technologies International
IconX	© Amiga Technologies International
Multiview	© Amiga Technologies International
RequestFile	© Amiga Technologies International
Translator.library (included)	© Amiga Technologies International
Narrator.device (included)	© Amiga Technologies International
Talk (included)	© Mathew Wilson
GEditor (included)	© Lars Malborg
Textfield.gadget (included)	© Mark Thomas

Creative Design recognises all copyrights in this archive.

Where possible, I have acknowledged the copyright holder. Contact me if I have failed to credit your copyright and I will be happy to correct any oversight.

1.5 Legal

Legal:

FunFont is FREeware which means that you do NOT have to pay for it!!!

If you like it, use it a lot and feel generous then send a donation to the

Author

oh...alright, I'll settle for an e-mail from you!!!

However...

Please note that FunFont is copyright © CREATIVE DESIGN 1997.

Which means...

- 1: The archive contents must not be altered.
- 2: If you include FunFont in a release, then credit the author.
- 3: You may not charge a fee for FunFont (apart for media and duplication).

Disclaimer:

The author is in no way liable for any damages or loss of data directly or indirectly caused by this software.

1.6 Installation

Installation:

There are currently three methods to install FunFont...

- 1: Press the button --> Install
- 2: Click on the INSTALL icon in this archive.
- 3: Manually
Show me!

1.7 Manuall installation

Manual installation:

Copy contents of "bin/amirc" to "?/Amirc/".

Delete "Fonts:funfont#?".

Rename "Envarc:MUI/AMIRC.1.prefs" to "Envarc:MUI/AMIRC.1.prefs.bak".

"lha x -X -q bin/fonts/???.fnt Fonts:".

Copy "bin/envarc/amirc?" to "Envarc:MUI/AMIRC.1.prefs".

Do you want to install an enhanced keymap ?

Copy "bin/keymaps/???" to "Keymaps:FunFont".

Copy "bin/misc/key" to "Keymaps:FunFont.info".

Rename "Envarc:SYS/Input.prefs" to "Envarc:SYS/Input.prefs.bak".

Copy "bin/envarc/input" to "Envarc:SYS/Input.prefs".

Select the support files to be installed...

Create New Directory: "?:FunFont".

Copy "bin/misc/DRW" to "?:FunFont.info".

Copy "GUIDE" to "?:FunFont/".

Copy "GUIDE.info" to "?:FunFont/".

Copy "bin/fonts/FFGuide.font" to "Fonts:".

Copy contents of "bin/fonts/FFGuide" to "Fonts:FFGuide/".

Copy contents of "Images" to "?:FunFont/Images/".

Copy "bin/misc/ADVUSR" to "?:FunFont/Images/".

Copy "bin/misc/CODES" to "?:FunFont/".

Copy "bin/misc/CODES.info" to "?:FunFont/".

Copy "bin/misc/FANSI" to "?:FunFont/".

Copy "bin/misc/FANSI.info" to "?:FunFont/".

Copy "bin/misc/KEYS" to "?:FunFont/".

Copy "bin/misc/KEYS.info" to "?:FunFont/".

Select the EXTRA files to install...

Copy "bin/misc/FONTINSTALL" to "?:FunFont/".

Copy "bin/misc/FONTINSTALL.info" to "?:FunFont/".

Copy "bin/fonts/#?.fnt" to "?:FunFont/Fonts/".

Copy "images/FontPreview.pic" to "?:FunFont/Images/".

Copy "AMIRC#?" to "?:FunFont/Fonts/".

Copy "bin/misc/FANSIMAKER" to "?:FunFont/".

Copy "bin/misc/FANSIMAKER.info" to "?:FunFont/".

Copy "bin/misc/NEW.fansi" to "?:FunFont/".

Copy "bin/misc/GEditor" to "C:".

Copy "bin/envarc/GEDITOR" to "Envarc:MUI/GEDITOR.1.prefs".

Copy "bin/misc/Textfield.gadget" to "SYS:Classes/Gadgets/" (if none/old).

Make a cup of coffee and relax!

1.8 Usage

Usage:

After running AmIRC and ensuring that you have enabled the Arexx function in your MUI preferences...

1: Join a channel where you can experiment without annoying other users.

2: Type /rx FunFontINIT

This will create a couple of alias's and display some help text.

3: From the Settings menu, select Save as defaults

This will save the alias's from the INIT script.

4: Optionally you can type /rx FunFontEXAM to see some usage examples.

You are now ready to have some fun with FunFont...

USAGE: /* <TEXT> \XXX

Where XXX is a three letter code that refers to a particular graphic. The graphic codes have been designed to be easily remembered, I have however included a reference sheet which is copied to a chosen directory during the installation process.

Why not join #Funfont (Dalnet) and chat with other FunFont users :)

TIP: Type /? for Online help!!!

1.9 History

History:

1.0 INITIAL RELEASE

- 1.1 Re-design of text characters
 - Improved some graphics
 - Fixed bug in installation script

2.0 BETA TEST RELEASE (Redundant)

- 2.1 Added over 64 graphics by utilising Arexx (thanks Rraz)
 - Added compatibility for Swedish/Finnish alphabet
 - Uses Amiga Technologies® Installer®
 - Initialisation script added
 - Online help added
 - Online example script added
 - Amigaguide style documentation (self modifying)
 - Tidied up original font and graphics
 - Reference sheet for graphic codes
 - Added keyboard shortcuts (advanced users)
 - Reference sheet for (F)ansi characters (advanced users)
 - Reference sheet for keyboard shortcuts (advanced users)
 - Added 2 alternative fonts (advanced users)
 - Included 2 FunFont enhanced Figlet fonts (advanced users)
 - Included some (F)ansi graphics (advanced users)
 - Included Send script (advanced users)

- 2.2 Added 9 extra fonts (12 in total)
 - Added 12 new keymaps for total compatibility and improved shortcuts
 - Added separate font installation utility
 - Added separate Fansi graphics creation utility
 - Increased foreign language support
 - Added some requested graphics
 - New Installer script (with optional narration)
 - Added send script with requester
 - Modified Guide to reflect changes
 - Minor tweaking of text characters

- 2.3 Minor update and bugfix
 - Moved "Fansi forward slash+left score" to \$D6
 - Added ü umlutt for increased foreign language support
 - Added "LAME" graphic (\LAM or alt-_)
 - Added "THANKS" graphic (\THX or alt-=)
 - Updated CODES, KEYS and FANSI reference sheets to reflect changes
 - Updated Keymaps to reflect changes
 - Updated GUIDE to reflect changes
-

1.10 Future

Future:

This is a wish list, so some projects might not happen...It will depend on the response I get from this release...

- 1: Program to convert any font to FunFont format
- 2: Include (F)ansi graphics from FunFont users
- 3: FunFont web page (watch this space!)
- 4: Invisible interpreter (so that you dont have to type "/*")
- 5: Add requestor to (F)ansi send script DONE
- 6: Pictures of Joe Guest!

If you can help with any of the above, contact the
Author
FunFont v3 is now in development... PREVIEW

1.11 Author

Author:

FunFont was made by...

Andrew J Bailey (IRC: CARBON)

© CREATIVE DESIGN

You can contact me directly via e-mail at carbon@c-design.tcp.co.uk

FunFont enquiries should be e-mailed to funfont@c-design.tcp.co.uk

If you would like to offer feedback, please fill in this form [Feedback](#)

Info:

My set up is a very modest one...

Amiga A1200 68020 processor
68881 Maths co-processor
4MB Expansion Fast RAM

80MB Internal 2.5" IDE hard drive
USR 14400 Sportster modem
External floppy disk drive (DF1:)
MicroVitec 1438 Multisync monitor

...see, size is'nt everything!!!

Other stuff...

WBPrefs.lha Preferences and support files to make MUI look even better!
NVX_Cogs.lha Replacement Transfer Animations for IBrowse
WolfGTXV.lha Raytraced Animation and Imagine model of a supercar
NVX_TDC.Dms1-3 Music demo featuring a couple of my protracker modules

1.12 Thankyou to these people...

Thanks:

Mathew Wilson For the Talk utility
Tjomme For adding requester to send script
Lars Malborg For inclusion of GEditor
Rraz For Arexx script design (special thanks m8 ;))
Tipop For the Send script
Stardustr For Arexx help
O.Wagner For creating Amirc (the best IRC client software)
S.Stuntz For creating MUI (Magic User Interface)
...and all those at #Amirc who helped with Beta testing

Greets:

Bundi	Ook	Turbo	Caade	RDragon	Twentie
Crash	Snuzz	Smouse	Zine	MojoUK	
Meeson	Snoopy	JadeF'	Dow	Gadget	
Ganja	Classy	GrimR'	Doe	Haighy	
schlott	Andy	Xtro	Siege	Wize	

...and of course anyone that I have forgotten to mention.
