

# WinPSX v2.0

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## **Introduction:**

WinPSX is a PostScript Soft Font Downloader that runs under Microsoft Windows. It supports PostScript Type 1 and Type 3 soft fonts. Bitstream QEM PostScript soft fonts are supported under the Type 3 option. In addition, WinPSX gives you the ability to print device information reports that list available fonts in the printer and general printer statistics, as well as font samples of your Type 1 soft fonts. New in this version is support for background downloading, enhanced Font Samples, the ability to display Font Names as well as filenames (Type 1 only), a built in downloadable Error Handler, a new option to print a listing of your fonts, and several cosmetic changes.

When WinPSX downloads soft fonts to the printer they become resident until the printer is initialized or turned off. By making your soft fonts resident you can take advantage of font caching which greatly speeds up PostScript printing and also avoid long waiting periods while Windows' PostScript driver downloads soft fonts on a per job basis. Resident soft fonts offer a substantial speed improvement when printing PostScript documents or EPS graphics that use these fonts. If you plan to download your soft fonts with WinPSX and have currently set them up to be downloaded by the Windows PostScript driver you can change this by removing the reference to the font's filename from WIN.INI. Do not remove the reference to the Printer Font Metrics file (PFM), this file contains font metrics information used by Windows. For example, change:

```
softfont1=c:\psfonts\pfm\fontname.pfm,c:\psfonts\fontname.pfb
```

to read:

```
softfont1=c:\psfonts\pfm\fontname.pfm
```

It is best to use WinPSX to download soft fonts that you use frequently and let the Windows PostScript driver download less frequently used soft fonts.

## **Installation:**

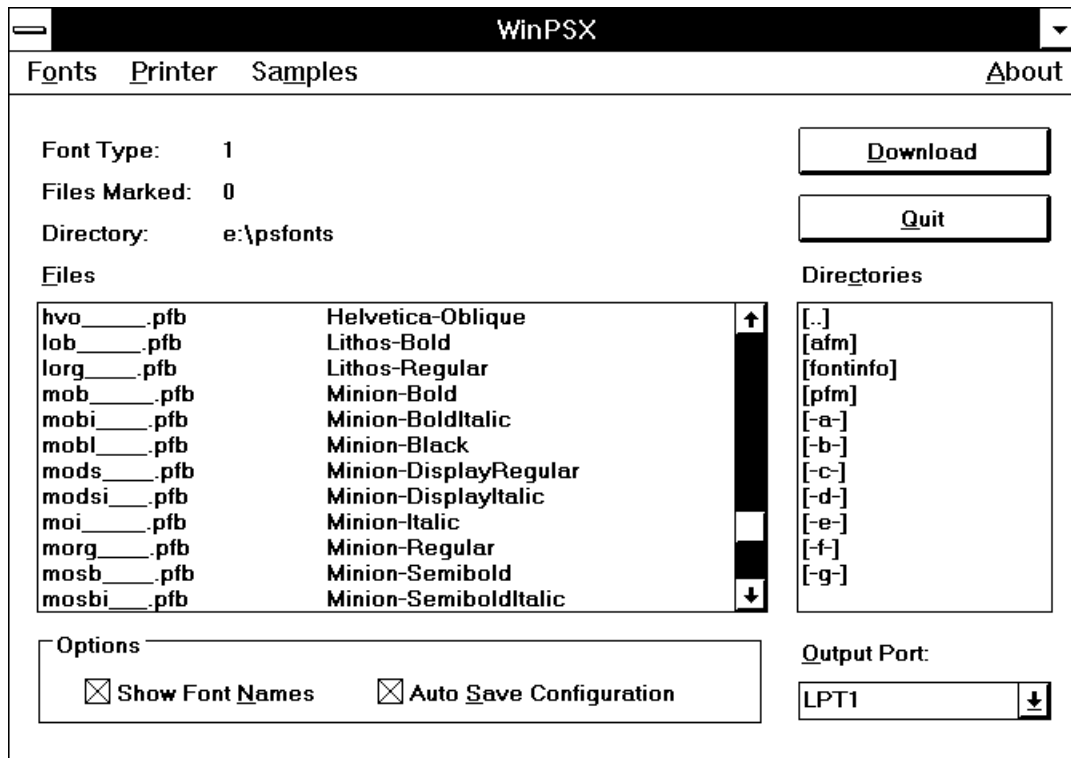
WinPSX may be installed in any subdirectory on your hard disk.

### Windows Installation:

1. Start Program Manager and select File / New.
2. Add WinPSX as a Program Item to an existing group. Select New Program Item.
3. Under Description type: WinPSX
4. Under Command Line type: [drive]:[\path\]winpsx.exe

## Running WinPSX:

To start WinPSX double-click on the WinPSX icon.



## Selecting an Output Port:

First select the appropriate port. There are no special considerations for downloading to the parallel ports.

If you are downloading to COM1 or COM2, please note that WinPSX will not initialize the COM port for you. It assumes that you have already done so. Consult your printer's manual for the manufacturer's recommended COM port parameters. Usually, all it takes is adding a line to your autoexec.bat file that reads something like this: `MODE COM1:96,N,8,1,P.`

If you are downloading to a file select FILE. WinPSX will assign a filename for you by adding the extension .PSX to the font's filename. For example, if the font is named CASLON.PFB the output file will be named

CASLON.PSX. This file will be placed in the same directory as your font.

When you exit WinPSX it will save your port selection in a file called: WINPSX.INI. This will be used next time you start WinPSX and you won't have to reconfigure your Output Port setting.

## **The Fonts Menu:**

WinPSX defaults to PostScript Type 1 soft fonts. If you're downloading Type 3 soft fonts you may change the Font Type through the **Fonts** menu option. For Type 1 fonts WinPSX uses the filespec "\*.pfb", for Type 3 fonts it uses "\*.p\*"

## **The Show Font Name CheckBox:**

A new option in WinPSX v2.0 is the ability to display Font Names as well as filenames in the Files listbox. This feature frees you from having to remember the filenames of fonts you want to download. Click on the "Show Font Names" checkbox if you'd like to use this feature. If the "Auto Save Configuration" checkbox is checked, the Show Font Name status is saved in WINPSX.INI when you exit the program.

## **Mark Fonts and Download:**

First, change to the correct drive and subdirectory. Mark the fonts you wish to download by clicking on the filename. To unmark a selection click on it again. When you're ready, click on **Download** and WinPSX will download your selections. WinPSX has an internal limit of 50 soft fonts per batch job which is probably way more fonts than you'll be downloading at any one time. If you mark more than 50 soft fonts only the first 50 will be downloaded. To download more than 50 soft fonts you'll need to download them in two or more sessions. The Files Marked label will display a count of your selections.

While WinPSX is downloading you may switch to and work with other Applications but you will not be able to print until the download is complete.

WinPSX performs font verification before downloading a font. If you receive a Font Failed Verification message it means that WinPSX could not verify the font as a valid binary Type 1 font (when downloading Type 1s) or a valid Type 3 font (when downloading Type 3s).

If at any point you need to abort a download hit the **Escape** key or click on the **Abort** button. WinPSX will prompt you for confirmation and cancel



the download.

Note: If you use Windows' Print Manager make sure that it has finished printing before downloading your fonts. Also, users of PrintCache will be happy to know that it is compatible with WinPSX and will spool soft font downloads. No special settings are needed for PrintCache's output port, e.g. LPT1.PRN; in WinPSX select the port your printer is connected, e.g. LPT1 and PrintCache will spool the font downloads.

## The Fonts Menu - Job Lists:

Since version 1.1, WinPSX has supported job lists. A job list is a collection of soft fonts to be downloaded to a particular port. Job lists are plain text files that can be created with Windows Notepad. The file format is simple and easy to remember. Here's an example:

```
Port=LPT1
e:\psfonts\glb____.pfb
e:\psfonts\glbi____.pfb
d:\type3\marydale.pfa
e:\psfonts\fub____.pfb
e:\psfonts\gauci____.pfb
```

The first line is always the output port in the format **Port=[PortName]** where PortName is a valid output port. It is important to not include a colon after the PortName, e.g. LPT1: is wrong, LPT1 is correct. Port Names should be output device ports, like LPT1, LPT2, LPT3, COM1, and COM2. A job list can contain a mixture of Type 1 and Type 3 fonts, WinPSX will autosense the correct method of downloading. The expected file extension for job lists is **".JOB"** and the total number of soft fonts that can be specified is 25. When you select Job Lists from the Fonts Menu you will see a display of filenames with the extension ".job" .

Once in the "job" mode dialog, if you'd like WinPSX to print a Device Information page after the download, click the appropriate checkbox. When you are ready to start downloading click on Download. WinPSX will download the soft fonts in the list and return you to the main screen. If at any point you need to abort a download hit the **Escape** key or press the **Cancel** button. You may switch to and work with other Applications while WinPSX is downloading but you will not be able to print.

Command Line:

WinPSX also supports command line job list downloading. For example, you can choose Run from the Program Manager's File Menu and specify "c:\psutil\winpsx.exe d:\psjobs\anreport.job" This bypasses WinPSX 's main screen and brings up the job list screen. After the list is downloaded, WinPSX ends. Also, you may add **job=[drive:][\path]\winpsx.exe ^.job** to the extensions section of your WIN.INI to be able to select job lists from the File Manager and have WinPSX download

them. If you find yourself downloading a certain set of soft fonts everytime you start Windows you can add:

**Run=[drive:][\path\[filename].job**

to your WIN.INI. This will start WinPSX in Job List mode with your selected Job List. Simply click on "Download" to send your list of soft fonts to the printer.

## The Printer Menu:

### Initialize Printer

Initializing the printer will cause the printer to return to the power on state. It will remove from the printer's memory all resident soft fonts, error handlers, prep files, etc. If your current output selection is **File** then a file called **INITPR.PSX** will be created in the current directory. This file will contain the necessary commands to initialize the printer and may be copied to the printer with the DOS copy command.

### Device Info

Selecting Device Info will print a page of information on the current printer status. This page includes a font directory, memory status, page count, etc. Note: The Total Memory reported by WinPSX is the memory beyond that used by the PS interpreter. If your current output selection is **File** then a file called **DEVINFO.PSX** will be created in the current directory. This file may be copied to the printer with the DOS copy command.

### Error Handler

New in this version of WinPSX is the ability to download an Error Handler to the printer. This is the same as EHANDLER.PS and is licenced from and provided courtesy of Adobe Systems Inc. (EHANDLER.PS Copyright © 1985 Adobe Systems Inc.). The PostScript Error Handler is an extremely useful tool in catching PostScript errors. If you are having problems with a font, a document, or a graphic the Error Handler can help you determine if they are due to erratic PostScript code. When you select this menu option, WinPSX will download the Error Handler to your printer and make it resident. I normally download the Error Handler at the beginning of the day. If your current output selection is **File** then a file called **EHANDLER.PS** will be created in the current directory. This file may be copied to the printer with the DOS copy command.

### Print Files ListBox

Select this option if you'd like to get a print out of the Files ListBox. If your current output selection is **File** then a file called **LISTFONT.TXT** will be created in the current directory. This file is a plain ASCII text file. With all other Output Port configurations, WinPSX will generate the necessary

PostScript code.

## **The Samples Menu:**

New in this version on WinPSX is the ability to print font samples in batch mode. Font Samples are available only for Type 1 fonts. If you'd like to print font samples, first download your soft fonts and then select either **Full Samples** or **Quick Samples** from the Samples menu. The Font Type label will indicate the Sample type you selected and the "Download" button will change to "Print Samples." Mark up to fifty files and click on "Print Samples" when you're ready to print. To return to "Download" mode un-check the appropriate Font Sample menu option.

The Full Sample prints a quote from Aristotle's Ethics once in 12pt type and once in 15pt type, a font scaling sample, and a character set. The character set sample assumes that no characters are mapped between ASCII 0 and ASCII 32, but this seems to be the norm with most PostScript fonts. If this is a new soft font and if you work a lot with type then you'll find the Full Sample more complete. This version of WinPSX detects Adobe's Standard Encoding if present in the font and will print a combination of the Standard and ISO-Latin1 character sets. If a custom Encoding is applied to the font, WinPSX will print the font's default character set.

The Quick Sample prints the same quote from Aristotle's Ethics in 12pt ,15pt, 18pt and 24pt type, the ASCII characters 33 - 126, and useful information about the font.

Note: When WinPSX prints font samples it generates its own PostScript code. In many cases the character set that you will see when you print the Full Sample will contain more characters than Windows can access . The line and word spacing in both samples is determined by certain PostScript routines that provide pleasant output most of the time. Under certain circumstances the line and word spacing will be off, but the resulting font sample should still be useful.

If your current output selection is **File** then Quick Samples receive the ".QPS" extension whereas Full Samples receive the ".FPS" extension. The font's filename is used in both cases.

## **Ending the WinPSX session, Auto Save Configuration:**

To exit WinPSX select Quit. When you quit, WinPSX will save the current settings (Port and Font Directory) in a file called WINPSX.INI. These settings will be used next time you start WinPSX. You may turn off this feature by unchecking the "Auto Save Configuration" checkbox.

## **FMPSX - Linking WinPSX and FontManager:**

Users of Dennis Harrington's excellent font management utility FontManager will be happy to know that FontManager and WinPSX can be linked through Dennis Harrington's FMPSX utility. With FMPSX you can mark fonts to be downloaded from FontManager's Master library, launch WinPSX and download them, and have your WIN.INI automatically updated to reflect the resident status of the soft fonts. Details for the installation and operation of FMPSX are in the documentation included with FMPSX.

FMPSX is available in library 6 of the DTPFORUM as FMPSX.ZIP. If you don't use FontManager I strongly urge you to grab a copy from library 6 of the DTPFORUM. It will make your PostScript soft font management under Windows a pleasure. The current archive is FM202.ZIP. Note: If you use FMPSX please install WinPSX in a directory in your path.

## **Product Support:**

If you have any questions or comments about WinPSX you may reach me via

CompuServe Mail at: Costas Kitsos 73667,1755

or by regular mail at:

Costas Kitsos  
P.O. Box 64943  
Los Angeles, CA 90064

## **Thank you, Thank you, Thank you:**

To all those that have supported PSX and WinPSX and especially the beta testers for their ideas, observations and encouragement. Special thanks to Dennis Harrington for his expert advice and insight in the matters of PostScript soft fonts.



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## **Legal Stuff:**

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If you find WinPSX useful and enjoyable please plant a tree.

Costas Kitsos, April 1992.

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