
Manual for Char2eps v1.0

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1. Requirements

Char2eps relies heavily on the fixed Postscript output format, as produced by *FontForge* [<http://fontforge.sf.net>]. So you need to install this program too, and convert your TTF fonts (or any other format supported by *FontForge*) to Postscript “Type 3” with it.

2. Copyrights

Right at the start, an important note:

Please, do not violate copyrights! Respect your local laws when using characters of a font in your artwork, and give proper credits to the original author and copyright holder, respectively.

3. Starting the program

Starting *Char2eps* is as simple as saying

```
char2eps Strenuous3D.pt3 Strenuous3D.ced
```

where the file “Strenuous3D.pt3” is a Postscript font in “Type 3” format. Please note that **no other** font types are supported as input to *Char2eps*!

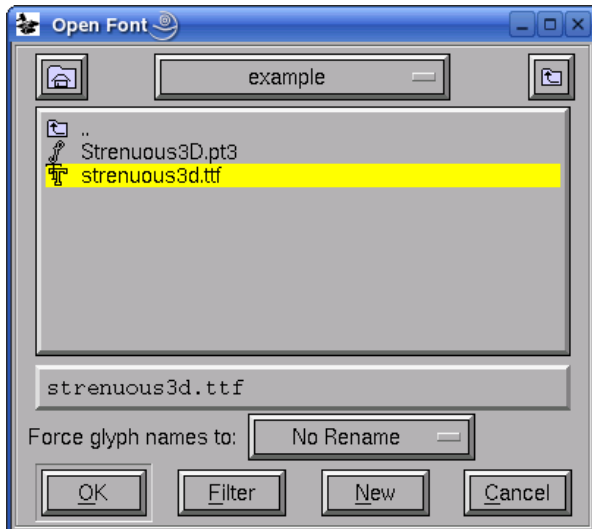
The second file “Strenuous3D.ced” is a special font definition file, containing infos about how big the resulting EPS files should get in size. Its complete syntax is explained in more detail in the section “Font Definition File” below.

The call of *Char2eps* will convert all glyphs/characters in the font and writes the resulting EPS files to the current directory.

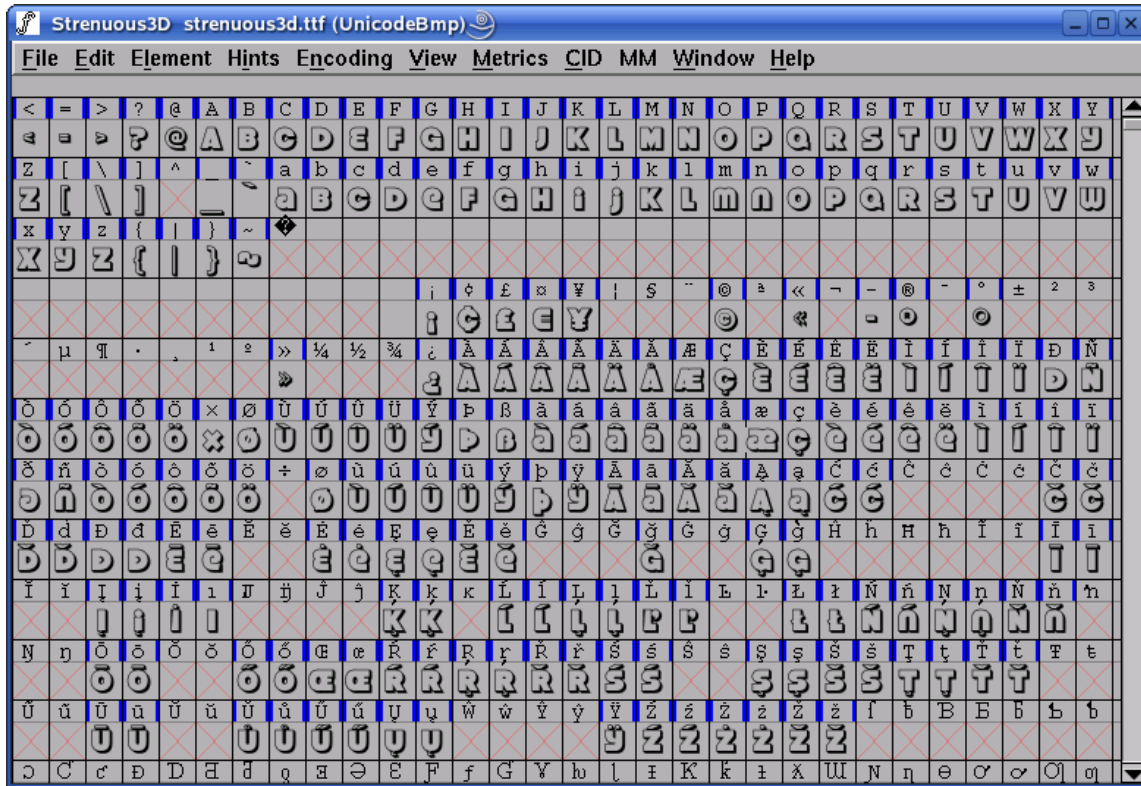
So it's a good idea to create a separate folder, copy the .pt3 and .ced file there, and then call *Char2eps* from inside this directory.

4. Converting fonts

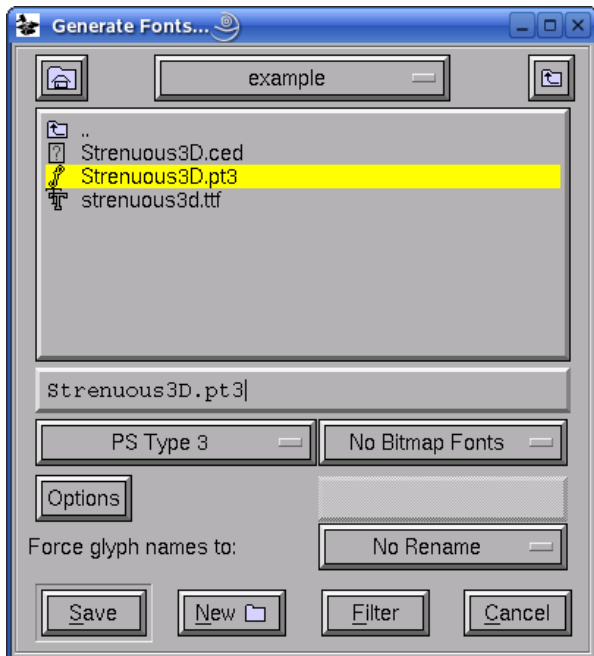
Start the program *FontForge* and select a font to open.



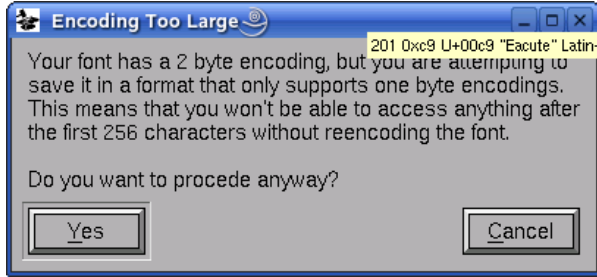
After the import you should see the overview of defined glyphs for your current font.



Now, choose the entry “Generate Fonts” from the “File” menu. In the appearing dialog, ensure that “Postscript Type 3” is selected as output format.



Ignore the warnings about a too large encoding



and proceed with “Yes”. That’s it!

5. Font definition file (FED)

An FED file has to start with the lines

```
%Char2eps Postscript font definition file
%Version: 1.0
%BEGIN FontInfo
```

Then the single values follow, where each key has the form

```
%BEGIN key
value
%END key
```

The values are read as strings and can span multiple lines, for texts like the “FontDescription”. Three different types of values are supported:

- Text** Normal text, which may span several lines.
- Double** A floating point number like “2.4”, “1.3e2” or “4”.
- Length** A Double (see above), which is interpreted as a length given in Postscript units. You can also append a unit specifier “cm”, “mm” or “in” to the number, e.g. “2.7in”.

The available keys are:

FontName	Text, name of the font.
FontVersion	Text, version of the font.
FontAuthor	Text, the author/copyright holder of the font.
SquareWidth	Double, width of the design square for the font.
SquareHeight	Double, height of the design square for the font.
SquareDepth	Double, depth of the design square for the font.
EpsScalingFactor	Double, if specified, the single chars are scaled in size by this factor.
EpsCharHeight	Length, if specified, the single chars are scaled such that they have the given final size.
EpsDefaultLineWidth	Length, the Postscript line width, used for the strokes.
EpsLeftMargin	Length, adds a left margin.

EpsRightMargin	Length, adds a right margin.
EpsTopMargin	Length, adds a Top margin.
EpsBottomMargin	Length, adds a Bottom margin.