

FontMaker User's manual

If you want to add originality to your messages or use fonts of your native language in any of MediaLED products, you can use special program **FontMaker** .

Description

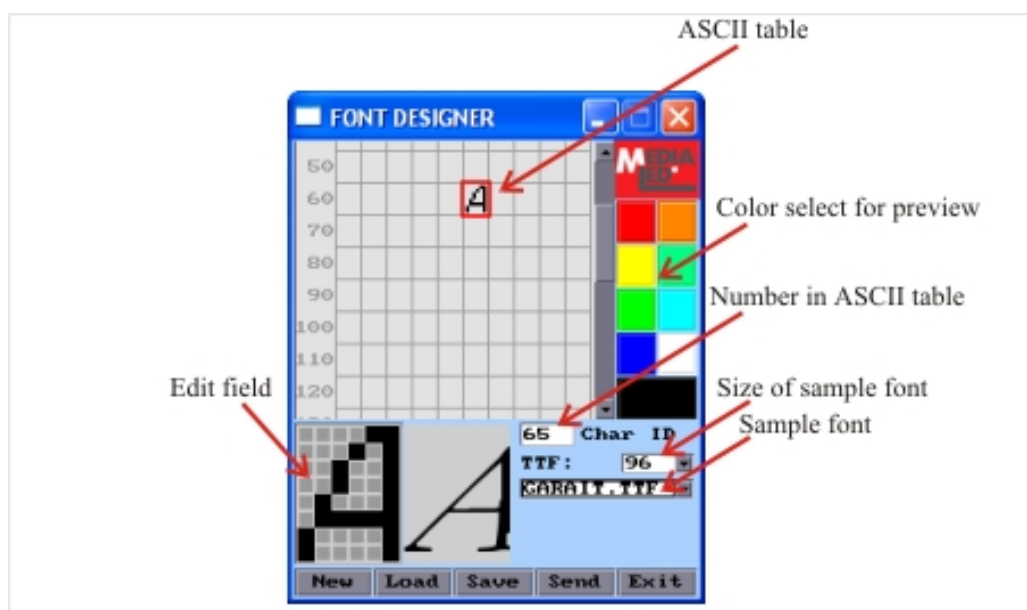
LEDbadge and LEDstream work with enhanced ASCII table of fonts. It consists of 256 symbols. The first 128 symbols 0-127 are referred to the Latin alphabet and they never change. The second half is the localized fonts that with all the special features of alphabets different from the Latin.

Installation

Now, FontDesigner is very simple and easy to use. It does not require installation. All you have to do is to unpack the archive with the program into any convenient for you folder. Now there are two folders and files in the root folder with the program:

- ./input**
- ./output**
- ./SDL_ttf.dll**
- ./SDL.dll**
- ./fl3.im**
- ./fl2.im**
- ./fl1.im**
- ./fd.exe**

There are font samples in the **./input** folder. There are fonts that you created for the MediaLED products in the **./output** folder.



Working with the program

To start working with the program you have to launch file **./fd.exe** from the root folder of the program.

There is True Type font from the **./input** folder in the “Sample Font” field. Put your national font in this folder. Symbols of this font will be displayed next to the field “Edit field”. Thus, choosing symbol in the field “ASCII table” by mouse-clicking on a square, you may see the serial number of this symbol in the field “Number in ASCII table” and the image of symbol reflection.

We choose the font we want in the window “Sample Font” that we preliminary put in the **./input** folder.

We choose the symbol we want in the table “ASCII Table”. The chosen symbol will be displayed next to the editing field.

In accordance to the displayed symbol we draw our own symbol in the editing field.

After editing the necessary symbol we save the result by pressing button “Save”.

We load the font we created earlier by button “Load”, adding changes if necessary.

The saved font file we send to LEDstream or LEDbadge the usual way.