

Title: SipFontC User Guide
Subtitle: Score font converter in pure Windows
Date: March 26, 2015
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Version: 1.0

Introduction

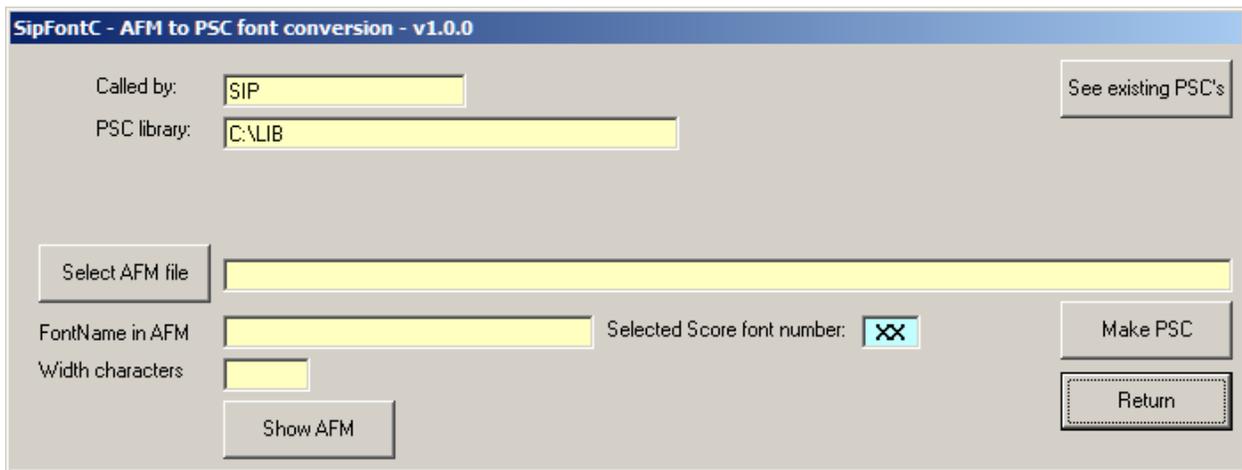
With the growing number of Score users moving to Windows and the absence of DOS on modern Windows systems, the need arose to have a font converter in pure Windows. The font converter takes the Adobe Font Metrics (AFM) of a particular font and creates the PSC file from it. The size of a PSC file is significantly less than that of an AFM file and at the time Score was developed, space and processing time demanded the existence of the compact PSC files. Score itself does not look at AFM files. Not all information from an AFM files is included in its corresponding PSC file.

Implementation

There is a single version of this freeware program which is distributed with SIP (as of version 7.0.0.175) and with ScoreEngine (as of version 5.0.0.40). ScoreEngine effectively looks at the AFM file which permits it to be more accurate in text alignment than Score itself. Details are to be provided in the ScoreEngine User Guide for version 40.

User interface

The utility is started from the main SIP panel ('Freeware' tab) or from ScoreEngine Dispatcher Exec profile ('Font issues' tab). Like the DOS version, the user needs to give the name of the AFM file and the number of the desired font number. The program however has a few more options which make it easier to manage AFM and PSC files:



Since SIP knows which the active library is, it gives the path where the PSC files are located. Pressing the top right button will roll out a list of PSC files present in that path. Click on a name to see the date/time stamp.

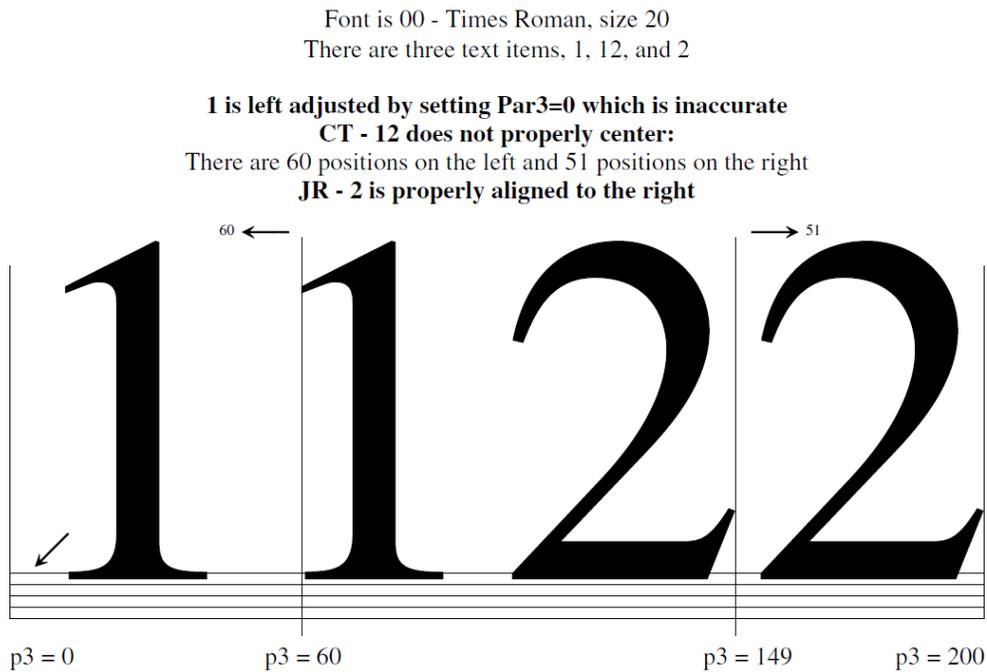
To open an AFM file push the selection button for it and select one name from the list. That file is scanned to find the font name and the number of characters defined. It is possible that there are more than 163 characters, the maximum for Score. Unsupported characters are ignored in the creation of PSC. The blue field needs to get the two-digit font number, directly types in there.

Detailed information

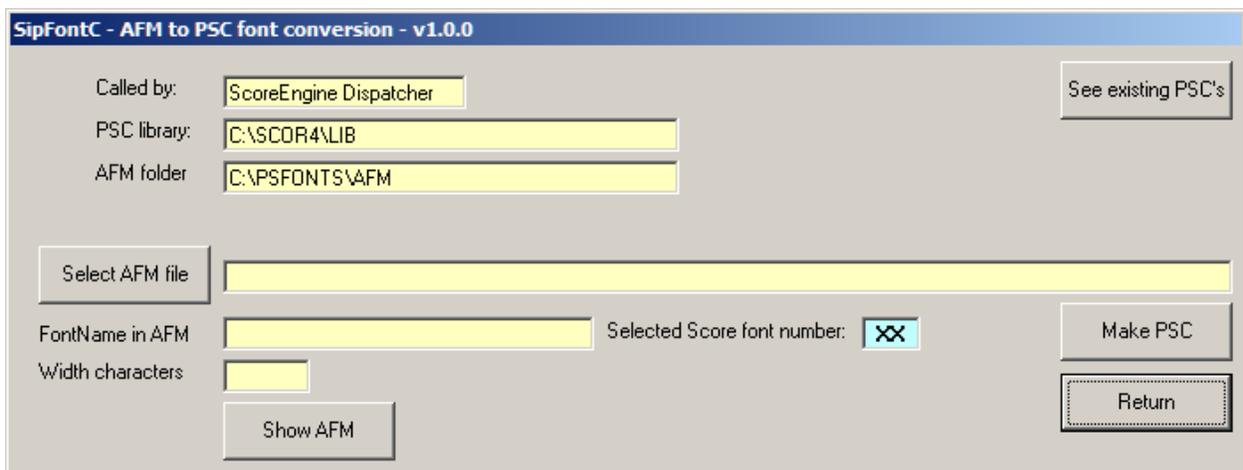
To see the information in the AFM file press 'Show AFM'. There are five columns:

- C – the internal value of the character
- WX – the width of the character in points
- N – the standard name of the character
- B1 – the left bounding box character, not used by Score but used by ScoreEngine
- B3 – the right bounding box character, used by Score and ScoreEngine

NB. The JR command in Score works correctly but CT does not. Left adjustment of a text by setting Par3 is inaccurate. These situations are shown here:



When called from ScoreEngine Dispatcher, the path to the AFM folder is known when properly setup and the panel of this utility has additional information:



So to select an AFM file with the call to SipFontC from the ScoreEngine Dispatcher requires fewer clicks.

When you have both SIP and ScoreEngine (in different folders), then you have multiple copies of the utility SipFontC.

When you run ScoreEngine and you have both Score3 and Score4 activated, SipFontC gives precedence to the library of Score4 (as shown above).

(the end)