# Font Creator 6.2 Professional

To create a new font, click on the file tab and select new in the pull down menu.
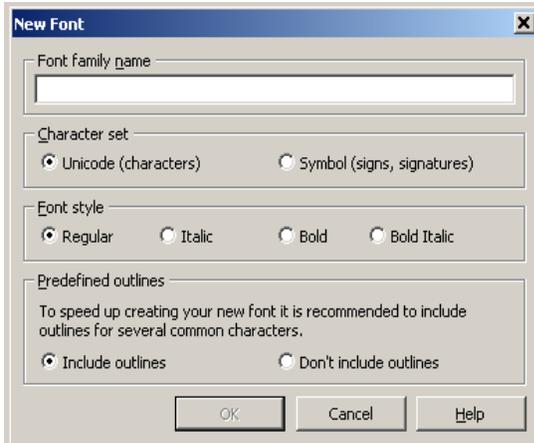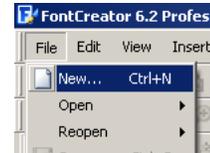
A window will pop up asking you to set a name for your font and select whether or not your font is a character or symbol style. The difference between these two styles is that character style is auto-formatted to allow for a standard character set (0-9, a-z, punctuation marks, etc.). The symbol style, in the other hand, is open to any number of symbols, unrestricted by standard characters (this is the style you will want for creating signs and custom symbols). For our sakes and purposes, font style should be set to regular and predefined outlines should be set to include outlines for maximum editing abilities.

After selecting "ok" then your window should look something like the image to the right of this text.
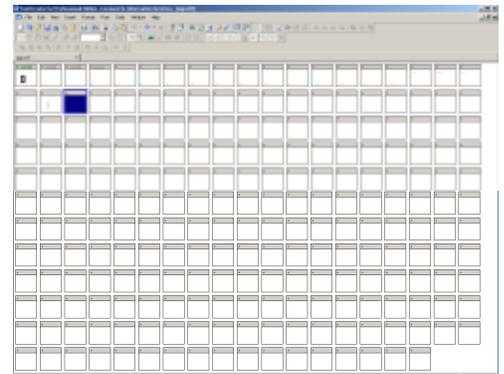
To create a character, double click on any one of the boxes. A window with a blue grid should pop up. If the new window does not contain a grid, you will want to click on the icon indicated in the image on the right. If there is a default character in this editing window that you do not wish to keep, then sampling highlight the image and press "Delete".
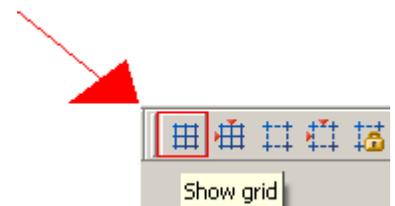
To import an image and have it traced, right click in your editing window and select "Import Image" from the pull down menu.
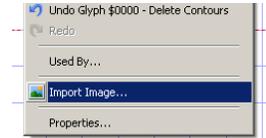
Select the file that you want to import(must be a picture file) and then press "open". A window like the one one the right should pop up. The image on the left is the "untouched" image that you want traced. The image on the right is a preview image of what FontCreator wil draw given the current trace settings.
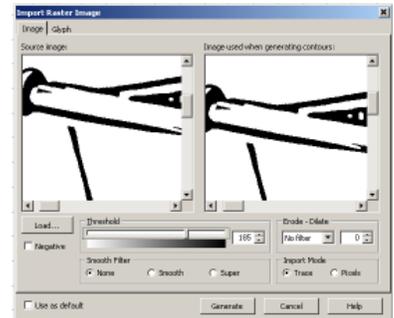
You may notice that lines are missing in the preview image or that the image looks incomplete. If this is the case, you can adjust the threshold. Having a higher threshold(or moving the bar to the right) means that FontCreator, when tracing, will be more sensitive to any kind of colored pixels. Lower the threshold will lower that sensitivity.

Although, I don't know exactly how altering the smooth filter works, adjusting between "none", "smooth", and "super", will giver you varying results. Sometimes adjusting the filter helps, but other times it makes things much worse.
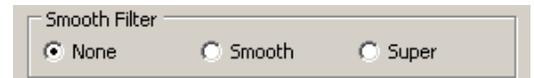
When you find a combination of settings that seems to consistently work well, you may want to check the "Use as default" box so that each time you go to trace, you won't need to adjust any of the trace settings.

There are several other settings , but for the most part, you might as well not bother with them. From my experience, they don't help, and for the most part, only serve to make things look worse.

The traced imaged appears to look satisfactory under the current trace settings. You can now go ahead and press "generate". A loading bar will will show up which may take a significant amount of time to finish if your drawing is very detailed to a very short period of time if it is not very detailed.

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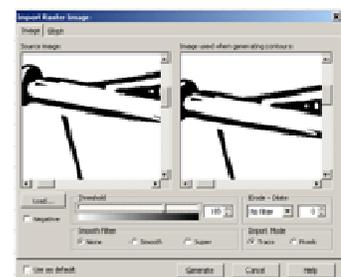
When FontCreator has finished tracing, the image that you want should be ready for editing in your editing window. Depending on the size of the image that you tried to trace, you may or may not be able to see the entire trace under you current zoom settings. You can adjust these settings by entering the desired value in the below box or by using one of the default zoom values in the pull down.
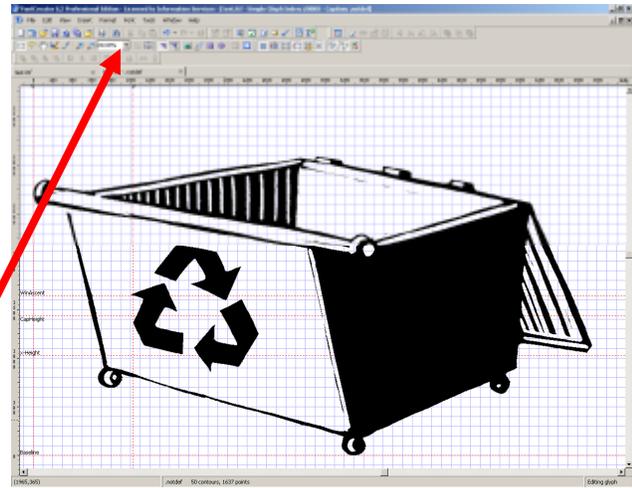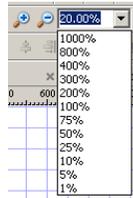
Depending on how well the image was traced, you may notice that that there are certain theings that may need to be fix(curved lines that should be straight, incorrect shading, etc). To fix unwanted curves or corners, double clicking on the editing window will show all of the points that comprise the image. A straight segment should only comprise of two points. To remove of any excess points, simply highlight them and press delete.
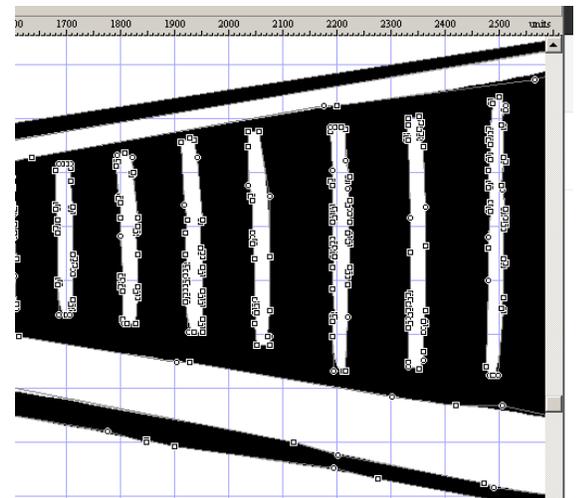
You may also want to adjust a curve that has been drawn. Square points are straight segment points. Every segment or section of a segment must start and end with a square point. Circular points are used to adjust the curveture of a segment. To change any square point to a circular point, simply highlight the point and then press the "F" key. If you move this point around, it will adjust the curve between the immedeate two surrounding square points.

You may also want to create a new square point in situations where a curve was traced instead of a corner. To do so, simply select the nearest point counter-clockwise around the shape that you are editing from where you want that point to be and press the "A" key. This will create a square point halfway between the selected point and the next existing point in a clockwise direction. This may seem comfusing, but after a few tries you will get the hang of it.

When you have finished editing your image, you will want to resize the image and align it with the image
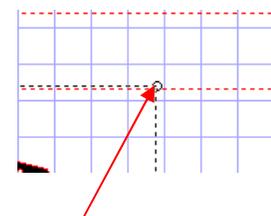
baseline and capheight line as well as center the image between your right and left guidelines.

To resize the image, highlight all parts of the image that you want to resize(the entire image must be highlighted) and stretch the image like you would in Word or any other program

If you want to rotate the image or part of the image, highlight the part of the image and single click the highlighted image. You will now notice that the corners can be image.

Should be a rotation icon in this corner

To properly align your image to the right/left bounding lines as well as the baseline/caphight lines, you will need to used the snapping features that are provided. Snapping features in font creator work just like those in GIS, but are muc h simpler.

Toggling this box will alow you to snap the edges of your image to the grid.

This snapping feature allows you to snap to guidelines(the red dashed lines such as your right/ left boundary lines, and your baseline/capheight lines) .
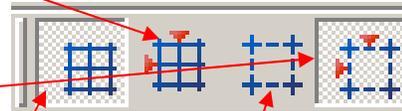
While we are in the same area, this option allows you to turn the grid on and off.

This feature allows you to toggle any of the non essential, black guidelines(I haven't found any particular use for these).

In order for your character to look the way that you designed it to look, it must fit between the verticle baseline and capheight line.

In order for your character spacing to be correct, your character must fit between the left and right boundary guidelines.

You can move any of the guidelines by dragging them to the desired location.

Capheight

Right

Left

Baseline
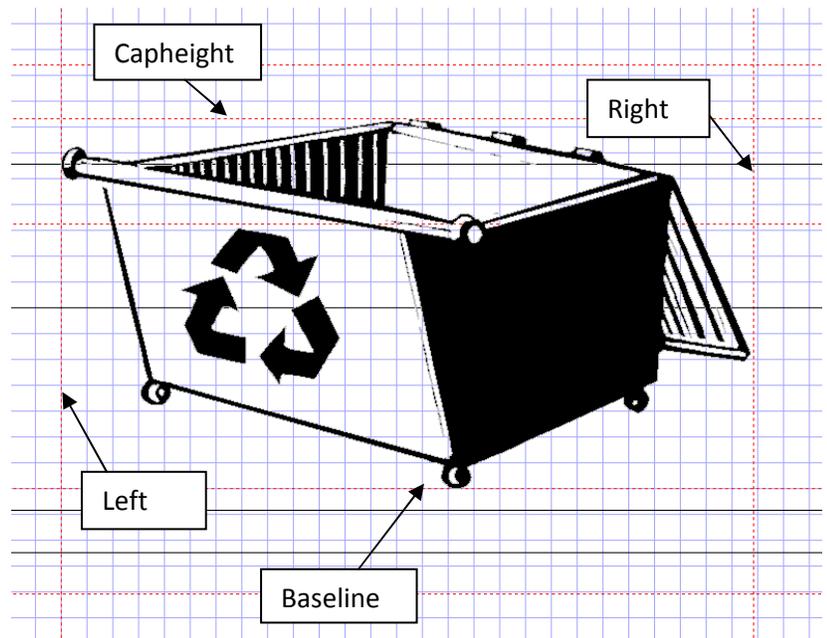
When you have made your final adjustments, you simply need to press save and your font will be ready to use.

Other Features/Notes

- While editing any character, you can go to any other character and copy and paste any of its features to the character you are working on. This has been particularly helpful when the borderlines of signs were not traced correctly, because I was able to go to another sign that I had completed and copy its border. This has also been helpful in replacing text that would simply be a waste of time to edit every time, when you have already edited that character in another image.

- To quickly create new signs with reversed features, simply copy and paste the previous sign into a new editing window and used the below tools to flip highlighted feature that you want to change.

| Vertical flip | Horizontal flip | Flip 90 degrees counterclockwise | Flip 90 degrees clockwise |
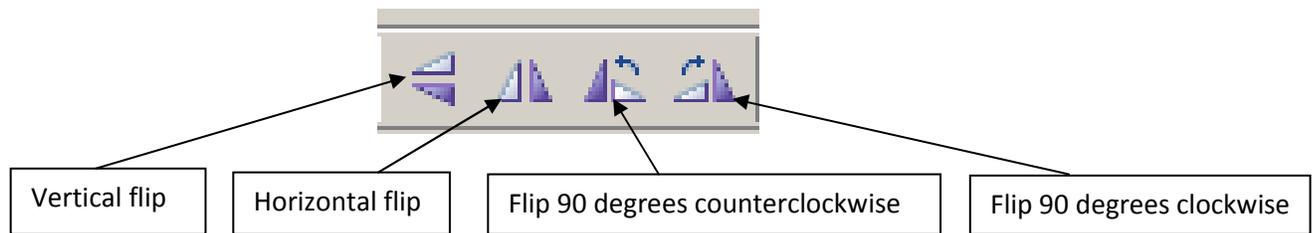
- FontCreator only creates fonts in black and white. To change swap the shading of a shape, use the change direction tool. For the most part, FontCreator will get the shading correct when you trace, but if you add any kind of outside drawings, they may not be the shade that you want.

- There aren't very many drawing features that you can use within FontCreator, but the two that may come in handy are the ellipse tool and the rectangle tool. These work the same as they would in any other program.
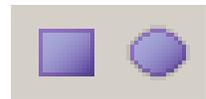
- The autometrics tool is a huge time saver. This tool will autoset all of the right and left boundary lines for all of your characters to a fixed spacing from the edge of your drawing. This removes any need for eyeballing and allows you to adjust all of your spacing quickly without having to fiddle with it for each individual character.