Support Group Application Note
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Acorn

Updating Acorn DTP to use alternative fonts.

If additional fonts are added to the system the message '**The Fonts listed in your configuration do not match those available on your system**'. It is possible using the instructions in this application note to update Acorn DTP to cure the problem.

Applicable Hardware : Any RISC OS based platform.

Related Application Notes: None

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To be able to update your Acorn DTP disc your will require the following.

1. A backup of your Acorn !DTP application.
2. A copy of the Acorn !Edit text editor application (found on Apps1)

The standard Acorn DTP application is supplied with the standard Acorns fonts Selwyn, Newhall, Corpus, Trinity and Homerton configured as standard. The file which contains the configuration is held within the !DTP application (shown below).

The file that should be edited is called **dtp_config.**

To load the file it is first necessary to get into the !DTP directory, this can be achieved by holding down a SHIFT key while double clicking on the !DTP application.

Load the !Edit application and then load the **dtp_config** file. The computer will automatically prompt for change of discs on floppy drive systems to load the file.

Once the dtp_config file is loaded into !Edit it is recommended that the brief text at the top of the file before the font information is read.

The font information contained within the file by default is shown below.

```
selwyn               = 129
selwyn               = selwyn

newhall              = 20
newhall bold         = newhall.bold

corpus               = 1
corpus               = corpus.medium
corpus italic        = corpus.medium.oblique
corpus bold          = corpus.bold
corpus bold italic   = corpus.bold.oblique

trinity              = 14
trinity              = trinity.medium
trinity italic       = trinity.medium.italic
trinity bold         = trinity.bold
trinity bold italic  = trinity.bold.italic

homerton             = 2
homerton             = homerton.medium
homerton italic      = homerton.medium.oblique
homerton bold        = homerton.bold
homerton bold italic = homerton.bold.oblique
```

The first line of the font information is the font number. This number must be different for every font and must be in the range of 0 to 254. The font numbers, if the font has an equivalent Ventura font number must be obtained from the supplier of the font. It is however likely that some fonts will not have numbers and therefore any number can be used as long as it has not already been used. It is very unlikely that any of the numerous public domain fonts (which are not normally outlines) will have any font number.

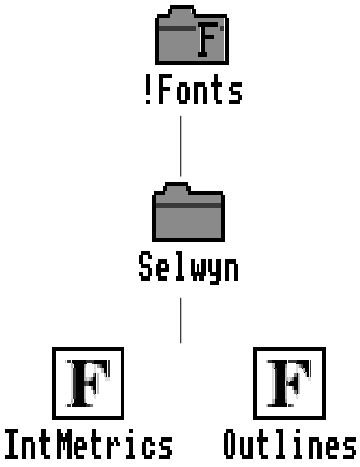
The structure of the font information is follows the directory structure of the font. The first part of the line is the directory structure with no full stops between the directory names and the second half has the full stops which maps exactly to the path name of the font within the !Fonts directory. The structure is not case sensitive but for neatness all the structure information has been entered in lower case.

We will take Selwyn and Homerton as two initial examples.

Selwyn has the font number of 129 and therefore the first line of the structure information is:

```
selwyn                          = 129
```

The Selwyn font within the !Fonts directory has the following structure.



As Selwyn has only one type face then the second line of the structure is very easy eg.

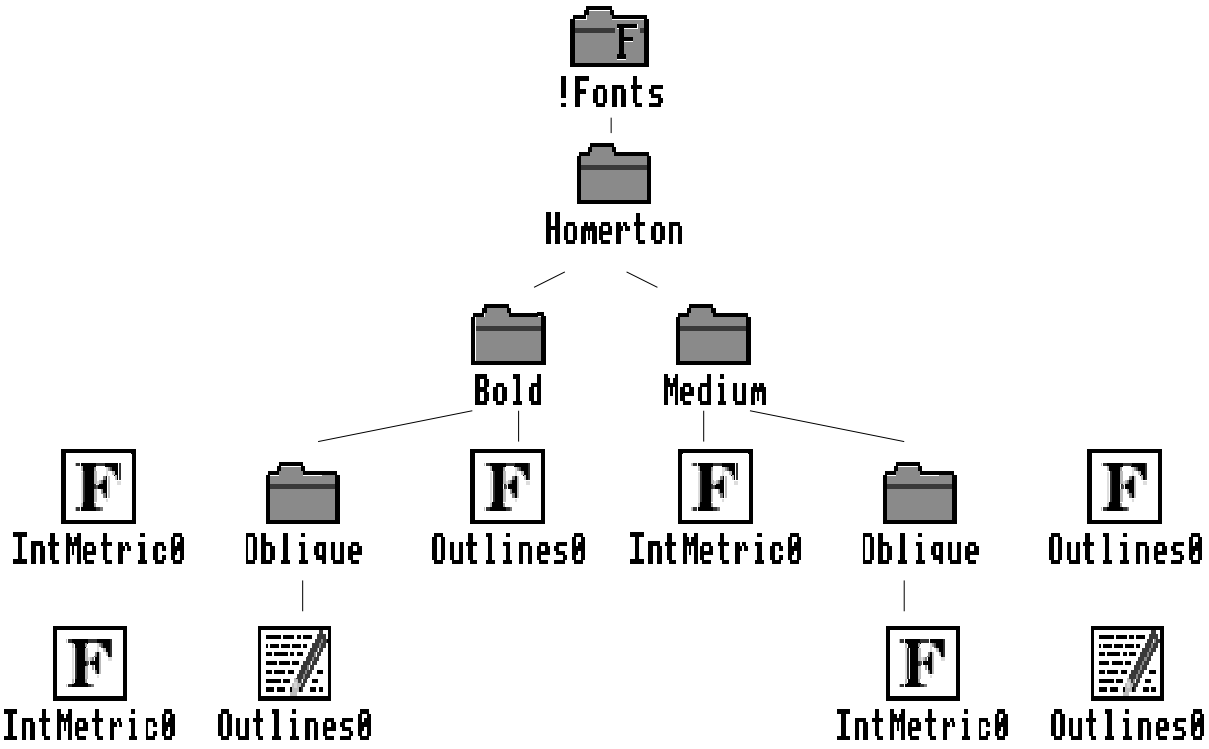
```
selwyn                          = selwyn
```

Adding the two lines together gives you the full structure of:

```
selwyn                          = 129
selwyn                          = selwyn
```

When you move onto the other fonts such as Homerton things become slightly more complex because the font has more typefaces such as Oblique and Bold. The first line is again the font number which font Homerton is 2 and therefore the first line of the structure information would be:

```
homerton                        = 2
```



Although the structure looks confusing all that is required is to work down the structure one directory at a time adding the lines to the structure information. There are four typefaces in the Homerton font which is quite normal for the standard, commonly used fonts. The four lines of the Homerton font structure would be as follows:

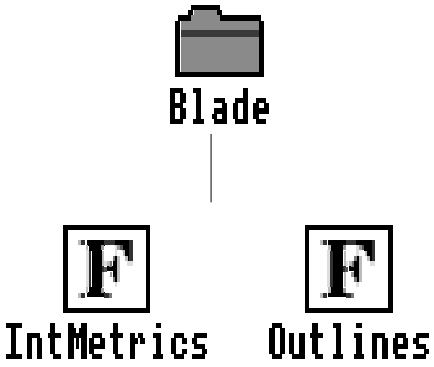
```
homerton             = homerton.medium
homerton italic      = homerton.medium.oblique
homerton bold        = homerton.bold
homerton bold italic = homerton.bold.oblique
```

As you can see the Oblique typefaces have been mapped to italics. There is very little difference between Obliques and Italics. Italics have slightly more of a lean to them and therefore it is simpler to map them to italic for use in Acorn DTP.

We will now take two more fonts which do not have structure information supplied as standard as they are supplied by third parties, the two fonts are Blade and London.

It is not believed that the two fonts in question have any font numbers allocated and therefore it is time to make some up. We would suggest you start numbering at 140 to 255 as there are only two fonts currently allocated in this area and the two fonts in question will be discussed later.

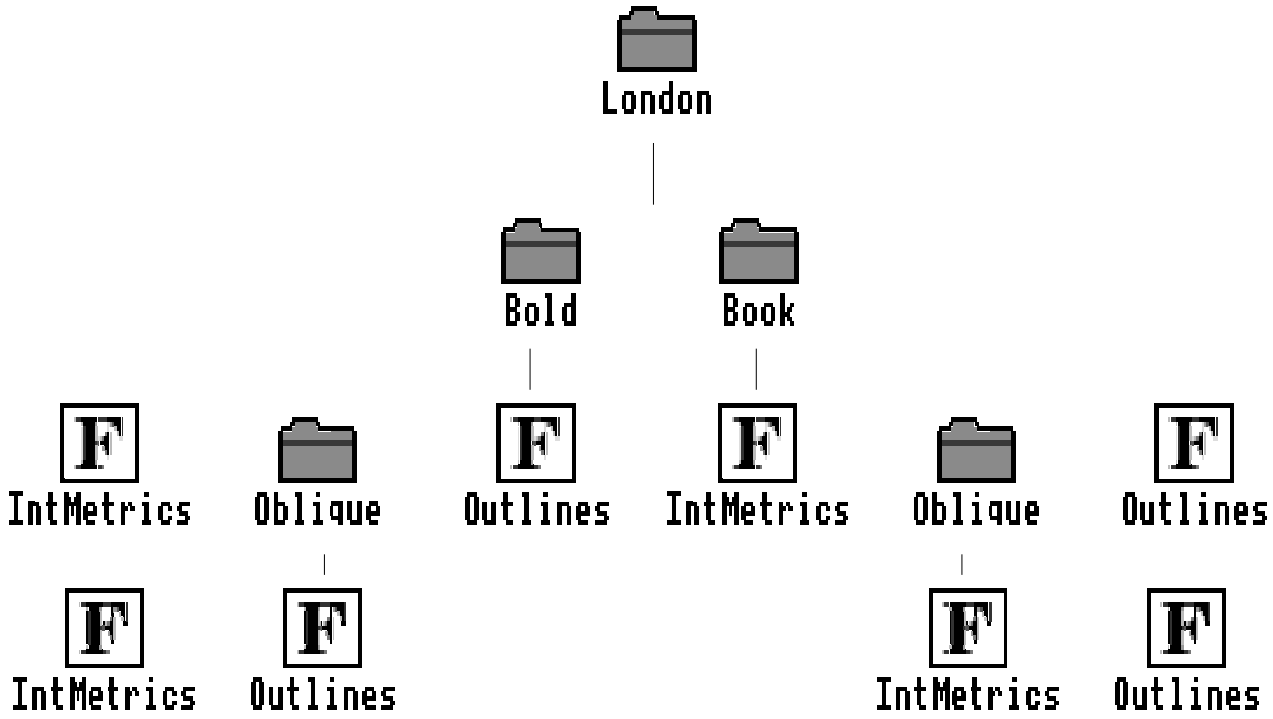
Blade is very similar to Selwyn in that it only has one typeface. The directory structure of the fonts is as follows:



The structure for Blade would be as follows assuming the font number was 140.

```
blade                    = 140
blade                    = blade
```

The London font is again slightly more complex and has the following disc structure:



The structure for London would be as follows assuming the font number was 141.

```
london             = 141
london             = london.book
london italic      = london.book.oblique
london bold        = london.bold
london bold italic = london.bold.oblique
```

With RISC OS 3.10 Acorn supplies three additional fonts called Porthouse, Sidney and System. Portrhouse has been allocated the font number of 5, Sidney has been allocated the number 128 and System has been allocated the number 218

With the PC Emulator from version 1.60 onwards Acorn have supplied two fonts called MDA0 and MDA1 which have allocated the numbers 226 and 236 respectively. It should be noted that MDA0 and MDA1 will provide no real use from within DTP as the characters are from the PC character set for use within the PC Emulator only.

The structures for these five fonts are below:

```
portrhouse          = 5
porthouse           = porthouse.standard

sidney              = 128
sidney              = sidney

system              = 218
system              = system.fixed
system medium       = system.medium

mda0                = 226
mda0                = mda0.medium
mda0 bold           = mda0.bold

mda1                = 236
mda1                = mda1.medium
mda1 bold           = mda1.bold
```