

Artline[®]

Release Note 03

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Artline Release Note 03

January 1991

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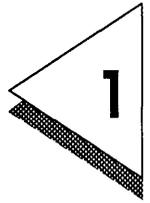
Preface

THE *Artline® Release Note 03* describes the following:

- ❑ SYF2GEM. This program converts GEM® Artline™ (Version 1.0) symbol files to the Artline, Version 2.0, GEM format.
- ❑ BLDAF4. The release note describes how you create Artline font files from files created with non-Digital Research® versions of Bitstream® Fontware™.
- ❑ HiJaak™ for Digital Research. This utility converts files created with other popular graphics applications to the Artline, Version 2.0, GEM format. In addition, you can convert files between several vector and raster file formats, including CGM, WMF, EPS, TIFF, and PCX. You can also convert Artline files for raster fax card transmission.
- ❑ Additional information about the Artline program, as well as additions and corrections to the manuals.

NOTE: Throughout this release note, the symbol ↵ represents the Return (or Enter) key or means “Press the Return (or Enter) key.”

Symbol File Conversion



SYMBOL files, a feature of GEM Artline (Version 1.0) made it possible for you to collect pictures and use them repeatedly in other files. In Artline, Version 2.0, the need for symbol files has been replaced by the ability to merge files, compatibility with many additional file formats, and an extensive clip art gallery.

The SYF2GEM symbol file conversion program is provided so that GEM Artline users can convert their symbol files (with extension SYF) to GEM files that can be opened or merged in Artline, Version 2.0.

Using SYF2GEM

SYF2GEM is a graphics-based application that uses the same system software that Artline uses. Because you run the program with the Artline **To App** command, you must already be in Artline before you can start SYF2GEM.

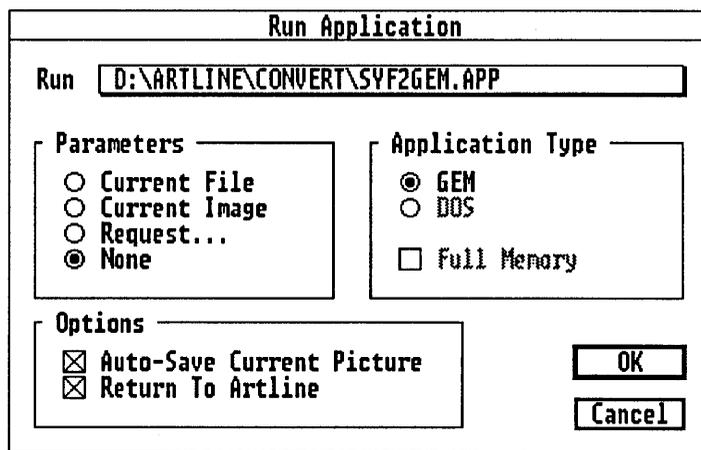
To start SYF2GEM,

- 1 Display the Artline File menu and choose the **To App** command. (The **To App** command is described in detail in Chapter 3 of the *Artline User Reference Guide*.)
- 2 In the Run Application dialog, click on the Run button to display the Item Selector.

- 3 In the Item Selector, set the directory path to the directory in which SYF2GEM is located (the default is \ARTLINE\CONVERT) and then double-click on SYF2GEM.APP.
- 4 In the Run Application dialog, make your selection in the Parameters box according to the guidelines on the next two pages.

SYF2GEM's Application Type is GEM and is automatically set. Choices among the Options (Auto-Save Current Picture and Return to Artline) are a matter of personal preference.

The illustration below shows how the Run Application dialog might appear when you have made all your selections.



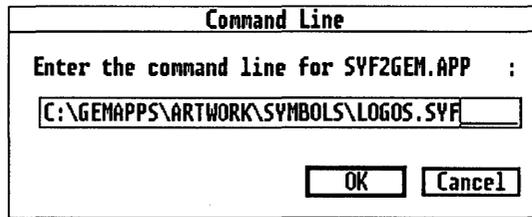
- 5 Click on OK to exit the Run Application dialog and start SYF2GEM.

Parameters

SYF2GEM can accept two of the Run Application dialog's parameters: Request and None.

Request

If you choose the Request parameter, the Command Line dialog appears when you exit the Run Application dialog. (The Command Line dialog is also described in the *Artline User Reference Guide*). Enter the full path and filename for the file you want to convert. For example, you might enter this in the dialog:



Note the following about symbol files converted with the Request parameter:

- ❑ You can convert only one symbol file at a time in this manner. When the file named in the Command Line dialog has been converted, you return to Artline or to the operating system command line (depending on whether you chose the **Return to Artline** option).
- ❑ The name and location of the GEM file created by SYF2GEM is predetermined. The file's name is the same as that of the SYF file that was converted, and the file's location is the same directory as the SYF file's. For example, the command line string shown above would produce a file called LOGOS.GEM in C:\GEMAPPS\ARTWORK\SYMBOLS.

You can rename and move the converted file *after* you run SYF2GEM, but not as part of the conversion process itself.

None

The None parameter differs from the Request parameter in two important respects:

- ❑ You can convert more than one symbol file.
- ❑ You can specify the converted file's name and location.

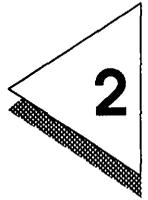
To convert symbol files with the None parameter,

- 1 When you exit the Run Application dialog, the first Item Selector of SYF2GEM (labeled "Symbol-File to convert") appears.
- 2 Change the path in the Item Selector to your symbol file directory, and double-click on the name of the first file you want to convert.
- 3 The second SYF2GEM Item Selector (labeled "GEM-File to create") appears.
- 4 Note that the Item Selector automatically supplies a GEM filename that matches the SYF file's name. This GEM file will be created in the directory in which SYF2GEM is located. You have two options at this point:
 - You can accept the default name and path. To do so, exit the Item Selector by clicking on OK or pressing ↵.
 - You can save the converted file to the directory of your choice and with the filename of your choice. To do so, change the path in the Item Selector, supply a new name, and then exit the Item Selector by clicking on OK or pressing ↵.
- 5 The "Symbol-File to convert" Item Selector appears again. You have two options:
 - You can choose another symbol file to convert, in which case the cycle repeats itself.
 - You can quit SYF2GEM by clicking on the Item Selector's Cancel button or by pressing **Esc**.

To use a converted symbol file,

- 1 Open the file into which you want to insert symbols.
- 2 Merge the converted symbol file into the current file (**Merge File** command).
- 3 Activate the symbol layer, select a symbol you want, and **Cut** or **Copy** it to the paste buffer.
- 4 Activate the layer in which you want the symbol, and **Paste** the symbol onto the drawing surface.
- 5 For additional symbols, repeat steps 3 and 4.
- 6 When you have inserted all the symbols you want, use the Layer Manager to remove the layer that contains the unwanted symbol.

BLDAF4 Font File Conversion



THIS chapter describes how you create Artline font files with non-Digital Research versions of Bitstream Fontware—for example, the version of Fontware that accompanies Xerox® Ventura Publisher®.

In general, BLDAF4 uses three things:

- a source font file (extension PFA)
- a kerning information file (extension AFM)
- font information—font ID and weight

NOTE: The AFM file is not required, but you will not be able to create kerned text without it.

Digital Research versions of Fontware automatically generate a PFA file, an AFM (for Adobe® Font Metric) file, and a PFI file that contains the necessary font information. The *Artline Utilities Guide* describes how you create Artline fonts from Digital Research versions of Fontware.

To create Artline fonts from non-Digital Research versions of Fontware, you must create the PFA and AFM files and then pass the font information as parameters to BLDAF4.

Generating Fonts with BLDAF4

The BLDAF4 process consists of three major steps:

- 1 creating the source files
- 2 finding font information
- 3 running BLDAF4

Creating the Source Files

Fontware creates the following source files that BLDAF4 uses for each font you are generating:

- A PFA file that contains the character set description. The PFA file is required.
- An AFM file that contains the information required for kerning text characters.

To create the AFM and PFA files,

- 1 Change directories to `\FONTWARE`.
- 2 Start Fontware by typing `BITS 1` (note the space) and pressing `↵`.
- 3 Select the typefaces you want and tell Fontware to make PostScript printer fonts.

Fontware terminates very quickly, but a new file called `FWARE.JOB` has been created. In addition, this process creates a `\PSFONTS` directory (if one does not already exist) in the root directory of drive C (`C:\PSFONTS`).

- 4 With `\FONTWARE` as the current directory, type the following command:

```
CVTPSO FWARE.JOB ↵
```

This command creates PSO files in `C:\PSFONTS` for each of your font files. These files are needed for creating the AFM and PFA files.

- 5] With \FONTWARE as the current directory, type the following command:

```
GENAFM01 FWARE.JOB ↵
```

This command creates the AFM files in the directory C:\PSFONTS. The directory now contains a PSO file and an AFM file for each of your selected typefaces.

- 6] Change to the \PSFONTS directory and use the operating system **RENAME** command to change the extension of the PSO files to PFA.

```
RENAME *.PSO *.PFA ↵
```

The \PSFONTS directory now contains a PFA file and an AFM file for each font you want to make. Copy these files to the directory that contains BLDAF4.

Copying the Source Files

The following example assumes that \PSFONTS is the current directory. The drive identifier ([d:]) is required only if BLDAF4 is on a drive other than the drive on which \PSFONTS is located.

```
COPY *.PFA [d:]ARTLINE\CONVERT ↵
```

```
COPY *.AFM [d:]ARTLINE\CONVERT ↵
```

After you have copied the files to \ARTLINE\CONVERT, you can delete them from \PSFONTS.

Finding Font Information

Each font has an identifying number (font ID) and a weight value (for Roman, Bold, Italic, and Bold Italic) that must be passed as parameters to BLDAF4.

To determine the font ID and weight,

- 1 Change directories to \FONTWARE.
- 2 Type the file FWARE.JOB to the screen (if possible, one page at a time), or use a text editor to read the file. Look for lines that begin "vp=", like the following:

vp=/F=ITC Galliard/N=32/W=N

The N value is the font ID (in this case, 32 for ITC Galliard®) and the W value is the weight.

- 3 Find and note the font ID and weight for each font.

NOTE: You do not have to use the font ID and weight given in FWARE.JOB, but it is recommended that you do. If you do not, you run the risk of creating files with duplicate IDs, as described on page 1-9 of the *Artline Utilities Guide*.

Font Weights

FWARE.JOB and BLDAF4 use different codes to represent the four possible font weights. The following table lists the FWARE.JOB codes and the corresponding BLDAF4 codes. You must use the BLDAF4 codes when generating fonts.

font weight	FWARE.JOB code	BLDAF4 code
Roman	N	0
Bold	B	1
Italic	I	4
Bold Italic	T	5

Running BLDAF4

Having created the PFA and AFM files and having gathered the font IDs and weights, you can now generate the Artline font files.

In addition to the source and destination filenames, BLDAF4 accepts two parameters:

- The */N* parameter is for the font ID.
- The */W* parameter is for the font's weight.

To generate fonts with BLDAF4,

- 1** Change directories to `\ARTLINE\CONVERT`.
- 2** To generate a font file, type a command line in the following form:

```
BLDAF4 CUPQ GALLIARD /N=32 /W=0
```

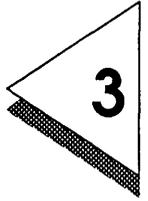
In this example, BLDAF4 generates an Artline font file called `GALLIARD.AF4` from the Bitstream Galliard file `CUPQ.PFA`. The font has a font ID of 32 (ITC Galliard) and a weight of zero (Roman).

- 3** Repeat the previous step for each additional font, supplying new source and destination filenames, font IDs, and weight codes each time.

When you have finished running BLDAF4, copy the new `.AF4` files to `\ARTLINE\FONTS`, start Artline, and add them to the font list using the Font Manager (see Chapter 9 of the *Artline User Reference Guide*).

If the PFA and AFM files are no longer needed, delete them or copy them to a floppy disk and then delete them from your hard disk.

HiJaak File Conversion Utility



HIJAACK for Digital Research is a utility that converts files created by other applications to a file format that you can open or merge in Artline. You can also use HiJaak to convert Artline files to formats that can be used with other applications, or for raster fax card transmission.

This chapter contains information about the following:

- basic background on HiJaak and file conversion;
- how to start and use HiJaak;
- the HiJaak menus and commands.

If you selected the default destination directory during the Artline Setup program, HiJaak was installed in the \ARTLINE\CONVERT directory. Otherwise, HiJaak was installed in the destination directory you specified during Setup.

File Format Types

The two basic file formats you can convert are shown in the table below.

- ❑ *Vector* format stores mathematical descriptions of the lines and curves that make up the shapes and characters in the file.

PostScript® is a vector format that uses the PostScript page description language.

- ❑ *Raster* (also known as *bit image* or *bit-mapped*) format stores the shapes and characters in the file as patterns of dots.

source format		destination format	
vector	GEM, CGM, PIC, WMF, DXF	GEM, CGM, PIC, WMF	vector
		EPS, viewable EPS	PostScript
		IMG, PCX, TIFF	raster
raster	IMG, PCX, TIFF	IMG, PCX, TIFF	raster

NOTE: To convert files so that you can open them in Artline, always choose GEM as the destination file format.

Destination File Types

Several of the destination file formats are associated with popular software applications. HiJaak refers to a file format as having the “flavor” of a particular application. For example, you could convert your Artline file to the WordPerfect flavor of the CGM format. When converting a file for use with a particular software application, select that application in the destination options dialog or, if the application is not listed, select a compatible application.

destination type	available application formats
GEM	Artline 1.0, Artline 2.0, Draw, Presentation Team™ 2.0, Ventura
WMF	Arts and Letters, PageMaker, Pixie, Ventura
CGM	Applause II, Arts and Letters, CALS, Corel, Designer, Draw Applause, Freelance, Harvard Graphics, PageMaker PC, Pixie, WordPerfect
TIFF	Ami, Artline 2.0, Arts and Letters, Corel, Designer, Freehand Mac, Freelance, Illustrator Mac, PageMaker Mac, PageMaker PC, Paintbrush, PaintShow, Quark Mac, QuickTrace, ScanPro, ScanXpress, Ventura, Word Mac, Word PC, Word Windows, WordPerfect Mac, WordPerfect PC

Starting HiJaak

You can start HiJaak from the operating system command line or from within Artline.

From the Command Line

To start HiJaak from the command line,

- 1 Switch to the disk drive and directory in which you have installed HiJaak. For example, if HiJaak is on drive D and you chose the default destination directory during Setup, these two commands take you to the directory in which it is installed:

```
D: ↵  
CD \ARTLINE\CONVERT ↵
```

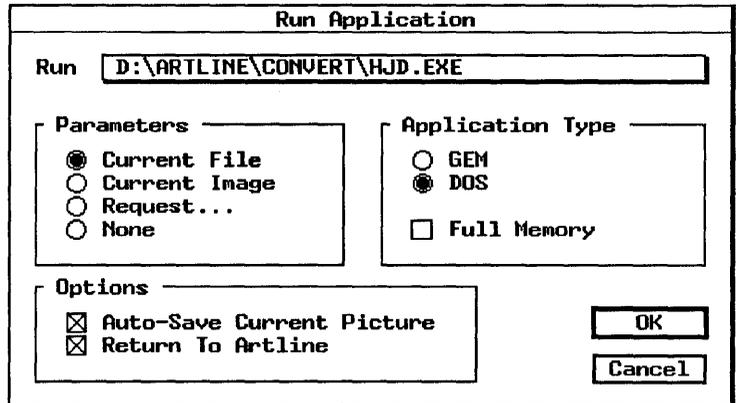
- 2 Type the following command to start HiJaak:

```
HJD ↵
```

From Artline

To start HiJaak from Artline,

- 1 Display the File menu and choose the **To App** command. Artline displays the Run Application dialog.



- 2 Click on the Run button to display the Item Selector. Change the directory in the Item Selector to \ARTLINE\CONVERT and double-click on HJD.EXE.
- 3 Set the Parameters radio button to None. You can select files only within HiJaak; you cannot pass a filename from Artline.
- 4 The Application Type should be DOS. If it is currently set to GEM, click on the DOS button.
- 5 Set the Options (Auto-Save Current Picture and Return to Artline) as you want them.
- 6 Click on OK to exit the Run Application dialog. The screen goes to black for a moment before HiJaak starts.

HiJaak Interface

Much like the Artline interface, the HiJaak interface consists of menus and dialogs. You choose commands from the menus, and you choose file names and set options in the dialogs.

You can work with either a mouse or the keyboard when in HiJaak.

Using a Mouse

If you do not have a mouse driver loaded, HiJaak displays a dialog to that effect at startup. Simply exit the dialog and use the keyboard.

To use a mouse with HiJaak, you *must* load a Microsoft®-compatible mouse driver file like `MOUSE.COM` or `MOUSE.SYS`.

Using a mouse in HiJaak is similar to using a mouse in Artline.

- To choose a command, first click on the menu name to display the menu, then click on the command name.
- To select a file from a list box, double-click on its filename.
- To choose an option, click on it.
- To exit a dialog, click on an exit button or the close box in the upper left corner. Clicking on the close box is the equivalent of clicking on the dialog's Cancel button.
- To scroll a list box, click on the arrows, drag the slider, or click in the gray scroll bar on either side of the slider.

Using the Keyboard

You can use the keyboard to display menus, make selections in dialogs, access HiJaak's Help, and so on.

HiJaak divides its dialogs into what it refers to as *areas of focus*. Each area of focus is identified by a title containing one letter in a contrasting color. For example, in the `SELECT FILE TO BE CONVERTED` dialog, one area of focus is called "Type," with a white "T."

These are the keyboard techniques you use in HiJaak:

- ❑ To move to a specific area of focus, press the **Alt** key as you type the area's highlighted letter. For example, to switch to the **Type** area, type **Alt-T**.
- ❑ To move from one area of focus to the next, press the **Tab** key. To move to the previous area of focus, press **Shift-Tab**.
- ❑ To select items from a list box, follow these steps:
 - 1 Move the highlight to the list box from which you want to select.
 - 2 Move the highlight bar in the list box by pressing the up-arrow or down-arrow key or, for larger jumps, the **PgUp** or **PgDn** key.
 - 3 Select a highlighted type from the Type box by pressing **↓**. Select a highlighted filename by pressing **Alt-S**.
- ❑ To change directories, do either of the following:
 - Type a full pathname into the text field in the center of the dialog, and press **↓**.
 - Move the highlight bar in the file list box to a directory name (indicated by square brackets—[PIX], for example) and press **↓**. To go up one level in the directory path, highlight the [...] entry and press **↓**.
- ❑ To get help on topics, follow these steps:
 - 1 Click on **Help** in the menu bar, press **Alt-H**, or click on the Help button at the bottom of a dialog.
 - 2 Press **Alt-R** to move to the Related Topics area and then use the arrow keys to highlight a Help topic. Press **Alt-S** to select the topic.

Do *not* press **↓** to select a topic. If you do, you will exit the Help system without selecting anything.
- ❑ To exit a dialog and continue the conversion process, press **↓** or type **Alt-O**.

To exit a dialog and return to the previous dialog, press **Esc**.

HiJaak Keyboard and Mouse Functions

The following table describes the mouse and keyboard techniques you use in HiJaak.

HiJaak Keyboard and Mouse Functions	
action	function
Tab	Moves cursor to next area of focus
Shift-Tab	Moves cursor to previous area of focus
Enter	Selects types from Type list box; puts path changes into effect; selects the OK button
Esc	Same as selecting Cancel
Backspace	Removes character to left of text cursor
Del	Removes character to right of text cursor
Space Bar	Activates current push button, checkbox, or radio button
Cursor keys	Use the arrow keys and PgUp , PgDn , Home , and End to move the cursor in an edit field (this is used for scrolling list boxes)
Alt + key	Moves cursor to the next area where letter matches Alt -key sequence you typed
Click	Click on filenames to select them; click on buttons to activate
Double-click	Same as choosing a Select or Deselect button. (This is also used for changing the path above list boxes)
Press and hold	On a scroll arrow—continuously scrolls window text
Drag	On a scroll bar—scrolls window text rapidly

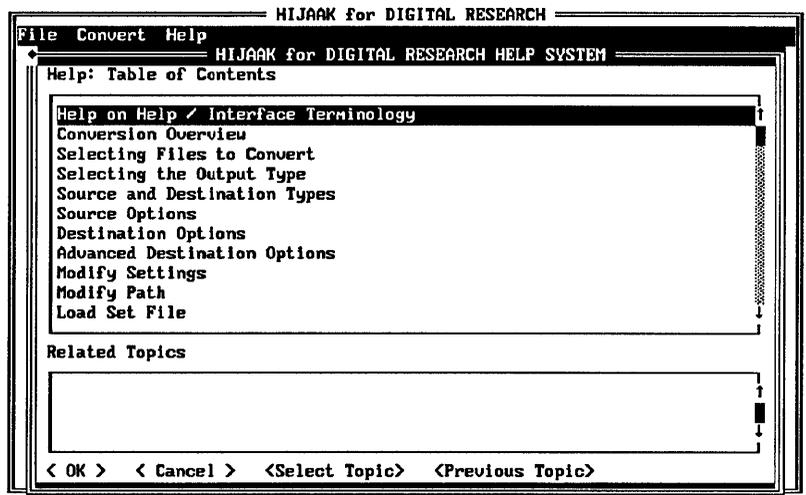
Using HiJaak Help

The HiJaak Help system provides complete information about commands and dialog options. Use the Help system whenever you have a question about the technical aspects of file conversion or about the HiJaak interface.

To use HiJaak Help,

- ❑ Click on **Help** in the menu bar to display the Help Table of Contents dialog.

Double-click on a topic in the Help Table of Contents to get help for that topic.



- ❑ To get help for specific dialogs, click on the dialog's Help button, or press **Alt-H**.
- ❑ To exit Help, press **Esc**, click on Cancel, or press **↵**.

Each Help screen has two windows. The top window displays the Help topic; the bottom window displays related Help topics. Press **Alt-R** to activate the Related Topics window and **Alt-S** to select a topic. Click on the scrollers at the side of each window to see text or topics that might not be visible.

How to Convert Files

HiJaak file conversion is a simple process. Depending on how many options you specify or whether you accept default settings, the file conversion process can be four basic steps.

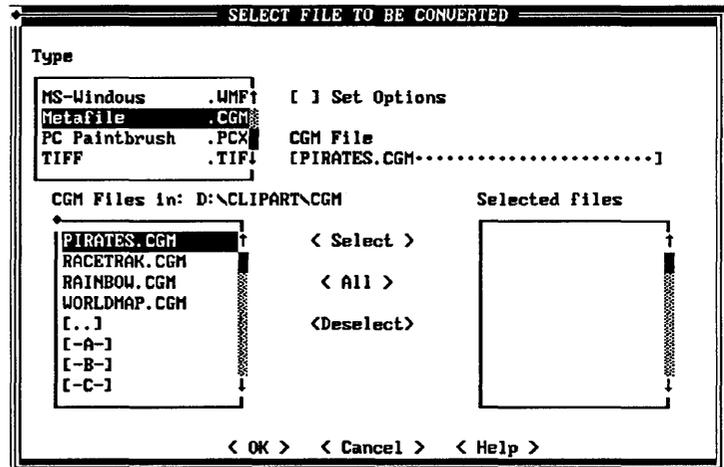
Take these steps to convert a file:

- 1** Select the file you want to convert from the **SELECT FILES TO BE CONVERTED** dialog.
- 2** (Optional) Set the source options, such as fonts, by clicking on the **Set Options** check box.
- 3** In the **DESTINATION FILES** dialog, specify the destination file type. You can also specify the names and destination directories of the converted files.
- 4** In the **OUTPUT OPTIONS** dialog, set destination options, such as file type format (“flavor”), height, width, and aspect ratio.

HiJaak converts the source file you selected to the destination file type and name you specified. On-screen messages indicate when the file conversion is complete. An option is available for you to save the process log as a file.

Select Files to be Converted Dialog

The **SELECT FILE TO BE CONVERTED** dialog usually appears when you first start HiJaak. If the dialog is not displayed, click on **Convert** in the menu bar.



To select files to be converted,

- 1 Choose the file type you want in the Type list box.
- 2 Set the path for the Files list box so that it lists the file or files you want to convert. As noted previously, you can set the path either by choosing directory or drive names from the Files list box or by editing the File text field.

The Files list box title line tells you what kind of files are listed (for example, "GEM Files in:") and gives the full path of the current directory.

- 3 To select a single file, double-click on its name in the list box, or highlight it and press **Alt-S**. To select all files of the specified type in the current directory, click on **All** or press **Alt-A**.
- 4 To select additional files, repeat steps 1, 2 and 3.

To de-select files,

- 1 Click on the file in the "Selected files" list box.
- 2 Click on Deselect or press **Alt-D**.

To set options,

Click on the Set Options button to place an X in the check box. The SOURCE OPTIONS dialog appears after you exit the SELECT FILE dialog. If there is no X in the check box, the options dialog does not appear.

The SOURCE OPTIONS dialog varies according to the source file type. If you elect to set source options, refer to the HiJaak Help for descriptions of the options.

NOTE: In most cases, you can skip the source options. See "Fonts in Converted Files" on the next page.

To exit the SELECT FILE dialog,

Click on OK or press ↵ to continue the conversion. To cancel the current settings and exit the dialog, click on Cancel, click on the "close" diamond at the top left corner of the dialog, or press **Esc**.

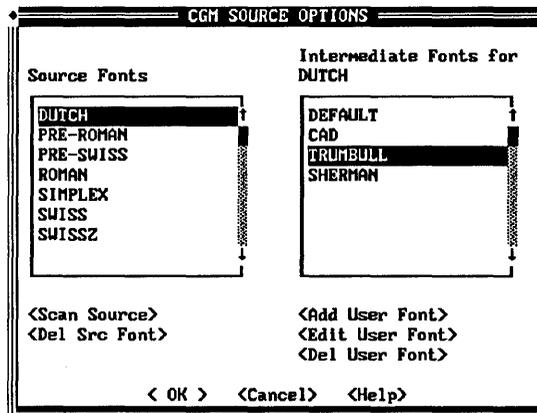
Multiple File Type and Path Conversions

By repeating each of the steps listed on the previous page, you can choose files of a variety of formats and from a variety of directories.

For example, you could choose IMG files from one directory, PCX files from another, and GEM files from yet another. You can also select files all of one type, but from different directories. Managing multiple conversions of this kind can get confusing, however, and you might find it easier to run separate conversions for files of a given type or from different directories.

Source Options Dialog

In the SOURCE OPTIONS dialog you can set various characteristics for the file conversion. The appearance of this dialog varies according to whether you selected a raster or vector file type. The HiJaak Help system describes the options available in this dialog.



Make your selections in the dialog and click on OK or press **↵** to accept the settings and display the DESTINATION FILE(S) dialog. If you click on Cancel or press **Esc**, you return to the SELECT FILES dialog.

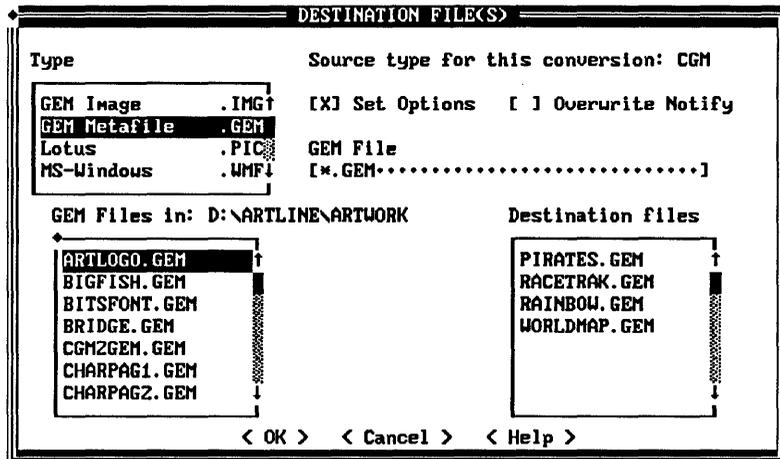
Fonts in Converted Files

When converting files that contain editable text to an Artline-compatible format, you can skip source options. Instead, when you open the converted file in Artline, an alert gives you the option of substituting fonts or converting the text to curves. Choose the substitution option.

If, when you open the file in Artline, you decide that the substituted font is not what you want, you can change it. Select a text string, double-click on it to re-open it, and use the Create Text Element dialog to assign another Artline font to the text. Do this for each text string you want to change.

Destination Files Dialog

Use this dialog to specify the file type to which you want to convert the source file.



The Type box lists the available destination file formats. The Files box (lower left) lists the files of the selected format in the destination directory. To make sure your converted files will not overwrite files in this directory, scroll the list or use the Overwrite Notify option (see below).

The “Destination files” box lists the files that will be created by HiJaak in the destination directory.

By default, the converted file has the same name as the source file, but the extension of the destination format.

To specify a destination file,

- 1 Click on a destination file type in the Type list box.
- 2 From the Files list box, choose the directory where you want to place the converted file or enter the full path of the directory in the File text field.
- 3 Click on the Overwrite Notify button if you want to be prompted when a file with the same name as the destination file already exists.

To rename a file or set a new path,

- 1 Select the file from the “Destination files” list box.
- 2 Type the new name and/or path in the File text field.

To set options,

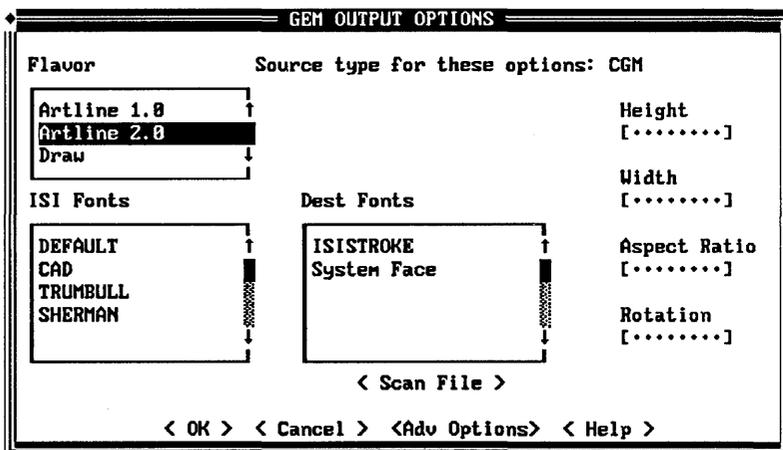
- Click on the Set Options button to place an X in the check box. The destination options dialog appears after you exit the DESTINATION FILES dialog. If there is no X in the check box, the options dialog does not appear.

To exit the dialog,

Click on OK to accept the file names and settings, or click on Cancel to return to the previous dialog.

Destination Options Dialog

In the destination options dialog, you can set options for the converted file, notably the application-specific destination file format. The appearance of the destination options dialog (including the name in the title bar) varies according to the destination file type you selected.

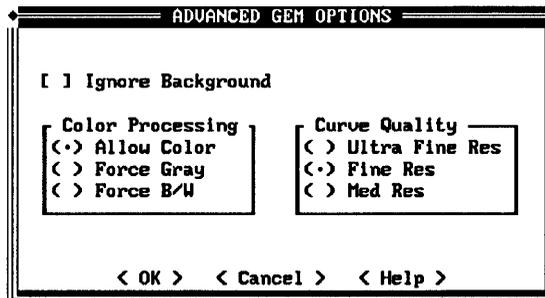


Select the destination file format. The HiJaak Help system describes the other options available in this dialog.

If you select the Advanced Options button, the DESTINATION ADVANCED OPTIONS dialog appears. Otherwise, the actual file conversion begins.

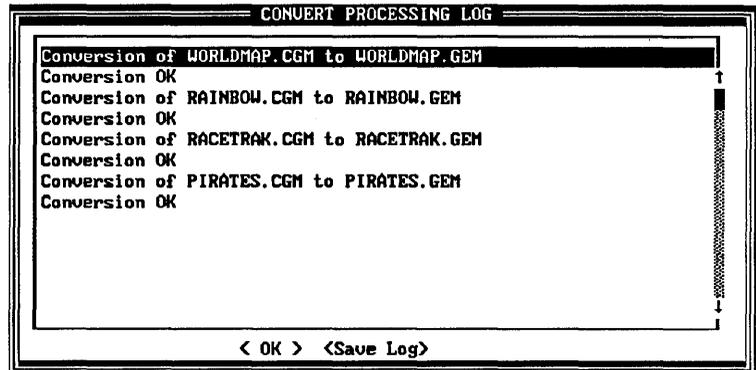
Advanced Destination Options

In the advanced destination options dialog, you can set additional options for the file conversion. The appearance of the advanced options dialog (including the name in the title bar) varies according to the destination file type you selected. The HiJaak Help system describes the options available in this dialog.



Convert Processing Dialog and Log

The CONVERT PROCESSING dialog shows the progress of the file conversion. After the conversion is complete, the CONVERT PROCESSING LOG dialog appears.



This dialog notifies you that the conversion is complete and displays the names of the source and destination files.

To save a log of the conversion, click on the Save Log button.

Click on OK to exit and return to the FILE TO CONVERT dialog.

Exiting HiJaak

To exit HiJaak, choose **Exit** from the File menu.

If you started HiJaak from Artline, you return to Artline if you chose the Return to Artline option in the Run Application dialog. If you did not choose this option, you return to the operating system command line.

If you started HiJaak from the operating system command line, you return to the command line.

EPS Conversion

Using HiJaak, you can convert your Artline GEM files (or files in other source formats) to EPS (encapsulated PostScript) formats that can be opened in Adobe Illustrator, loaded into frames in Ventura Publisher, or copied to a PostScript printer.

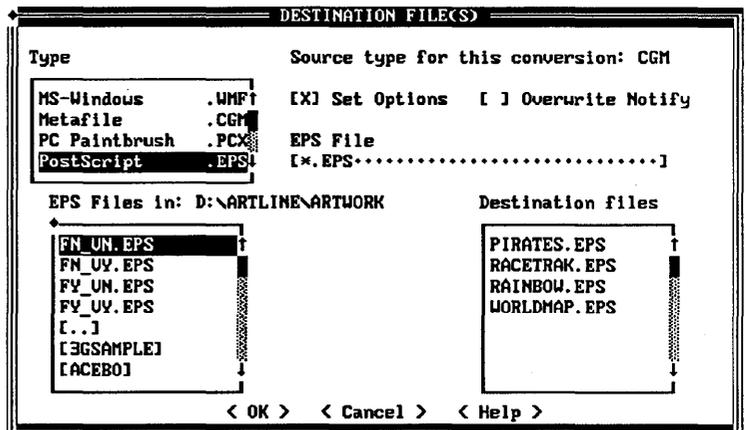
One reason for such a conversion is to create Illustrator-compatible clip art from your Artline files.

NOTE: Because the EPSF PostScript option in Artline produces files that can be loaded into frames in Ventura, the principal reason for using HiJaak to convert GEM files to Ventura-compatible EPS files would be to convert a large number of files at one time.

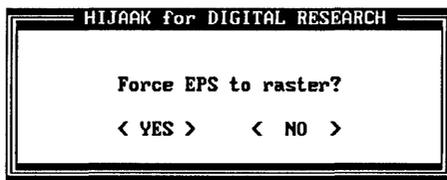
The steps required for converting to EPS are the same as for other conversions, with the destination options determining the Illustrator, Ventura, or printer compatibility of the converted files.

To convert GEM files to EPS,

- 1 Start HiJaak.
- 2 In the **SELECT FILE TO BE CONVERTED** dialog, select the files you want to convert to EPS. Do not check the Source Options box.
- 3 In the **DESTINATION FILE(S)** dialog, select EPS as the destination type, set the filenames and path for the converted files (or take the default), and choose Set Options.

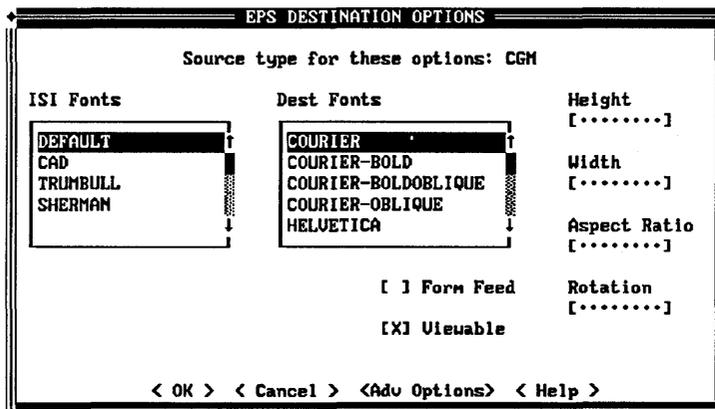


- 4 HiJaak displays a dialog that says “Force EPS to raster?” The answer to this question is always “NO.”



To exit this dialog, first make sure that the NO button is the default. (On a color screen, the angle brackets around the word “NO” appear in a different color from the text.) If NO is not the default, press the **Tab** key to highlight the NO button. Then press the spacebar to choose NO and exit the dialog.

- 5 In the EPS Destination Options dialog, set the Form Feed and Viewable options according to the guidelines that follow on the next two pages. Then press the **Tab** key until the OK button is highlighted, and press **↵** to exit the dialog and start the conversion.



EPS Destination Options

The Viewable option determines the converted file's compatibility with Adobe Illustrator and Ventura. To set the Viewable option, press the **Tab** key until the field is highlighted, and then press the spacebar to toggle the selection on or off.

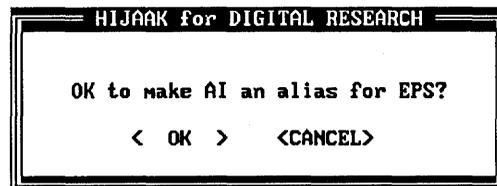
The Form Feed option is for files that will be copied to a printer. To toggle the Form Feed option, press **Alt-F**.

Adobe Illustrator Conversion

By default, HiJaak creates encapsulated PostScript files with the EPS file extension. Adobe Illustrator can open PostScript files with either of two extensions: EPS or AI.

- To create an Illustrator-compatible file with the EPS extension, toggle the Viewable option ON (checked).
- To create an Illustrator-compatible file with the AI extension, follow these steps:
 - 1 In the DESTINATION OPTION(S) dialog, press **Alt-F** to edit the EPS File text field. Change the wildcard string from ***.EPS** to ***.AI**. Press ↵.

HiJaak displays the following dialog:



- 2 Click on OK or press ↵.
- 3 In the EPS DESTINATION OPTIONS dialog, toggle the Viewable option OFF (not checked).

The next time you start HiJaak, AI will be the default extension for EPS files. You can change the default back to EPS by editing the EPS File text field.

Ventura Publisher Conversion

Either EPS file type (viewable or non-viewable) can be loaded into a frame in Ventura. The setting of the Viewable option determines what you see in the frame: the picture itself or an X showing the picture's location.

- If the Viewable option is toggled ON (checked), you see the picture.

The Viewable option works just like the EPSF option with TIFF Preview in Artline's PostScript output dialog. HiJaak creates a TIFF header in the converted EPS file, and Ventura makes a separate IMG file from the TIFF header. What you see in the Ventura frame is actually the IMG file.

- If the Viewable option is toggled OFF (not checked), you see an X in the frame, indicating where the picture sits within the frame.

PostScript Printer Files

You can create an EPS file that you print directly on a PostScript printer using the operating system's **Copy** command. To create this kind of file, toggle the Form Feed option ON (checked) and the Viewable option OFF (not checked).

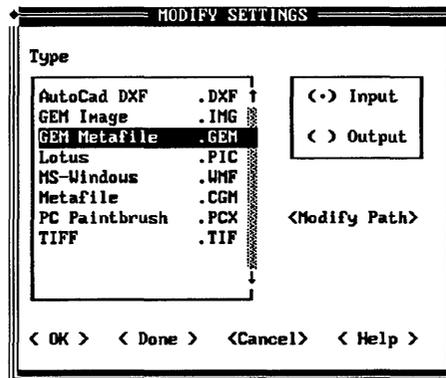
HiJaak Menus

File Menu

Use the HiJaak File menu commands to set default paths, to load or save the setup file, to exit, and to get information about HiJaak.

Modify Settings

Use this command to display the MODIFY SETTINGS dialog, in which you can specify the default paths for input and output files.



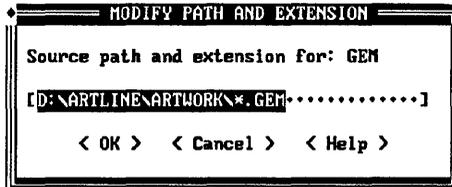
You can also use the MODIFY SETTINGS dialog to set the default options for the source and destination file types.

To set options,

- 1 Choose the **Modify Settings** command from the File menu.
- 2 Select the file type.
- 3 Click on OK (or press Enter) to exit the dialog.

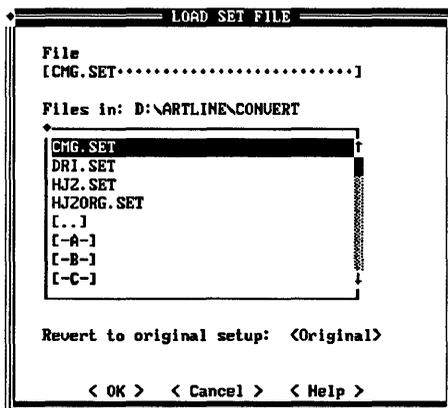
Modify Path Option

Select the Modify Path option if you want to change the default path for your source files. In the MODIFY PATH AND EXTENSION dialog, type the new path in the text field.



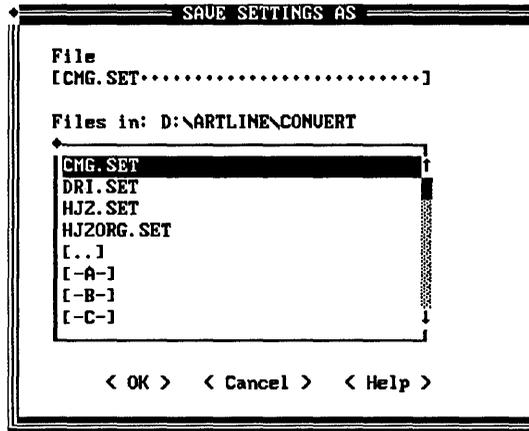
Load Set File

This command retrieves the setup file, which contains a record of the choices you made in the file conversion process. Thus, you can have one setup file for converting raster files and another setup file for converting vector files. If you previously changed the setup file, select the "Original" option to return to the original file.



Save Settings As

Use this command to save a setup file that contains your selections for file conversion. You can save the setup file under a new or an existing file name. Type the name in the edit field and then click on OK.



Exit

If you started HiJaak using the Artline **To App** command, you return to Artline. If you started HiJaak from the operating system command line, you will exit to the command line.

About

This command displays the ABOUT HIJAAK dialog.

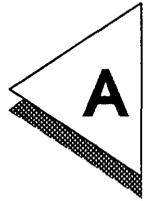
Convert

When you select **Convert** from the menu bar, HiJaak displays the SELECT FILE TO BE CONVERTED dialog.

Help

When you select **Help** from the menu bar, HiJaak displays the table of contents for HiJaak Help.

Ventura Publisher Compatibility



A PPENDIX C of the *Artline Installation* guide describes the two Artline file formats you can use in Xerox Ventura Publisher chapter files.

- ❑ **EPSF (Encapsulated PostScript)**

You can print files containing EPSF graphics only on a PostScript printer. Page 3-14 of the *Artline User Reference Guide* describes the EPSF option.

- ❑ **GEM**

You can print files containing GEM graphics on PostScript or non-PostScript printers. However, you must first run the VPSETUP program described in Appendix C of the *Artline Installation* guide to replace the Ventura system software with the Artline, Version 2.0, system software.

Unsupported Systems

Xerox Ventura Publisher can run under many system configurations, some of which are not currently supported by Artline, Version 2.0. If the screen you are using with Ventura is not listed in the VPSETUP menu, your configuration is not supported.

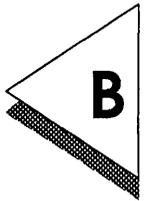
If your system configuration is not supported, you have two options:

- ❑ You can use EPSF files, if you have a PostScript printer.
- ❑ You can use HiJaak to convert your Artline, Version 2.0, files to the GEM Artline (Version 1.0) format. This creates Ventura Publisher 2.0 compatible GEM files. When you convert your files to GEM Artline format, however, the files will lose features unique to Artline, Version 2.0, (such as fountains and masking) due to differences in the system software releases.

Hewlett Packard LaserJet Series II

If you have a Hewlett Packard® LaserJet® Series II printer, choose the soft font printer driver option when you run VPSETUP regardless of whether you chose the bit map printer driver when you ran the Artline Setup program. Selecting the soft font printer driver in VPSETUP ensures that Ventura Publisher will print any fonts you might be using in your Artline, Version 2.0, files.

Application and Documentation Updates



THIS appendix contains information that became available after the Artline documentation went to press. The appendix consists of two sections.

- “General Information” contains new information or information that was inadvertently omitted from the manuals.
- “Documentation Updates” contains corrections or changes to the information in the manuals.

For additional important information, see the README file on the first disk of your Artline master disk set.

General Information

Clip Art

The Artline clip art is provided in two formats, GEM and encapsulated PostScript® (EPS), for which the file extensions are .GEM and .EPS, respectively. However, the default extensions in the Item Selector are .GEM and .AI (for the Adobe® Illustrator EPS format).

To open or merge clip art files with the .EPS extension, add *.EPS to the Directory line in the Item Selector. Follow these steps:

- 1 Move the cursor to the Directory line in the Item Selector.
- 2 If you want the Item Selector to list all files with the .GEM, .AI, or .EPS extension, type *.EPS. The Directory line should then end “*.GEM,*.AI,*.EPS.”
If you want the Item Selector to list only files with the .EPS extension, press the Backspace key to delete the string “*.GEM,*.AI.” Do not delete the path information and the final backslash. Then type *.EPS.
- 3 Press ↵ or click in the list window to update the list of filenames.
- 4 Open one of the clip art directories and then open one of the .EPS files.
- 5 Display the Options menu and choose the **Save Preferences** command.

From then on, the Item Selector will include *.EPS on the Directory line when you choose the **Open** or **Merge File** command.

Color Files

The \ARTLINE\COLORS directory includes a special file called RGB.COL, which merits some explanation.

RGB.COL is intended to be displayed with the Fountain tool in its palette display mode. The purpose of RGB.COL is to show that solid colors and fountains can be displayed in the same palette. Each “solid” color is actually a fountain of a given color to itself.

The solid colors are accessible both from the Fill Color tool (as true solid colors) and from the Fountain tool. Note, however, that the fill colors are named differently from the fountain colors. For example, the solid color counterpart of “Fill # 15” is called “Red60 Green40 Blue20,” where the numbers indicate the percentages of the component colors. You might want to use the Color Manager to rename the fountain color to a name similar to the solid color—for example, “R60 G40 B20.”

Fonts for GEM Applications

If you plan to run a GEM application from Artline using the **To App** command, copy all screen and printer font files associated with that application from the \GEMAPPS\FONTS directory to the directory called \ARTLINE\FONTS.

Everex Memory Boards

Two problems associated with Everex memory boards have been identified:

- ❑ failure to create an ARTLINE.INI file
- ❑ general expanded memory problems

ARTLINE.INI

The first time you start Artline after you run Setup, an *initialization file* called ARTLINE.INI is created, as indicated by a box that appears on the screen saying “Initializing fonts.” From then on, the file is automatically updated and saved each time you quit Artline.

If you have an Everex memory board, Artline might not create ARTLINE.INI at initial startup. If you see the “Initializing fonts” box each time you start Artline, you will know that is the case. (Inability to create ARTLINE.INI means, among other things, that you cannot save your preferences.)

To make Artline create and save ARTLINE.INI, you must first create a “dummy” ARTLINE.INI before you next start Artline. Follow these steps:

- 1 From the command line, create a small file in the \ARTLINE directory and call it ARTLINE.INI. (The contents of the file are immaterial; they will be overwritten.) You can create the file in either of the following ways:
 - Use the **COPY** command to copy an existing file to ARTLINE.INI.
 - Use the **COPY CON** command or a text editor to create a file containing as little as a single character.

The **COPY** and **COPY CON** commands are described in your operating system manual.

- 2 Start Artline.

- 3** As it loads, Artline encounters the dummy version of ARTLINE.INI and displays an alert saying “Wrong version of ARTLINE.INI.” Click on the alert’s OK button or press ↵.

When you exit the alert, Artline initializes the fonts one more time and then creates a true ARTLINE.INI file. From then on, Artline will update and save ARTLINE.INI each time you quit.

Expanded Memory Problems

Difficulties in properly using expanded memory can cause a number of Artline’s tools and other features to work incorrectly. To solve this problem, add a /O switch (the letter O, not a zero) to the Everex DEVICE line in your CONFIG.SYS file. The following is an example of a line from a typical CONFIG.SYS:

DEVICE=C:\DRIVERS\EMM.SYS /O

Documentation Updates

Artline Installation Startup

Hewlett-Packard LaserJet Printers

The Setup menus contain two entries for the LaserJet Series II printer, one using bitmapped fonts and the other using softfonts.

Because Artline itself uses neither bitmaps nor softfonts (text is sent to the LaserJet as a vector), these options are made available in the event that you will be using the Output program to print files created with other compatible programs (like Digital Research Presentation Team™) that use bitmapped fonts or softfonts.

Choose the printer configuration that matches the configuration of your compatible applications.

Note the following about the two options:

- ❑ Bitmapped fonts have two advantages—the files tend to be smaller than the softfont files, and you can combine portrait and landscape fonts on the same page. The main disadvantage to bitmapped fonts is that they usually print more slowly than softfonts.
- ❑ Softfonts print faster than bitmaps, but they have a larger file size, and you cannot combine portrait and landscape on the same page.

Artline User Reference Guide

Direct Entry Fields

Direct entry fields in Artline's dialogs (described on page 1-15 of the *Artline User Reference Guide*) accept only alphanumeric characters A-Z, a-z, and 0-9.

Artline Clip Art Gallery

3G Graphics, Inc.

The booklet does not list the toll-free number for 3G Graphics, Inc., and lists an outdated FAX number. The correct numbers are as follows:

toll-free: 1-800-456-0234

FAX: (206) 364-3736

Artline Utilities Guide

Font Filters

The Fontographer® font filter (FGF2AF4) accepts only Fontographer-format files created for PC-compatible systems. It does not accept .PFA files created on the Macintosh® and then converted to the PC file format.

