

Font Management

Introduction:

Font management is most important for display and print document / information in computer. When you print something from an application, a windows printer driver (Control Panel > Printer) support for current printer formats. To manage Display Font on monitor screen, windows display driver (Control Panel > Display) support for device display format. This means, PC store document data on the disk until device can accept it.

Font:

A font is a graphical representation of text that may include a different typeface, point size, weight, color, or design. A computer font (or font) is implemented as a digital data file containing a set of graphically related glyphs (i.e. *an elemental symbol within an agreed set of symbols, intended to represent a readable character for the purposes of writing.*), characters, or symbols such as dingbats (*printer's character*).

There are three basic kinds of computer font file data formats:

- **Bitmap** fonts consist of a matrix of dots or pixels representing the image of each glyph in each face and size.
- **Vector** fonts (including, and sometimes standing as a synonym for outline fonts) use Bézier curves, drawing instructions and mathematical formulae to describe each glyph, which make the character outlines scalable to any size.
- **Stroke** fonts use a series of specified lines and additional information to define the profile, or size and shape of the line in a specific face, which together describe the appearance of the glyph.

Bitmap fonts are faster and easier to use in computer code, but non-scalable, requiring a separate font for each size. Outline and stroke fonts can be resized using a single font and substituting different measurements for components of each glyph, but are somewhat more complicated to render on screen than bitmap fonts, as they require additional computer code to render the outline to a bitmap for display on screen or in print. Although all types are still in use, most fonts seen and used on computers are outline fonts.

Fonts are designed and created using font editors. Fonts specifically designed for the computer screen and not printing are known as screen fonts.

Fonts can be display text in a variety of typeface. They are -

- **Monospaced:** every character is plotted a constant distance from the previous character that it is next to, while drawing.
- **Proportional:** each character has its own width. However, the particular font-handling application can affect the spacing, particularly when doing justification.

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Common font file extensions

File Extension	File Type	File Extension	File Type
.AMFM	Adobe Multiple Font Metrics File	.TTC	TrueType Font Collection
.MF	METAFONT File	.MXF	Maxis Font File
.TTF	TrueType Font	.PCF	PaintCAD Font
.XFN	Ventura Printer Font	.SFP	Soft Font Printer File
.VNF	Vision Numeric Font	.PFR	Portable Font Resource File
.FNT	Windows Font File	.T65	PageMaker Template File
.WOFF	Web Open Font Format File	.FON	Generic Font File
.PFA	Printer Font ASCII File	.TFM	TeX Font Metric File
.SFD	Spline Font Database File	.XFT	ChiWriter Printer Font
.VLW	Processing Font File	.GLIF	Glyph Interchange Format File
.FOT	Font Resource File	.DFONT	Mac OS X Data Fork Font
.ODTTF	Obfuscated OpenType Font	.PK	Packed METAFONT File
.GXF	General CADD Pro Font File	.EOT	Embedded OpenType Font
.OTF	OpenType Font	.AFM	Adobe Font Metrics File
.PFB	Printer Font Binary File	.FFIL	Mac Font Suitcase
.ETX	TeX Font Encoding File	.MCF	Watchtower Library Font File
.CHR	Borland Character Set File	.SUIT	Macintosh Font Suitcase
.VFB	FontLab Studio Font File	.NFTR	Nintendo DS Font Type File
.BDF	Glyph Bitmap Distribution Format	.TTE	Private Character Editor File
.PMT	PageMaker Template File	.TXF	Celestia Font Texture File
.COMPOSITEFONT	Windows Composite Font File	.LWFN	Adobe Type 1 Mac Font File
.WOFF2	Web Open Font Format 2.0 File	.CHA	Character Layout File
.PFM	Printer Font Metrics File	.UFO	Unified Font Object File
.GF	METAFONT Bitmap File	.YTF	Google Picasa Font Cache
.GDR	Symbian OS Font File	.F3F	Crazy Machines Font File
.ABF	Adobe Binary Screen Font File	.EUF	Private Character Editor File
.ACFM	Adobe Composite Font Metrics File	.FEA	AFDKO Feature Definitions File

TrueType Font:

TrueType is an outline font standard developed by Apple in the late 1980s as a competitor to Adobe's Type 1 fonts used in PostScript. TrueType has long been the most common format for fonts on classic Mac OS, Mac OS X, and Microsoft Windows, although Mac OS X and Microsoft Windows also include native support for Adobe's Type 1 format.

OpenType Font:

OpenType is a new standard for digital type fonts, developed jointly by Adobe and Microsoft. OpenType supersedes Microsoft's TrueType Open extensions to the TrueType format. OpenType fonts can contain either PostScript or TrueType outlines in a common wrapper. An OpenType font is a single file, which can be used on both Macintosh and Windows platforms without conversion. OpenType fonts have many advantages over previous font formats because they contain more glyphs, support more languages (OpenType uses the Unicode standard for character encoding,) and support rich typographic features such as small caps, old style figures, and ligatures — all in a single font.

Beginning with Adobe InDesign® and Adobe Photoshop® 6.0, applications have begun to support OpenType layout features. OpenType layout allows you to access features such as old style figures or true small caps by simply applying formatting to text. In most applications that do not actively support such features, OpenType fonts work just like other fonts, although the OpenType layout features are not accessible.

OpenType with PostScript outlines is supported by the latest versions of Adobe Type Manager, and is natively supported in Windows 2000. Apple has also announced its intent to support OpenType, and supplies Japanese system fonts for Mac OS X in OpenType form with PostScript outlines.

Exercise:

- 1: What are the importances of Font in computer?**
- 2: How many type of font?**
- 2: What is the difference between OpenType vs. TrueType?**