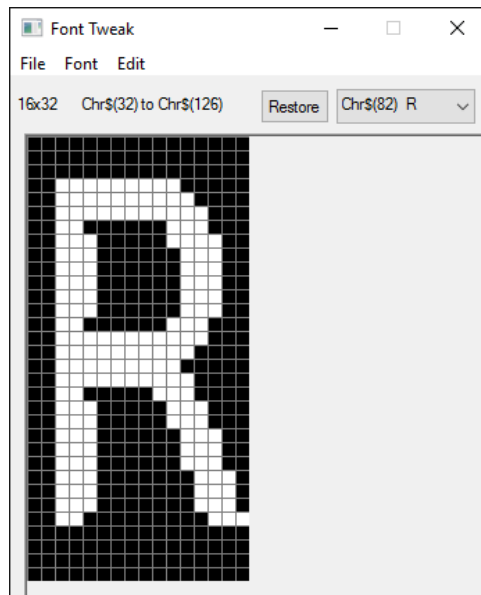


## Font Tweak

A program for converting UTFT fonts to MMBasic BAS format and tweaking by TassyJim.



UTFT fonts are available from [http://www.rinkydinkelectronics.com/r\\_fonts.php](http://www.rinkydinkelectronics.com/r_fonts.php)

The program needs no installation. Just run it from wherever you have permission.

**Open** opens 'C' or 'BAS' files. Any file extension is OK but the format must comply with either the C or BAS format. If there are multiple font definitions in the file, only the first one is imported. To import others, put a 'REM' at the start of the first font definition.

“ ` DefineFont #8 ” or

“ // fontdatatype Grotesk16x32[6084] PROGMEM={ “  
will skip over those definitions.

**New** creates a new file with the character dimensions you enter. The width times the height must be a multiple of 8. The file starts at the ASCII value you entered and initially has one character.

You can save in either 'C' or 'BAS' format. This allows converting between the two formats.

Select the character to edit using the dropdown list or use ctrl-right and ctrl-left to step through the characters.

Item under the “Font” menu affect the full font file rather than the individual character.

**Add Character** (ctrl-N) add a new character to the end of the font file.

**Delete Character** (ctrl-X) removes the last character in the file provided it is the currently selected character. If the last character is not selected, the selection will change to the last character and a second 'Delete character' will delete it.

**Double size** (ctrl-2) increases the character width and height by 2 times. There is a limit to the maximum size the program permits.

**Double width** (ctrl-W) increases the character width by 2 times, keeping the height the same.

Items under the "Edit" menu operate on individual characters.

**Copy** and **Paste** allow you to copy a character to a different character position in the font.

**Restore** recovers the character as it was when selected.

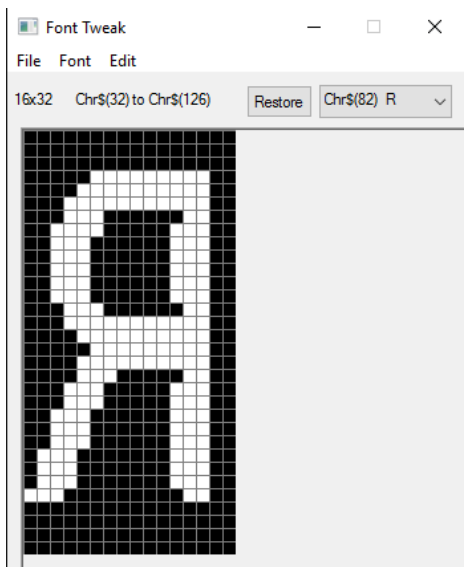
**Shift Right/Left/Up/Down** (Right/Left/Up/Down) moves the character one row/column at a time. Any pixels that go off the grid will be lost.

**Flip Right-Left** (ctrl-V) gives a mirror image, flipped about the vertical centreline.

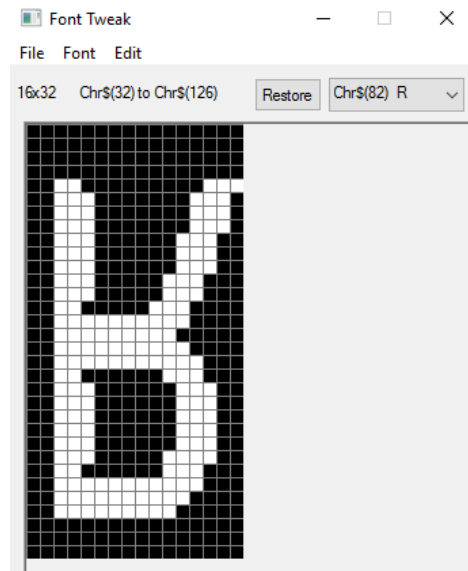
**Flip Up-down** (ctrl-H) gives an inverted image, flipped about the horizontal centreline.

**Rotate Right/Left** (ctrl-R, ctrl-L) rotates the character. If the character size is not equal, the top left portion if the character is rotated and the remaining pixels cleared.

**Inverse** (ctrl-I) changes all pixels. Black to white and white to black.



Ctrl\_V or Flip Right-Left



Ctrl-H or Flip Up-Down