NAME

ttf2pt1_x2gs – font installer for Ghostscript

SYNOPSIS

ttf2pt1_x2gs **[config-file]**

DESCRIPTION

The fonts generated with **ttf2pt1** work fine with Ghostscript by themselves. The script '**x2gs**' (or '**ttf2pt1_x2gs**' when installed into a public directory, to avoid name conflicts with other programs) links the font files from the X11 direcotry into the Ghostscript directory and automatically creates the description file (Fontmap) in Ghostscript format.

If the configuration file is not specified as an argument then the file 'convert.cfg' in the current direc- tory is used, just like the 'convert' script does. Indeed, this configuration file is used for both scripts.

The Ghostscript-related parameters in the configuration file are:

DSTDIR – the X11 font directory used by 'x2gs' as the source of the fonts. This parameter is common with the X11 configuration.

GSDIR – the base directory of Ghostsript. If this parameter is set to an empty string then 'convert' won't call 'x2gs'. So if you want to get only the X11 fonts installed then set this parameter to an empty string. This directory may vary on various system, so please check your system and set this value accord- ingly before running the script.

GSFONTDIR – the font directory of Ghostscript. In the standard Ghostscript installation it's a subdirectory of GSDIR but some systems may use completely different directories.

GSCONFDIR – the configuration subdirectory of Ghostscript that contains the Fontmap file.

INSTALLFONTMAP – if the value is set to YES then install the entries for the new fonts right into the main Fontmap file. Otherwise just leave the file Fontmap.ttf in the Ghostscript configuration directory.

After preparing the configuration file run the script. It symbolicaly links all the font files and creates the description file Fontmap.ttf in GSCONDFIR. After that there are two choices.

If the option INSTALLFONTMAP was set to YES then the font descriptions are also automatically installed into the master Fontmap file. The script is clever enough to detect if it was run multiple times with the same directories and if so it replaces the old Fontmap entries with the new ones instead of just accumulat- ing all of them. You may also run it multiple times for multiple X11 directories and all the results will be properly collected in the Fontmap. But it's your responsibility to watch that the names of the font files don't overlap. If the X11 font directory gets renamed then you have to remove its font entries from the Fontmap and only after that re-run 'x2gs' for the new directory.

On the other hand if the option INSTALLFONTMAP was set to NO then go to the GSCONFDIR directory and insert the contents of Fontmap.ttf into the Fontmap file manually. This step may be left manual to make the installation a little bit more safe.

After that you may also want to redefine some of the aliases in Fontmap to refer to the newly installed fonts. But the redefinition of the aliases may be dangerous if the width of characters in the new font will be different from the old font. Alas, there is no visible solution of this problem yet.

FILES

- TTF2PT1_SHAREDIR/scripts/convert.cfg.sample
- TTF2PT1_SHAREDIR/scripts/*
- TTF2PT1_SHAREDIR/README
- TTF2PT1_SHAREDIR/FONTS
- TTF2PT1_SHAREDIR/*

- TTF2PT1_BINDIR/ttf2pt1

SEE ALSO
- the *ttf2pt1(1)* manpage
- the *ttf2pt1_convert(1)* manpage
- the *t1asm(1)* manpage