GX Fonts

1. Introduction

Although the Global Application Explorer (GX) was designed primary for 32-bit applications the GX Window-Zero mode, that has been provided to run 16-bit "legacy applications", provides a much improved font customisation over the analogous options available in the Global Windows Workstation (GUI-1).

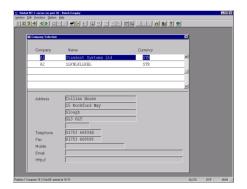
The first part of this Technical Note describes the GX Window-Zero and Global Windows Workstation (GUI-1) text-mode font customisations in complete detail. The remaining sections describe the GX and GUI-1 Speedbase and Menu mode font customistions.

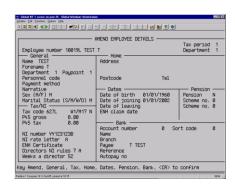
This note refers to the terms "static customisation" and "dynamic customisation". The term "static customisation" is used to describe the somewhat tedious procedure, familiar to users of GUI-1, which involves closing down the thin-client, amending the relevant INI file then reloading the thin-client. The term "dynamic customisation" is used to describe the procedure, introduced with GX, that allows a customisation to be made "on-the-fly" while the thin-client is running. Providing the GX "Save Settings On Exit" option is selected the changes made will be saved for subsequent GX sessions.

2. Summary of GX and GUI-1 operating modes

The Global Windows Workstation (GUI-1) operates in one of three modes depending on the nature of the application that is currently running:





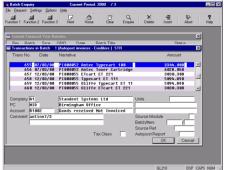


Menu mode

Speedbase mode

Text mode

The Global Application Explorer (GX) also operates in one of three modes depending on the nature of the application that is currently running:







Menu mode Speedbase mode Text mode

The various modes depend on the nature of the application:

Application type	GUI-1 mode	GX mode
16-bit Menu Handler, \$MH	Menu mode	Text mode
32-bit Menu Handler, \$MENU32	Menu mode	Menu mode
16-bit Cobol application	Text mode	Text mode
16-bit Speedbase application	Speedbase mode	Text mode
32-bit Cobol (type CB) program	Text mode	Text mode
32-bit Speedbase program	Speedbase mode	Speedbase mode

3. Text Mode Font Customisations

This section describes the methods available to customise the fonts that are used in text mode.

3.1 **GUI-1 Text Mode Font Customisations**

The GUI-1 text mode fonts are customised using the following settings in the GSMWIN32.INI file:

Setting	Section in notes	GUI	Brief description
NarrowModeFont	A.7.17		This setting specifies the narrow mode font size for the 80 * 24 text image. The default NarrowModeFont is 8x12.
TextModeFont	A.7.46		This setting specifies the name of the font used for the 80 x 24 text image. The default TextModeFont setting is Terminal.
TextModeFontFile	A.7.65		This setting specifies the font-file that contains the font defined by the TextModeFont setting. The default TextModeFontFile setting is "DOSAPP.FON" which contains the "Terminal" font.
WideModeFont	A.7.18		This setting specifies the narrow mode font size for the 132 * 24 text image. The default WideModeFont is 5x12.
TextModeFontWide	A.7.64		This setting specifies the name of the font used for the 132 x 24 text image. The default TextModeFontWide setting is Terminal.
TextModeFontWideFile	A.7.66		This setting specifies the font-file that contains the font defined by the TextModeFontWide setting. The default TextModeFontWideFile setting is "DOSAPP.FON" which contains the "Terminal" font.

To modify the type of font or the font size the relevant parameter(s) in the GSMWIN32.INI file must be amended and GSMWIN32.EXE reloaded for the change to take effect.

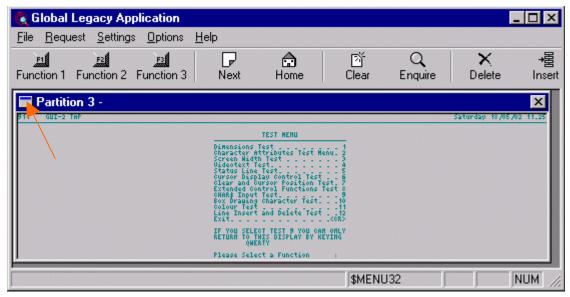
Separate font types and sizes can be customised, and are normally required, for narrow mode (i.e. 80 * 24) and wide mode (i.e. 132 * 24) text screens.

The same font settings apply to all partitions.

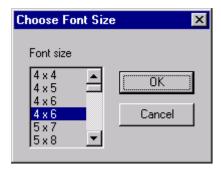
3.2 GX Text Mode Font Customisations

The GX Window-Zero text font customisation is **considerably** more advanced and flexible than the equivalent GUI-1 font customisation.

The GX Window-Zero text font can be customised on-the-fly by clicking on the icon on the far left of the Window-Zero caption bar and selecting the "Font Size" option at the bottom of the menu:



The following dialogue box allows the desired font size to be selected. The list of available fonts, and thus the list of available font sizes, can be extended (see below):



GX maintains a separate text-mode font customisation for each partition and narrow/wide window size (i.e. up to 18 separate font sizes can be defined). These customisations are held in the GXCUST1.CUS file, **which should never be amended**.

The list of available GX Window-Zero fonts can be extended by amending the [appearance] section of the GX.INI file (see section 6.1 of gx26inifile.doc) to extend the list of **fixed pitch** fonts. For example:

[appearance]
Font1=Terminal
Font2=Courier
Font3=SystemPC,SYS437.FON

Up to 10 fonts can be configured in this section. Note that only the font face name, and optional font file name, are required. GX enumerates all the available font sizes.

4. Speedbase Mode Font Customisations

This section describes the methods available to customise the fonts that are used in Speedbase mode.

4.1 GUI-1 Speedbase Mode Font Customisations

The GUI-1 Speedbase and Menu mode fonts are customised using the following settings in the GSMWIN32.INI file:

Setting	Section in GUI notes	Brief description
FixedFont	A.7.33	This setting defines the fixed pitch font used to display \$MH menus and Speedbase windows. For example: FixedFont=Courier,8x13.
VariableFont	A.7.34	This setting defines the variable pitch font used to display \$MH menus and Speedbase windows. For example: VariableFont=MS Sans Serif,7x16

To modify the type of font or the font size the relevant parameter(s) in the GSMWIN32.INI file must be amended and GSMWIN32.EXE reloaded for the change to take effect.

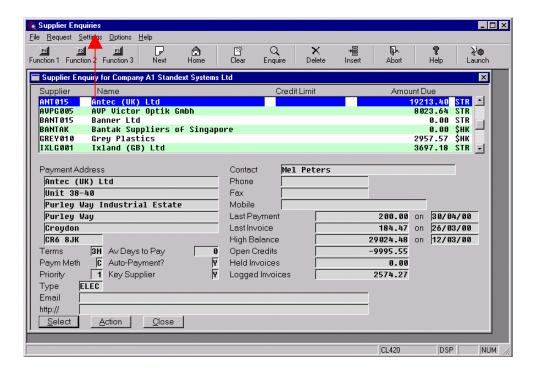
The same font settings apply to all partitions.

4.2 GX Speedbase Mode Font Customisations

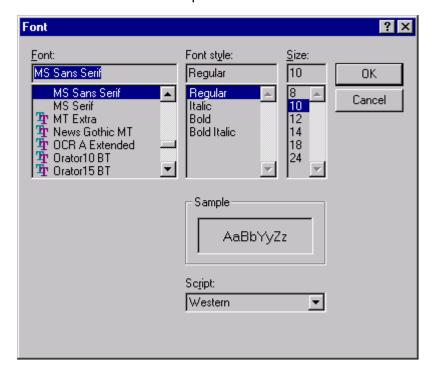
The GX Speedbase and Menu mode font customisation is **VASTLY** more advanced and flexible than the equivalent GUI1 font customisation.

Firstly, there is no requirement to specify any font names or sizes in any of the various GX INI files for the Speedbase label and data fonts. GX.EXE automatically determines all the available fonts that are suitable.

Two levels of Speedbase mode font customisation are available with GX. Firstly, the default Speedbase label and data fonts can be customised dynamically, on-the-fly by selecting the "Settings" option on the main menu line (under the Main Frame caption). Separate entries to change the Label Font and the Data Font appear on the "Settings" menu.

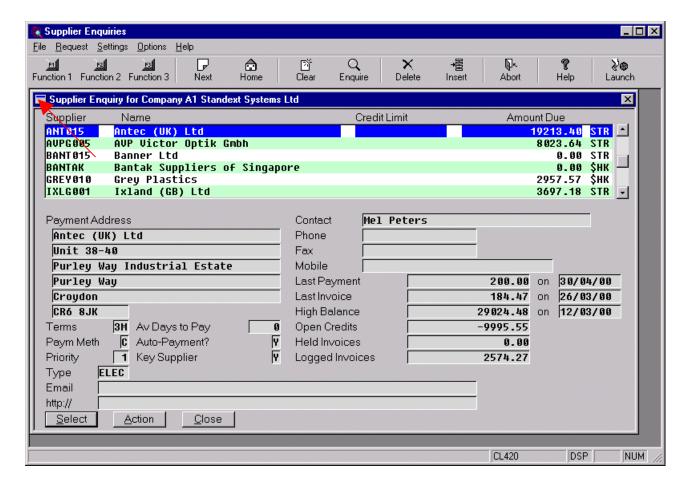


Selecting either the Label Font or the Data Font produces the following dialogue box that allows the font to be selected from all the possible available fonts:



Provided the "Save Settings on Exit" option is enabled, the default Speedbase label and data fonts are saved, on a per-partition basis, in the LabelFont (see section 18.4 of gx26inifile.doc) and DataFont (see section 18.5 of gx26inifile.doc) settings of the GXCUST1.CUS file, **which should never be amended**.

In addition to the "default" Label and Data fonts which apply to all **uncustomised** Speedbase windows, the Label font and Data font of each Speedbase window can customised on a per-window basis. The Speedbase label and data fonts for an individual window can be customised dynamically, on-the-fly by clicking on the icon on the far left of the Window caption bar and selecting either "Label Font" or "Data Font" menu option:



Selecting either the Label Font or the Data Font produces the same Font selection dialogue box that appears for the default window customisation (as described above).

Provided the "Save Settings on Exit" option is enabled the per-window Speedbase label and data fonts are saved in the GXCUST2.CUS file, **which should never be amended**.

4.3 Other GX Dynamic Font Customisations

In addition to the Speedbase Label and Data font, the default fonts used for Buttons and Help (i.e. Speedbase Notes) text can be modified from the main Settings menu option. Furthermore, the font used for the Buttons in a particular Speedbase window can be customised from the icon on far left of the Window caption bar.

5. Menu Mode Font Customisations

This section describes the methods available to customise the fonts that are used in Menu mode.

5.1 GUI-1 Menu Mode Font Customisations

See section 4.1.

5.2 GX Menu Mode Font Customisations

The "static" ButtonFont option in the [menu] section of the GX.INI file (see section 10.13 of gx26inifile.doc) can be used to specify the font name and size for the Main (Menu Handler) menus. Furthermore, the TitleFont option in the [menu] section of the GX.INI file (see section 10.14 of gx26inifile.doc) can be used to specify the font to be used for the menu title.

5.3 Other GX Font Customisations

In addition to the two "static" INI file settings described in section 5.2 the following settings are also available.

The WebAddressFont option in the [menu] section of the GX.INI file (see section 10.15 of gx26inifile.doc) can be used to specify the font to be used for the web address that appears when a main menu is displayed.

Furthermore the UseAsPopMenuFont option in the [menu] section of the GX.INI file (see section 10.16 of gx26inifile.doc) configures GX to use the font defined for the menus (i.e. ButtonFont) for Application pop menus as well as for Main (Menu Handler) menus.

6. Summary of GX Font Customisations

This section summarizes the gamut of GX font customisations:

Font description	Customisation mechanism	
Window-Zero Narrow mode	Customised dynamically from the Font Size menu option from the drop-down customisation menu. Saved on a perpartition basis.	
Window-Zero Wide mode	Customised dynamically from the Font Size menu option from the drop-down customisation menu. Saved on a perpartition basis.	
Default Speedbase Label font	Customised dynamically from the Label Font menu option from the Settings menu. Saved on a per-partition basis.	
Default Speedbase Data font	Customised dynamically from the Data Font	

	menu option from the Settings menu. Saved
	on a per-partition basis.
Default Speedbase Button font	Customised dynamically from the Button Font menu option from the Settings menu. Saved on a per-partition basis.
Default Speedbase Help font	Customised dynamically from the Help Font menu option from the Settings menu. Saved on a per-partition basis.
Speedbase Label font for current window	Customised dynamically from the Label Font menu option from the drop-down customisation menu. The window-specific customisation applies to all partitions.
Speedbase Data font for current window	Customised dynamically from the Data Font menu option from the drop-down customisation menu. The window-specific customisation applies to all partitions.
Speedbase Button font for current window	Customised dynamically from the Button Font menu option from the drop-down customisation menu. The window-specific customisation applies to all partitions.
Speedbase Help font for current window	Customised dynamically from the Help Font menu option (that only appears when a Help window is displayed) from the dropdown customisation menu. The window-specific customisation applies to all partitions.
Main menu button font	Static customisation from the ButtonFont option in the [menu] section of the GX.INI file.
Main menu title font	Static customisation from the TitleFont option in the [menu] section of the GX.INI file.
Web address font	Static customisation from the WebAddressFont option in the [menu] section of the GX.INI file.
Application pop menu font	Either inherited from the Label font for the individual window or the same as the ButtonFont if the UseAsPopMenuFont option in the [menu] section of the GX.INI file is enabled.