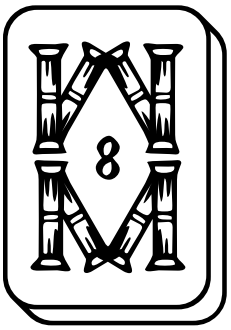
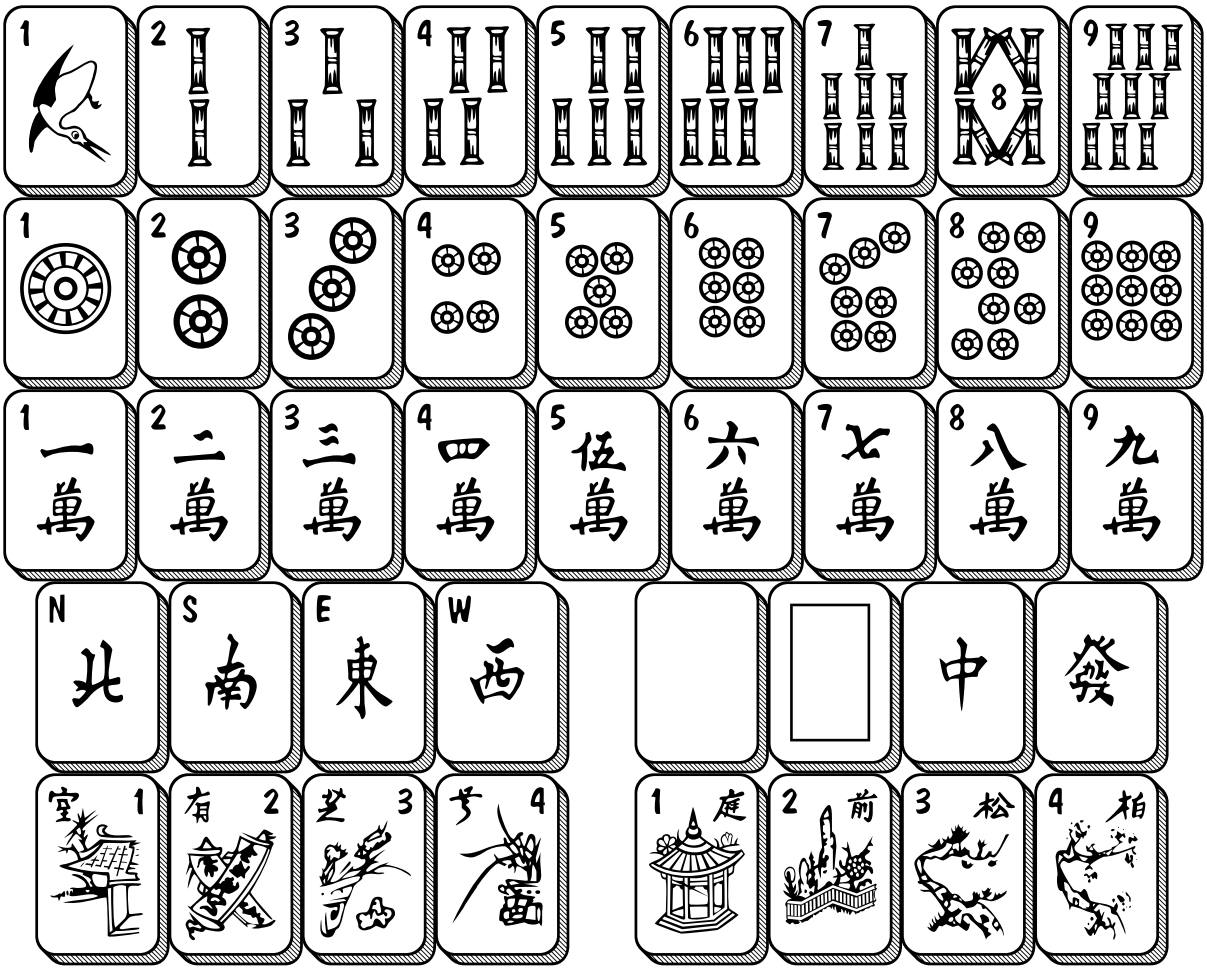
User's Guide

For the Canton Mah Jong Fonts
Macintosh™ Version





License Agreement

This manual and the Canton fonts are protected by copyright law so reproduction or redistribution is strictly prohibited. A single use license is granted the purchaser of the fonts. The fonts may be installed on more than one machine, but only one copy of a given font may be in use at any time.

Please support future enhancements and updates of the fonts by refusing friend's and colleague's requests to "borrow" the fonts. Pirating is illegal and harms both the font designer and registered users. Thanks.

Guarantee

These fonts have a 30 day money-back guarantee. If you are not satisfied for any reason, return the fonts and manual and your purchase price will be refunded.

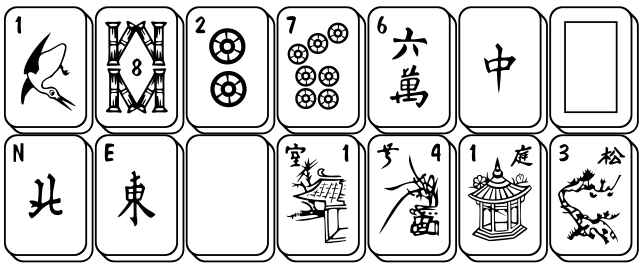
Canton fonts ©1995
by Alpine Electronics, Steve Smith
Alpine Electronics
703 Ivinson Ave.
Laramie, WY 82070

Table of Contents

Introduction	1
What You Need	1
What is Included	1
Installing the Fonts	1-2
Other Game Diagram Fonts	2-3
Font Keymaps	4

Introduction

Welcome to the **Canton** Mah Jong fonts! With these fonts you can use any Macintosh word processor or page layout program to create and print beautiful Mah Jong diagrams.



The **Canton** Mah Jong fonts were created by Steve Smith, who has been designing commercial chess and game fonts for many years.

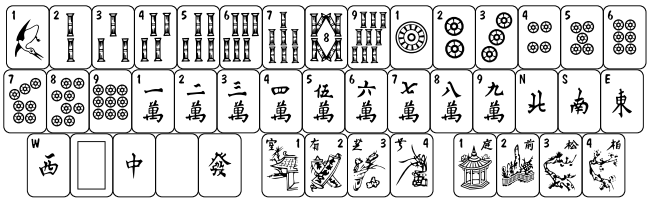
What You Need

You will need a Macintosh and any word processor or page layout program. The TrueType™ versions of the Canton fonts work with System 6.05 or higher. The PostScript™ versions of Canton work with any System, but you may want Adobe Type Manager because ATM allows all PostScript™ fonts to scale nicely on the screen and on non-PostScript printers.

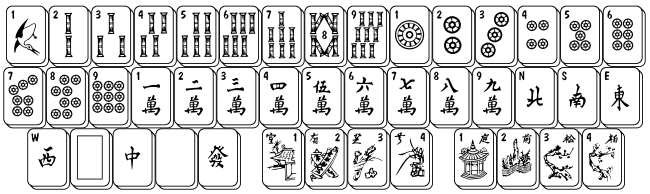
What is Included

The high density disk contains TrueType and PostScript versions of the Mah Jong fonts shown below.

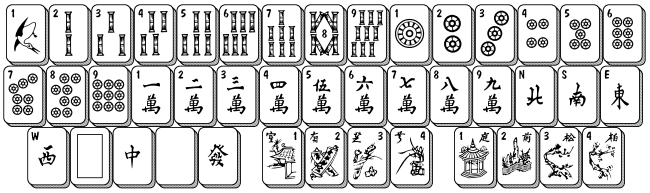
Canton



Canton 3D



Canton 3D Shaded



After all the fonts are installed (see installation instructions below) use almost any word processor or Claris Works to open and printout the test file called Canton Test RTF (included on the disk). Printouts at 600 dots per inch are included separately from this User's Guide. Note: the diagrams may not look as sharp on a 300 dpi or less printer.

All three of the Mah Jong fonts share the same keymap so it is easy to change from one style of diagram to another. See the keymaps on page 4.

Installing the Canton Fonts

The following is a summary of the procedure for installing the Canton fonts in your Macintosh system. For a more detailed description of font installation consult your Macintosh manual.

Important Note: Install only the TrueType **or** the PostScript versions of the fonts. Having both the TrueType and PostScript versions of the same font on a

system will usually cause problems. Most everyone should use the TrueType fonts unless **a)** You have an old system (older than system 6.05) or **b)** A commercial printing company has asked you to use PostScript fonts or **c)** You have Adobe Type Manager and you prefer PostScript.

TrueType™ System 7.0x or later
1) Quit all open programs **2)** Double-click on the TrueType Fonts folder **3)** Drag the fonts you want to install from the TrueType Fonts folder onto the system folder icon and release the mouse button. **4)** A dialog box will ask if you want to put the fonts into the system file or the fonts file. Click "OK"

TrueType™ System 6.05 to 6.08
1) Double-click on the Misc. for System 6.0x folder. **2)** Drag the TrueType icon into your system folder and restart your Macintosh **3)** Quit all open programs **4)** Double click on the suitcase icon of the Tendo.suit font in the TrueType Fonts folder. This will open the Font DA Mover program. Make sure it is Font/DA mover version 4.1 (included in the Misc. for System 6.0x folder). **5)** Click on the open button and then open your System file **6)** Select the Canton fonts you want to install **7)** Click on the copy button **8)** Click on the quit button to exit Font/DA Mover **9)** Restart if you are using MultiFinder

PostScript™ System 7.0x or later
1) Quit all open programs **2)** Open the PostScript Fonts folder and open the Canton Fonts folder **3)** Select all the files drag them on top of the system folder icon and release the mouse button **4)** A dialog box will ask if you want to put the fonts into the system file or the fonts file. Click "OK" **5)** Repeat steps 2, 3 and 4 for the other Canton fonts.

PostScript™ System 6.x or earlier
1) Quit all open programs **2)** Open the PostScript Fonts folder and then open the Canton Fonts folder. **3)** Drag the Canton PostScript file (the icon looks like a little printer) onto the system folder and release the mouse button. Do not drag the little suitcase icon called Canton.bmap into the system folder. **4)** Repeat steps 2 and 3 for the other Canton fonts. **5)** Open the PostScript folder and double click on the Canton.bmap bitmap file (it looks like a little suitcase) to start the Font DA mover program **6)** Click on the open button and then open your System file **7)** Select the Canton bitmapped sizes you want to install. You must install at least one size. **8)** Click on the copy button **9)** Re-peat steps 6, 7 and 8 for the other Canton fonts **10)** Click on the quit button to exit Font/DA Mover **11)** Restart if you are using MultiFinder

If you have any problems or suggestions for improving the fonts, please send a note to Alpine Electronics. Include a description of the problem, a printout illustrating the problem, a description of the computer, printer and software you are using and the serial number on your Linares disk. Help is also available via email. The internet email address is:

alpine@partae.com

Other Game Diagram Fonts

Alpine Electronics sells diagram font families for many other games. The **Linares, Hastings** and **Zürich** chess font families are $49 each, two for $79 or all three for $99 postpaid including a 14 page User's Guide. Other game font families include **Beijing** (XiangQi or Chinese chess), **Bermuda** (playing cards and bridge), **Copenhagen** (Othello), **Edinburgh** (checkers), **Las Vegas** (dice and dominoes), **Magalasy** (Fanorona), **Monte Carlo** (back-gammon), **Tendo** (shogi or Japanese chess) and **Tokyo** (go). Each of these font families sells for $49 postpaid which includes a User's Guide (or $129 for any three font families). Be sure to specify Windows or Macintosh.

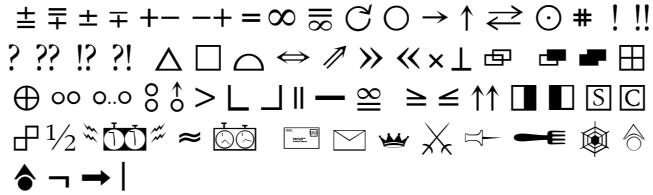
Linares, Hastings and Zürich (chess)

Here are samples of the figurine fonts.

♘e7 6. d4 O-O 7. ♗d3 ♘d7 8. O-O h6? [8. ... ♘g6 9. ♘e4 ♘f6 10. ♘d6 ♕d6 11. c4 ♗g4=

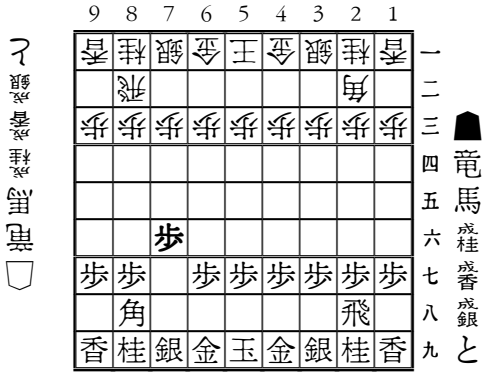
12. ... ♗e7 [12. ... ♗f4? 13. g3 ♗g5 14. ♘fg5 hg5 15. 15. ♕h5±; 13. ... f5 14. ♘c3 ♗g5 15. h4 ♗e7 16. ♘d5±] **13. ♗c2! ♖e8**

17. ...♗f5 [17. ... ♔f7 18. ♘e5 ♔g8 19. ♕h7 ♘h7 20. ♗b3+−; 17. ... ♕d5 18. ♗b3 ♕f7 19. ♗f7 ♔f7 20. ♕c4 ♔g6 21. ♕g8 ♗f6 22. ♘h4 ♗h4

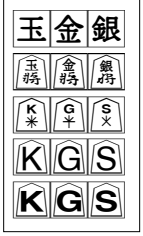


Fonts on this page are $49 with User's Guide or $129 for three. Send postcard to request complete printouts.

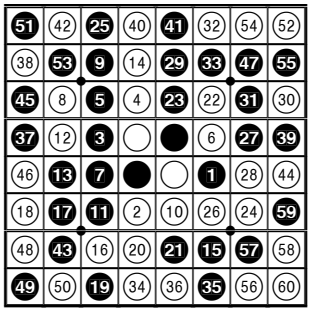
Tendo (shogi or Japanese chess)



There are other border and piece styles

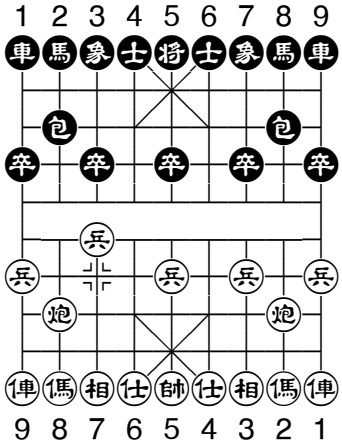


Copenhagen (Othello)

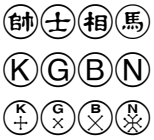


There is an algebraic border for up to a 10x10 board. Numbering the disks is optional.

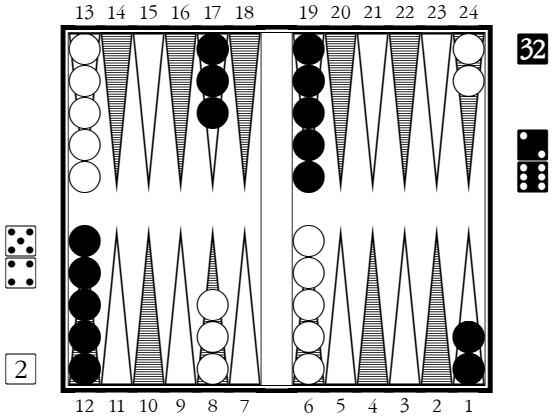
Beijing (xiangqi or Chinese chess)



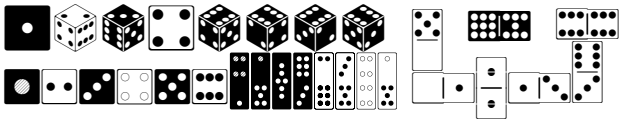
There are other border and piece styles.



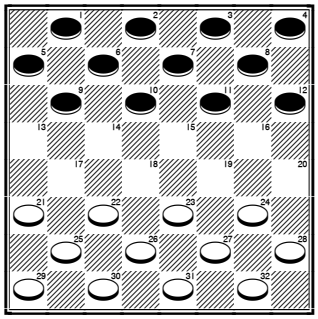
MonteCarlo (backgammon)



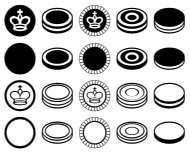
Las Vegas (dice and dominoes)



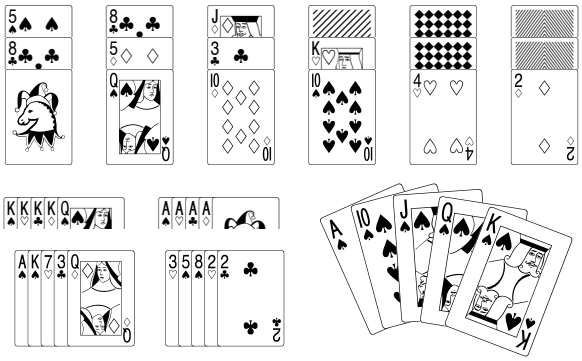
Edinburgh (checkers)



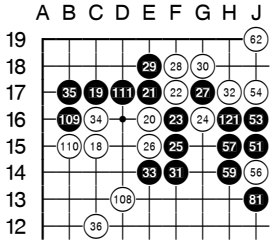
Checkers and numbers can be placed on dark squares. Six different borders including algebraic for up to a 10x10 board. Five different checker styles.



Bermuda (playing cards)

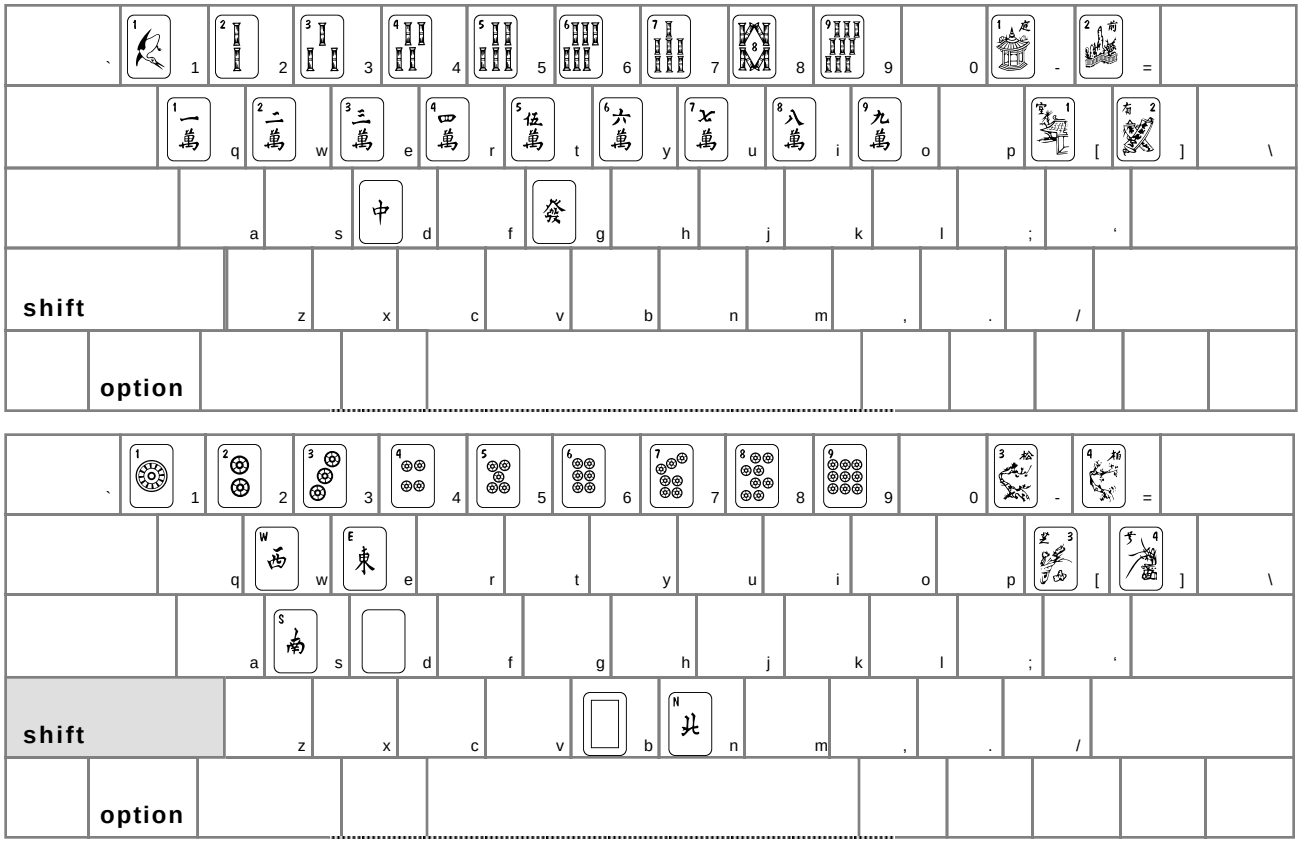


Tokyo (go)



Stone numbering is optional and there are algebraic borders for up to a 27x27 board. There are several other pieces symbols.

Canton (**Canton 3D** and **Canton 3D Shaded** have the same keyboard map)



Canton (**Canton 3D** and **Canton 3D Shaded** have the same keymap)

Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation	Key	Char	Explanation
1		one of bamboos	!		one of circles	q		one of characters	N		north wind
2		two of bamboos	@		two of circles	w		two of characters	S		south wind
3		three of bamboos	#		three of circles	e		three of characters	E		east wind
4		four of bamboos	$		four of circles	r		four of characters	W		west wind
5		five of bamboos	%		five of circles	t		five of characters	d		red dragon
6		six of bamboos	^		six of circles	y		six of characters	D		white dragon
7		seven of bamboos	&		seven of circles	u		seven of characters	g		green dragon
8		eight of bamboos	*		eight of circles	i		eight of characters	B		blank tile
9		nine of bamboos	(		nine of circles	o		nine of characters			
[		one of flowers	]		two of flowers	{		three of flowers	}		four of flowers
-		one of seasons	=		two of seasons	_		three of seasons	+		four of seasons

Note: *The circle suit numbers are just the shifted numbers, i.e three of circles is "shift 3" and the characters suit numbers are to the lower right of the corresponding numbers on the keyboard, i.e. five of characters is "t" which is to the lower right of 5 on the keyboard.*