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Language Kits: Kanji Bitmap Fonts (2/95)

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TOPIC -----

This article gives information about Kanji Bitmap fonts.

DISCUSSION -----

Both the Chinese and Japanese Language Kits include bitmap fonts. The font file icons are identified by the Kanji character "kan" with the circle behind it. They are sometimes referred to as "fbit/fdef" fonts because the font resource is tagged "fbit" and the code necessary to process these fonts were stored as a "fdef" resource.

Typically, each font is divided into two files, L1 and L2. These two files correspond to the Industry Standard Level 1 and Level 2 standard for the Japanese and Chinese character sets. These two font files contain a range of bitmap sizes for that font (for example: 10, 12, 14, 18, 24 points). In some cases, however, each file has only one point size and is appropriately labeled as such.

The InputBackSupport extension provides backwards compatibility with system 6.x (KanjiTalk for example) input methods and fbit/fdef bitmap fonts. Unless this extension is installed, the Kanji bitmap fonts provided with the kits will have garbled characters which typically include black squares.

These fonts must be located at the root level of the system folder, NOT in the Fonts folder. These fonts are not kept in the Fonts folder for compatibility reasons.

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