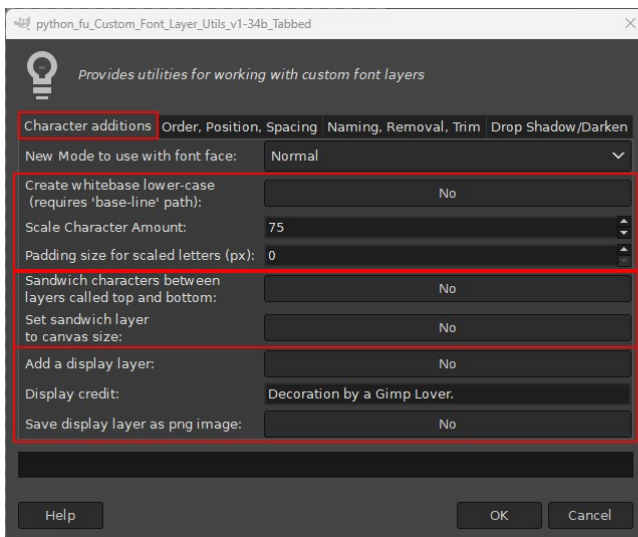


Custom Font Layer Utils v1.36b Tabbed

Although the dialog images below were taken from v1.34b, they are exactly the same as v1.36b.

Most of the options are self-explanatory and require no explanation. The ones below are more involved and so I have provided help for these options.



Use these options to create a set of lower case characters from upper case characters

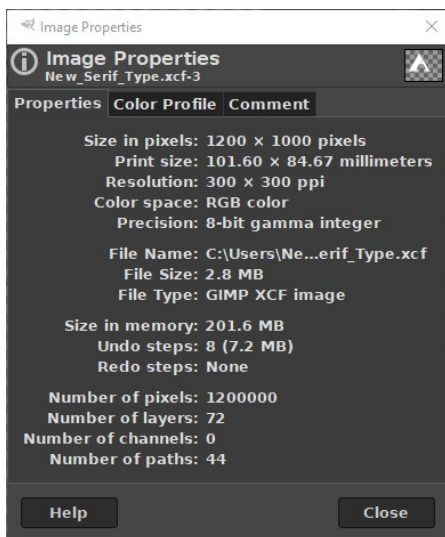
Use these options to create characters from 3 layers

Use these options to create a display layer to display with a custom font

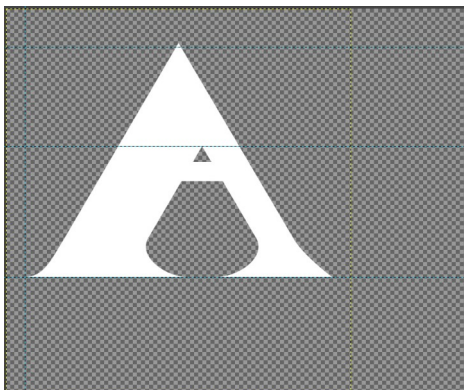
Create whitebase lower-case options:

The plug-ins that draw text with custom fonts in Gimp generally replace lower-case with upper-case letters where none exist but sometimes it can be desirable to have a little variation in letter size for a lower-case option.

First of all you need to open your custom font that has only capital letters. I used my own white base custom font, 'New_Serif_700' (The 700 refers to the original font point size or the height of the custom font).



The image properties dialog clearly shows the number of layers within the file before we use the filter.

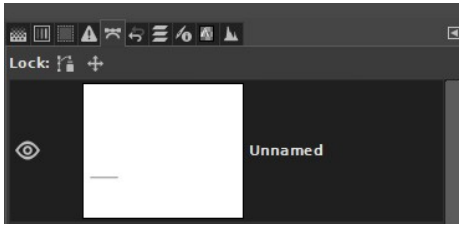


Letter 'A' layer:

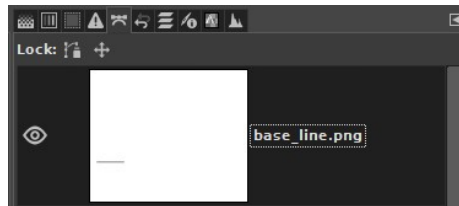
Once opened, add a new path with the Path tool from the main Gimp toolbox. The path anchors should be placed on the imaginary line that you want the letters to sit upon – the font baseline. Your custom font may well already have a guideline at this position that you can make use of.



The path only needs two anchor points and does not need to be very long – indeed the filter will only use information from the first anchor point to determine the position of the new lower-case letters within their layers.



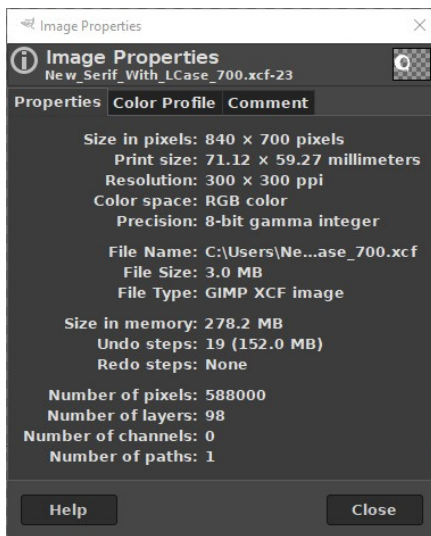
Rename the path, in the Path dock, to `base_line.png` so that the filter will be able to make use of it. Although the filter will not crash if the path is not found, it will simply do nothing.



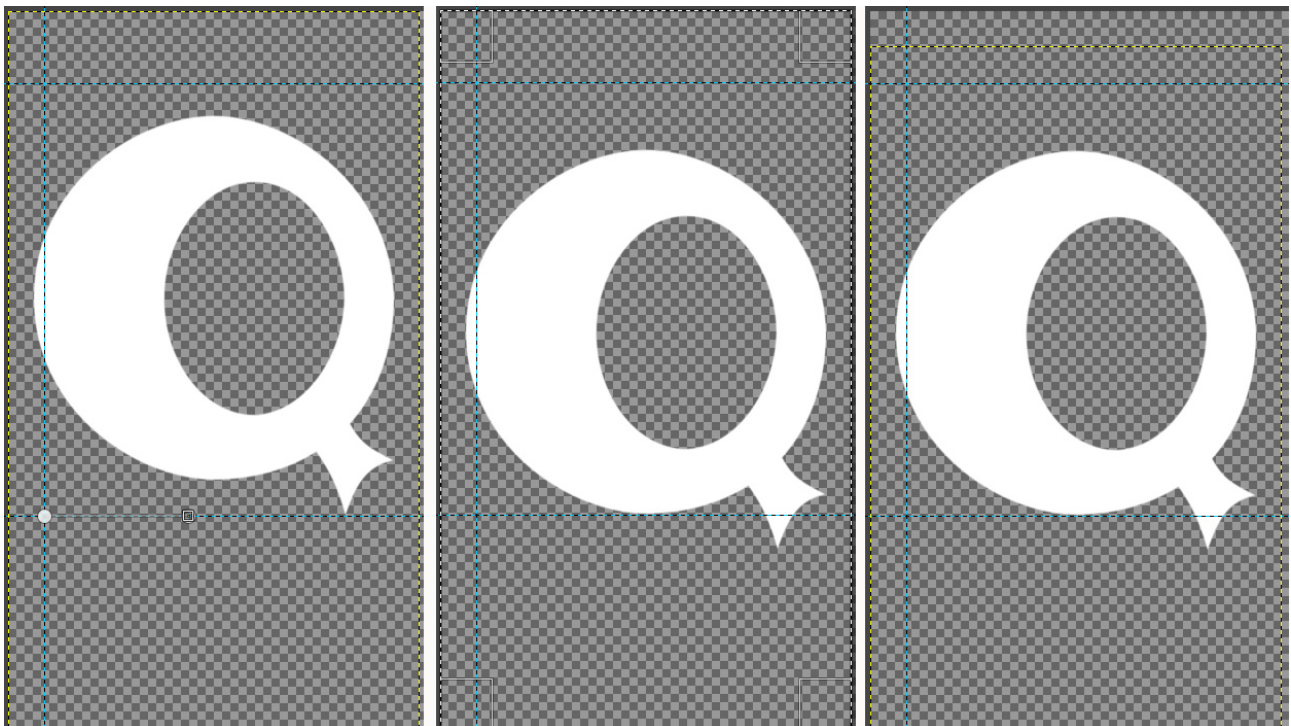
Click on 'OK' in the filter dialog to use the default setting of 75 percent scaling: I used a scale character amount of 85.

I did not increase the padding size since this particular font has plenty of space in both the left and right margins. Some fonts are created with little or no space at one of the margins, to assist with kerning, but this can cause problems in custom fonts when applying effects and other filters. In cases such as that it is worth adding a few extra pixels of empty space to the margins.

When the filter has completed its work the new layers will have been added: You can see this in the updated image properties dialog which now displays 98 layers.



At this point you need you should inspect each of the new layers. The filter has its limitations and some fonts (fancy fonts with swashes and ornaments) may need more re-positioning than less florid types.



Move any offending character, such as the letter 'q' shown below, by clicking on it with the Move tool and then switching to the down or up arrow to move the layer one pixel at a time (hold the Shift key down for moving in bigger steps). Use the Rectangle Select tool to enclose the area to use as the new layer – easier with the 'Snap to Canvas Edges' set from the 'View' menu. Then use the 'Crop to Selection' option from the Layer menu to commit to this new layer size. Once you are happy with the new layers, you can save the file – perhaps with a new name – to your custom fonts location.

My font in action – before and after letters added – shown below:

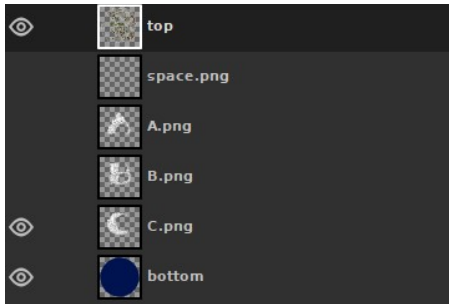


The sandwich options:

Use this option to sandwich character layers between two layers or add an overlay or underlay layer.

I am not sure how useful this is but I needed to create a custom font combining layers and I just could not face doing it by hand.

The 'sandwich' option looks for a layer called 'top' and, if it exists, merges this with each font character. Similarly, if there is a layer called 'bottom' each character will be merged with that one.



There is also an option to make the new layer as big as the font canvas size, otherwise each character will retain its original layer size.

Some quick example outputs using these options

Characters using both a top and bottom layer at canvas size:



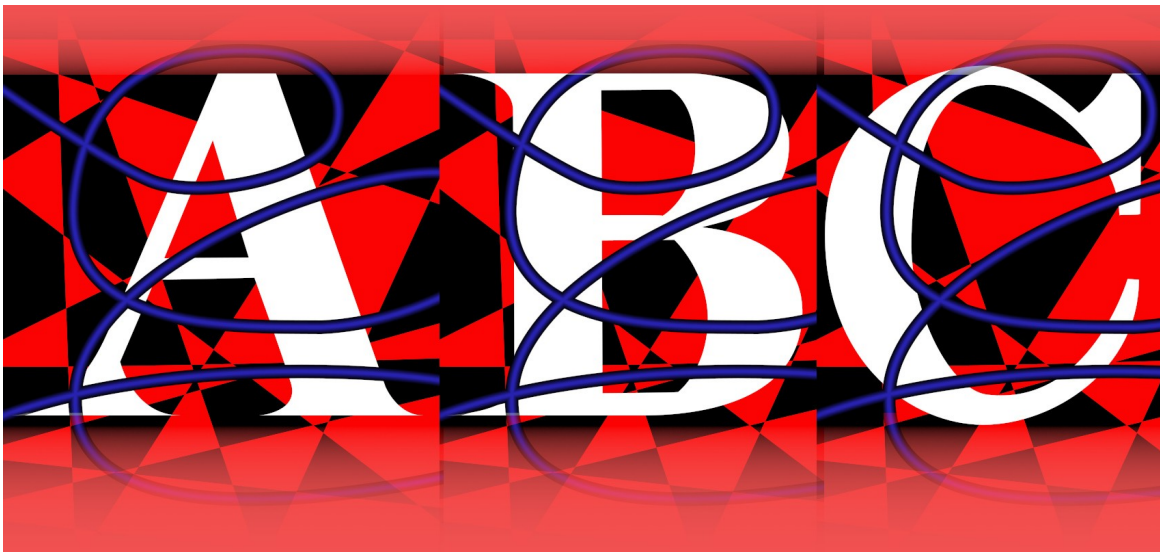
The same characters using a top layer only:



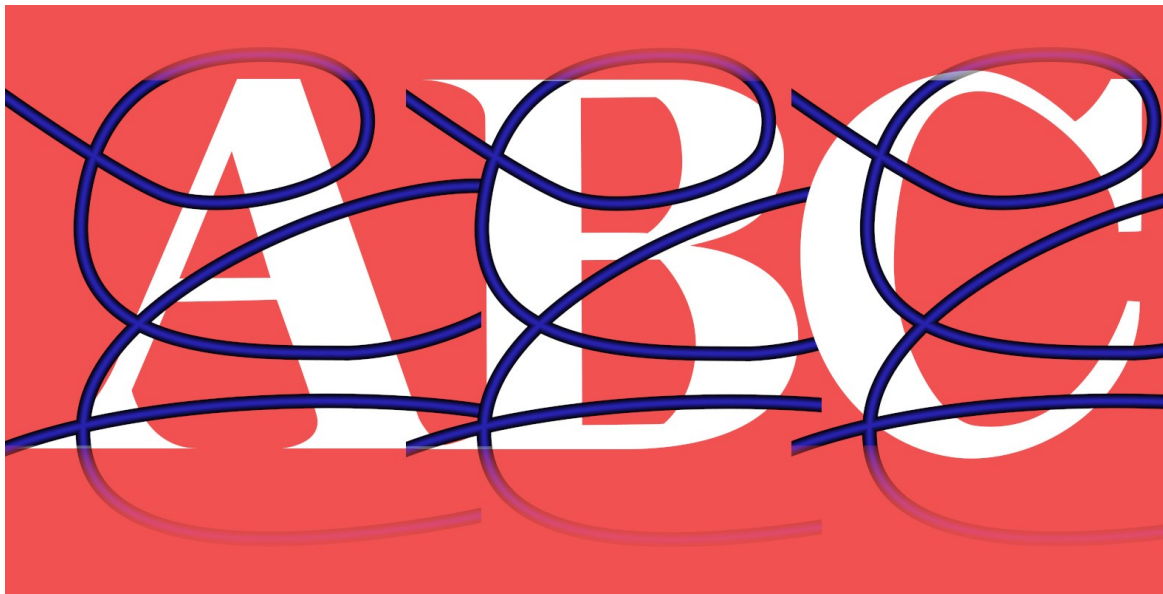
The same characters using a bottom layer only:



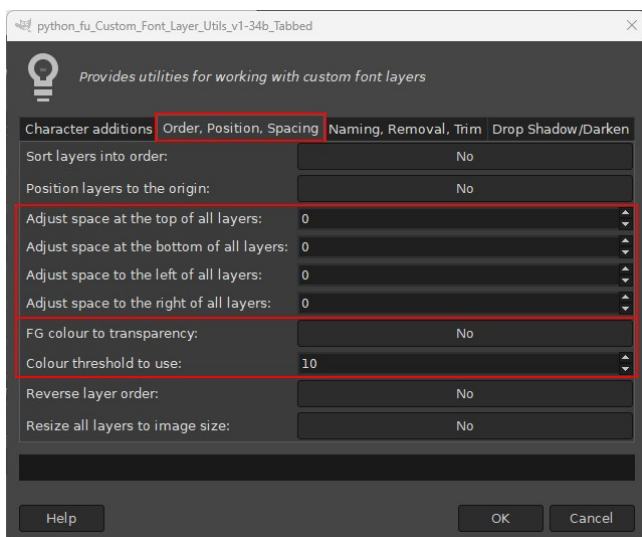
Characters using both a top and bottom layer at the original character layer sizes:



The same characters using a top layer only:

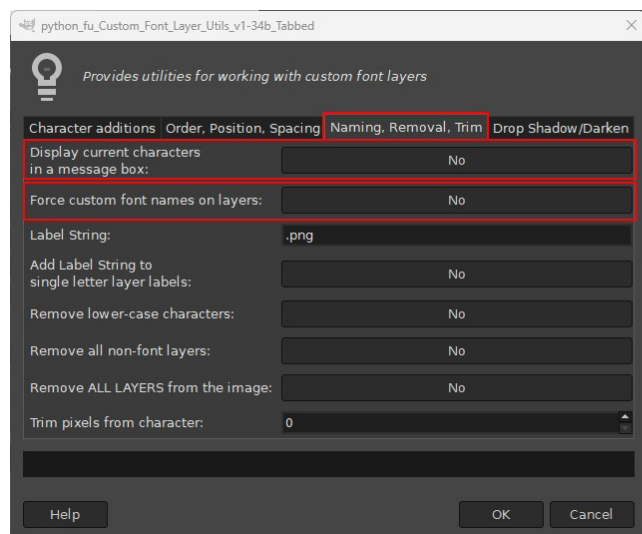


The same characters using a bottom layer only:



Use these options to adjust the space around custom font characters

These options allow you to apply transparency to the selected colour in a custom font



Use this option to quickly see which characters are in the current file

If you want to use custom font tools with ordinary layers this option could help