

ROBOFONT CHEAT SHEET



HOT KEYS

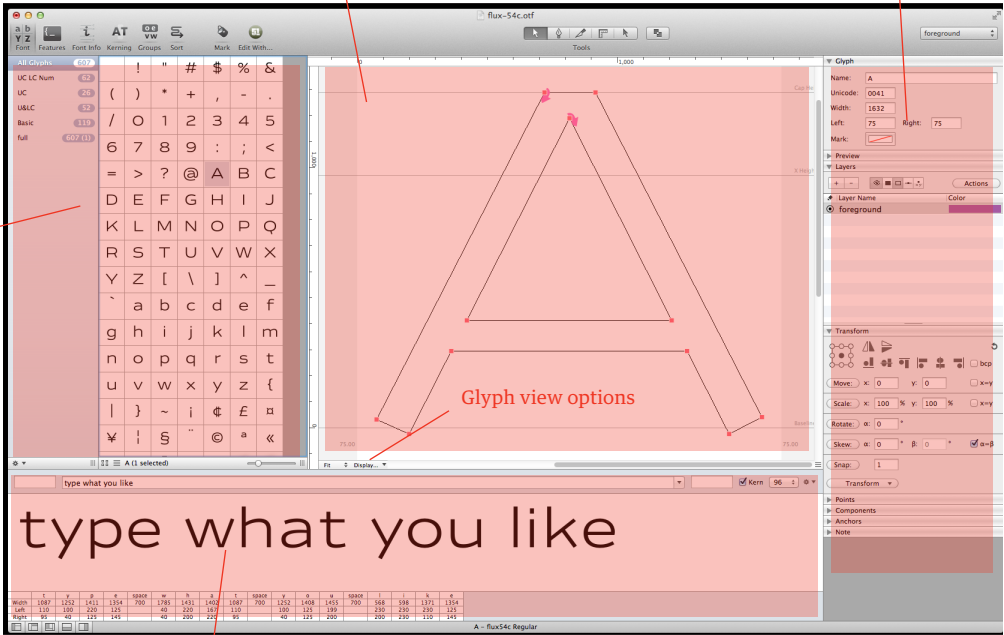
- Arrow Tool 1
- Pen Tool 2
- Slice Tool 3
- Measure Tool 4

- Quick Preview of Glyph ` (grave/tilde key)
- Hand/Move Window Spacebar

- Add Point to Curve Command Option Click
- Add Handle to Point Alt Click and Drag
- Toggle Smooth/Corner Point Double Click
- Drag Point without moving Handles Command Click Drag

THE WORKSPACE

This view shows single window mode, which can be changed in the *Preferences > Misc*.



The screenshot shows the RoboFont workspace with several red annotations:

- Glyph Window. Draw here.** Points to the main drawing area where a triangle is being constructed with red handles.
- Inspector Section. Transform, layers, and other glyph attributes. Window > Inspector** Points to the right-hand panel containing the Inspector, Transform, and Layers sections.
- Glyph List. Click to edit a glyph.** Points to the left-hand panel showing a grid of glyphs for editing.
- Glyph view options** Points to the bottom-left area of the drawing window.
- Space Center. Preview and edit spacing here. Window > Space Center** Points to the bottom preview window showing the text "type what you like" with a spacing grid below it.

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NAMES

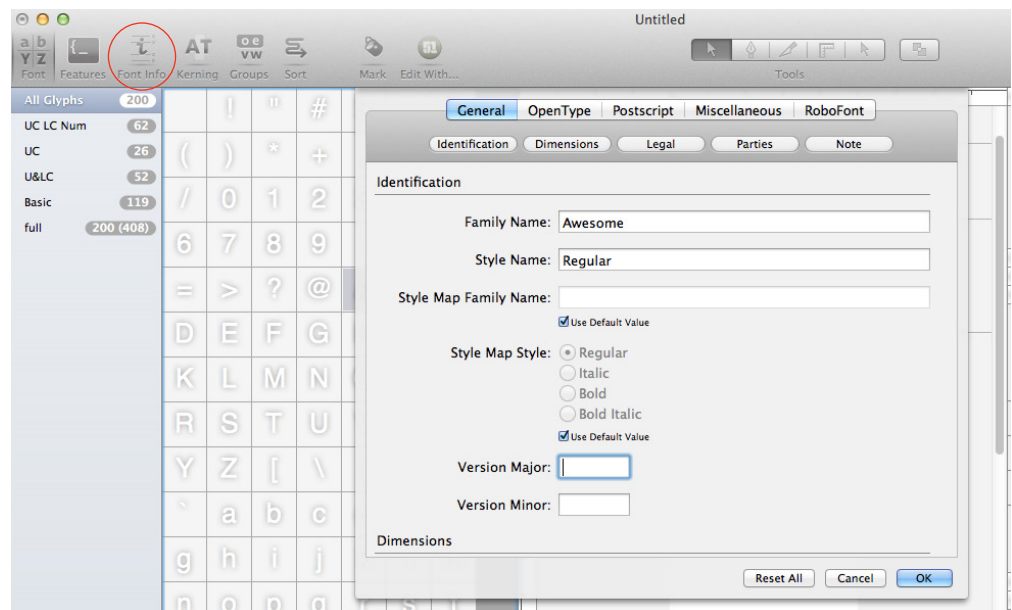
When getting started make sure to set up your font name a style. To get to this screen, click on the *Font Info* button.

Family Name

Name it whatever you want. Just stay away from numerals and punctuation. Spaces are OK, but try to keep it one word if you can.

Style Name

Again, you can name it whatever you'd like, but it's better to use names such as, Light, Regular, Bold, Heavy, Regular Italic, Regular Condensed, Regular Extended...



METRICS/DIMENSIONS

Located just below naming in the *Font Info* section.

Units Per Em (UPM)

Resolution of the font. The default of 1000 is a standard, but I like to up it to 2000.

Descender

Should be slightly less than distance from *x-height* to *Ascender*. Make sure this value plus *Ascender* is less than *UPM*.

x-Height

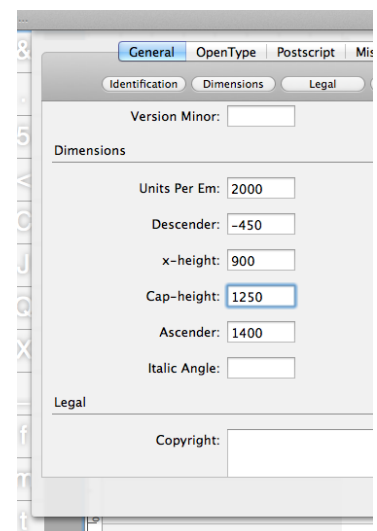
This is up to you.

Cap-height

Up to you, but should be slightly less than *Ascender*.

Ascender

Should be roughly 70% of your *UPM*. With the *UPM* at 2000, *Ascender* should be 1400.



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OTHER STUFF

Finish Contour

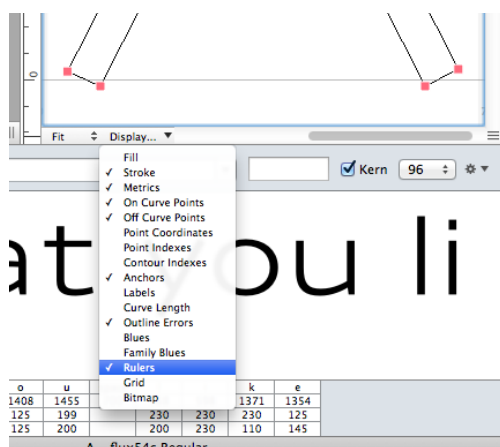
Drag open point on top of the point to be joined. A circle should appear if the point is in the correct position, then release.

Reverse Contour Direction

For counters, and knocked out shapes, reverse the contour direction. Select point, right click on it, *Reverse Contour*.

Rulers, and Other Glyph View Options

Pull down menu located in lower left of Glyph Window.



Guides

To create a guide. Click and drag from the ruler. Just like in InDesign. See above for rulers.

Background Image

Just drag an image into the glyph window. Place it in the background layer to stay organized.

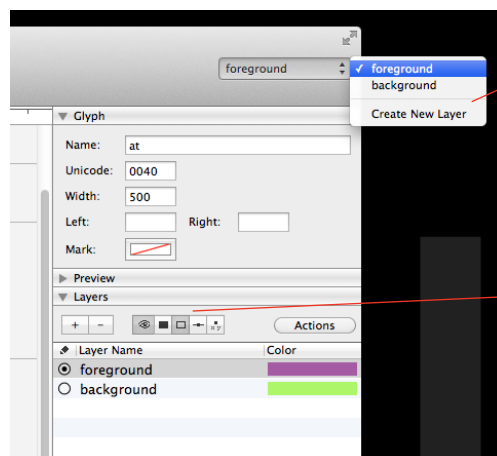
Components

These are copies of another glyph. When the base glyph is edited, so too are all components. Right click, then *Add Component*. If you'd like to customize a component on another glyph, right click and *Decompose*.

Layers

Access them in the pull down at top right, or in the *Inspector Window*.

It can be annoying to move things between layers, so I strongly suggest keeping all your outlines in the foreground. Just use layers for background images



Here

Or Here

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GETTING FANCY

All the links below can be found on the class tumblr.

Mechanic

This is a plugin manager for RoboFont. Lots of people are making custom scripts to aid type design production. Things like shape tools, metrics adjusting, and lots of other fun things. Mechanic will help you install, uninstall and update these plugins.

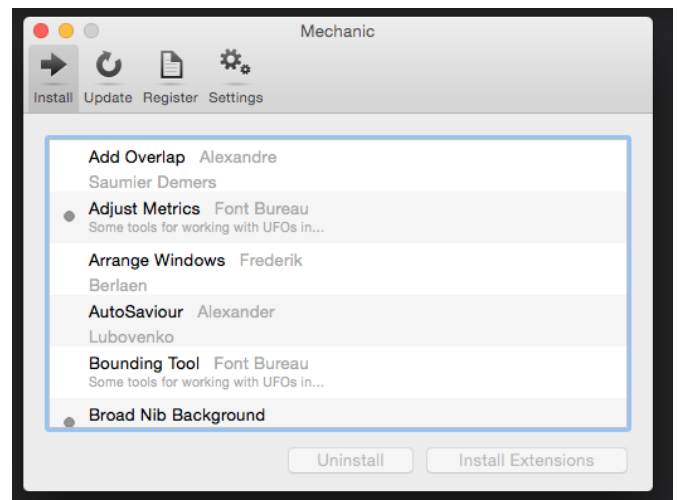
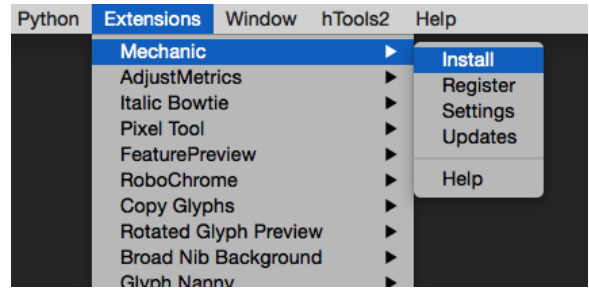
Download 'Mechanic' at:

<http://robofont.com/extensions/>

Unzip and double click to install.

To bring up the install menu:

Extensions > Mechanic > Install



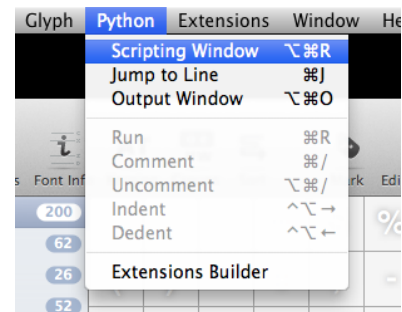
Ratiate

This script compares the width of glyphs compared to a key letter, *n* by default. So if the *i* glyph is 60% as wide as the *n*, the output would be 0.6.

<http://tktype.com/robofont/Ratiate.zip>

Download and unzip. In the menu select *Python > Scripting Window*.

Continued on next page



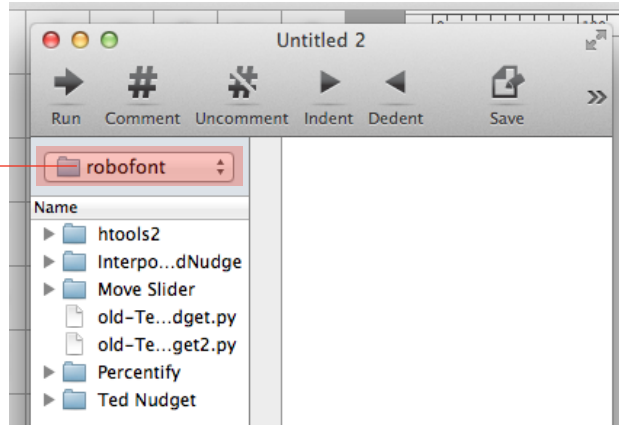
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GETTING FANCY

Ratiate (continued)

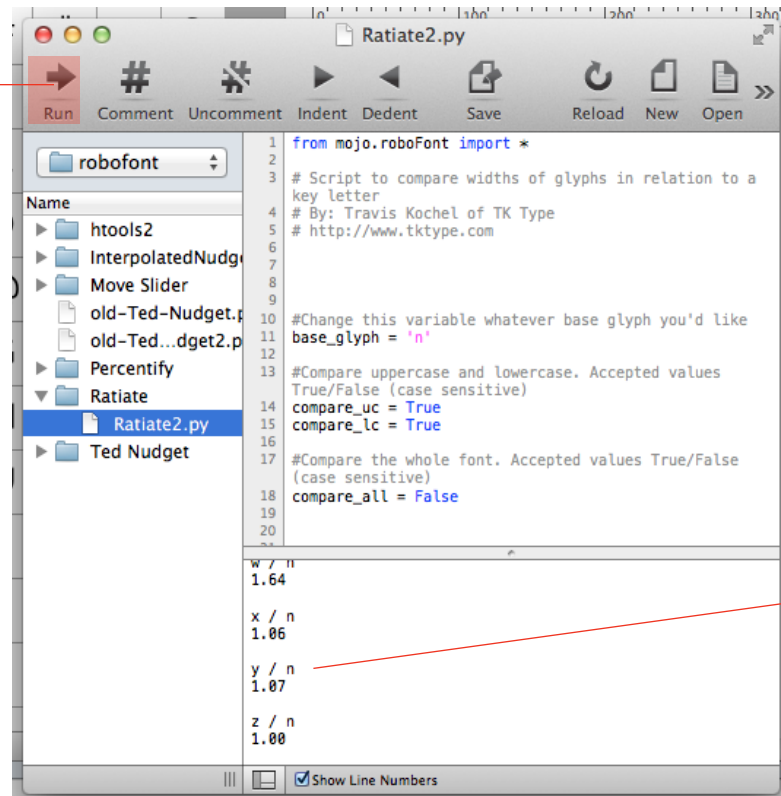
Find your folder

Find me!



Double click on the folder. Double click on *ratiate2.py*. Then click *Run*. It should spit out the info below.

Click me!



Results here

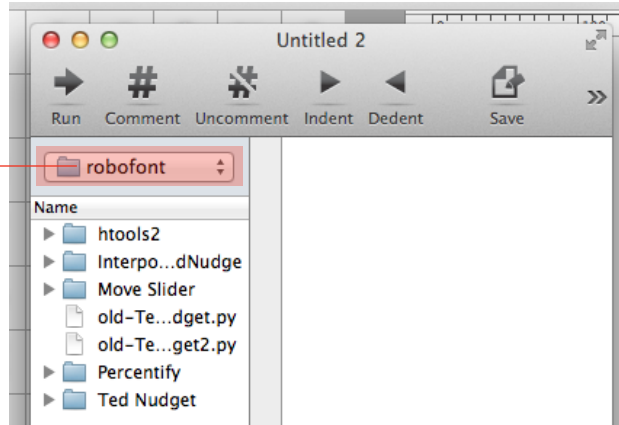
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GETTING FANCY

Ratiate (continued)

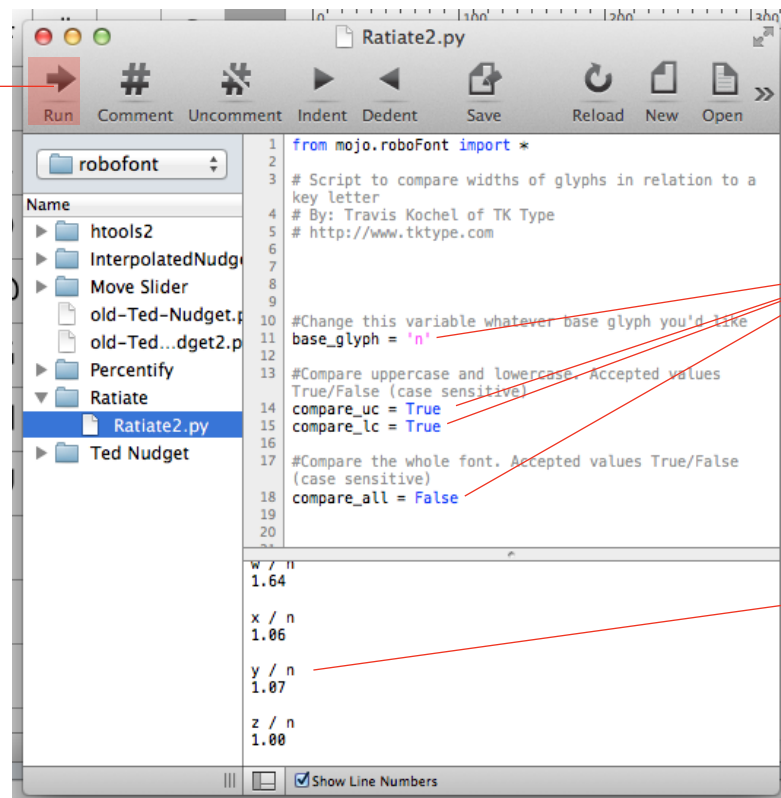
Find your folder

Find me!



Double click on the folder. Double click on *ratiate2.py*. Then click *Run*. It should spit out the info below. It will also save the results to a text file in the *Ratiate* folder. You can also customize the base glyph, and a few other options. See image below.

Click me!



Customize me!

Results here