

Bitstream® WebFont Player™ User's Guide



BITSTREAM®

Offices of Bitstream Inc.

Bitstream Inc.

215 First Street
Cambridge, MA 02142
USA

Sales

Tel: 1-800-522-3668 or
(617) 497-6222

Fax (617) 868-0784

Internet: www.bitstream.com

E-mail: sales@bitstream.com

Technical Support

E-mail: ttsupport@bitstream.com

Fax: (617) 354-7954

Mainstream Software Solutions

2 Court Mews, London Road
Charlton Kings, Cheltenham
Gloucestershire GL52 6HS
United Kingdom

Tel. 44 1242 227 377

Fax. 44 1242 251 319

Copyright ©2000 Bitstream Inc. All rights reserved.

Bitstream WebFont Player User's Guide.

Bitstream is a registered trademark and WebFont, WebFont Maker, WebFont Player, and WebFont Wizard are trademarks of Bitstream Inc.

PostScript is a registered trademark of Adobe Systems, Inc.. TrueType is a registered trademark of Apple Computer, Inc., registered in the U.S. and other countries. Microsoft, Internet Explorer, and Windows are registered trademarks of Microsoft Corporation in the United States and other countries. Netscape and Communicator are registered trademarks of Netscape Communications Corporation.

Table of Contents

Introducing the Bitstream WebFont Player for Microsoft Internet Explorer for Windows

What Are Dynamic Fonts?	3
Using Bitstream's WebFont Maker to Create Dynamic Fonts	4

What Is the Bitstream WebFont Player?

The JavaScript File	6
Changing the JavaScript File	6
Uploading the WebFont Player and JavaScript File to Your Web Server ...	7
Declaring a PFR MIME Type	8
Testing the WebFont Player on Your Server	10

Building Your Web Pages

How to Use LINK Tags	11
How to Support the WebFont Player	12
How to Use FONT Tags	13
How to Use Cascading Style Sheets	14
Uploading Files to Your Web Server	15

Introducing the Bitstream WebFont Player for Microsoft Internet Explorer for Windows

Congratulations on your download of the Bitstream® WebFont Player.™ When hosted on your server, the WebFont Player allows you to display dynamic fonts for users viewing your pages in Microsoft Internet Explorer® 4 (or higher) for Windows.®

Note that you do not need the WebFont Player for Netscape Communicator® 4 (or higher). The ability to display dynamic fonts is built into Netscape Communicator.

This guide gives you instructions for uploading the WebFont Player and an associated JavaScript file to your server. It also discusses code you need to add to your HTML documents in order to display dynamic fonts with the WebFont Player.

What Are Dynamic Fonts?

Dynamic fonts are one of the latest developments in HTML design. Instead of relying on the default fonts that users have in their browsers, web authors can now create pages using the fonts they have on their systems, with the assurance that those pages will display in a browser with their font formatting intact.

Typical Typeface, H2 Head

Dynamic font, Snow Cap

DYNAMIC FONT, BREMEN BOLD

Dynamic font, Amelia

Using Bitstream's WebFont Maker to Create Dynamic Fonts

You can create dynamic font files with Bitstream's WebFont Maker.™ WebFont Maker lets you create portable, dynamic fonts from any standard TrueType® and PostScript® Type 1 fonts you have installed on your system. Contact Bitstream for more information.

To contact us by phone

Call 1-800-522-3668 or 617-497-6222.

To contact us by fax

Our fax number is (617) 868-0784.

To contact us over the Web

You can find more information about WebFont Maker at <http://www.bitstream.com>.

What Is the Bitstream WebFont Player?

The WebFont Player for dynamic fonts is a plug-in that Bitstream developed for Internet Explorer 4 for Windows.

If you host the WebFont Player on your server, users viewing pages in Internet Explorer 4 for Windows can display the dynamic fonts referred to in your Web pages.

Here are the steps you need to follow to use our WebFont Player, all covered in more detail in this document.

Overview of steps

1. Change one line of the JavaScript file (**tdserver.js**).
2. Upload the WebFont Player (binary mode) and the JavaScript file (ASCII mode) to your Web server.
3. Add code between the <HEAD> and </HEAD> tags at the top of each of your HTML documents to run the WebFont Player.

The first time that users view a Web page in Internet Explorer 4 for Windows, they are prompted to download the Bitstream WebFont Player.

Usually, the WebFont Player ("TDServer Control") is saved in the **Windows\Downloaded Program Files** folder or **Winnt\Downloaded Program Files** folder on the user's hard drive.

Users only have to download the WebFont Player once.

The JavaScript File

To support the WebFont Player, use the JavaScript file (**tdserver.js**) that ships with this product. If Bitstream needs to update the WebFont Player, it's easier for you to make a change in one JavaScript file than to update every Web page that refers to it.

Here are the current contents of the JavaScript file (**tdserver.js**). The line wraps below are there simply because there is not enough space on the page to include the entire line.

```
if (navigator.appName == "Microsoft Internet Explorer" &&
    navigator.appVersion.indexOf("Windows", 0) != -1 &&
    navigator.appVersion.substring(0,1) >= 4)
{
    document.writeln("<object");
    document.writeln("classid=\"clsid:0246ECA8-996F-11D1-BE2F-
00A0C9037DFE\"");
    document.writeln("codebase=\"http://www.mysite.com/wfplayer/
    tdserver.cab#version=1,0,0,12\"");
    document.writeln("id=\"TDS\" width=0 height=0");
    document.writeln(">");
    document.writeln("</object>");
}
```

The line shown above in bold points to the version of the WebFont Player (**tdserver.cab**) to invoke. The text in gray (www.mysite.com/wfplayer) is information in the absolute path that you need to change, as documented in the next section.

We recommend that you store the WebFont Player (**tdserver.cab**) and JavaScript file (**tdserver.js**) in the same directory on your Web server (we recommend **/wfplayer**), as documented in the section “Uploading the WebFont Player and JavaScript File to Your Web Server.”

Changing the JavaScript File

You need to change the text of the JavaScript file (**tdserver.js**) shown below in gray (www.mysite.com/wfplayer).

```
...
document.writeln("codebase=\"http://www.mysite.com/wfplayer/
    tdserver.cab#version=1,0,0,12\"");
...
```

Substitute your domain name in place of “www.mysite.com.” You do not need to change the **wfplayer** directory reference if you plan to upload both the WebFont

Player (**tdserver.cab**) and JavaScript file (**tdserver.js**) to the **/wfplayer** directory directly under the root directory of your web server.

Subsequent changes would only affect the version number. For example, if there was a new point release, you would change the “12” to “13.”

```
...
document.writeln("codebase=\"http://www.mysite.com/wfplayer/
    tdserver.cab#version=1,0,0,13\"");
...
```

Contact Bitstream for more information about updates to the WebFont Player. Refer to the front of this guide for details.

Uploading the WebFont Player and JavaScript File to Your Web Server

Follow the instructions below to upload the **tdserver.cab** and **tdserver.js** files to your Web server.

To upload the files

1. Create a directory on your Web server to store the WebFont Player and JavaScript file, for example, **/wfplayer** (recommended).
2. Using binary transfer mode, upload the WebFont Player (**tdserver.cab**) to the directory on your Web server you created in step 1.
3. Using ASCII transfer mode, upload the JavaScript file (**tdserver.js**) to the directory on your Web server you created in step 1.

Remember, it's a good idea to upload both files to the same directory (for example, **/wfplayer**).

Declaring a PFR MIME Type

In order for users to download and view PFRs (dynamic font files) from their WebFont-enabled Web browsers, system administrators must set up their Web servers to support the PFR MIME type.

MIME type and file extension

The MIME type is

`application/font-tdpfr`

The file extension is

`pfr`

If Using the Windows NT 4 Server

If you are using the Windows NT 4 Server, you should use the IIS Server Management Console to set the MIME type in the File Types area of the server's Properties, as follows.

Setting the MIME type on Windows NT 4

1. Open your IIS Server Management Console.
2. Select your server computer in the right pane.
3. Select **Properties** in the left pane.
4. Click **File Types**.
5. For extension, enter **pfr**.
6. For MIME type, enter **application/font-tdpfr**.
7. Click **OK** until you can exit the IIS Server Management Console.
8. If necessary, re-boot your NT IIS server.

If Using the Windows NT 3.51 Server with an Old Version of IIS

If you are using the Windows NT 3.51 server with an old version of IIS, you need to set the gopher type to 5:REG_SZ:, as follows.

Setting the MIME type on Windows NT 3.51

1. Save a backup copy of the registry before making any changes to it. See your NT IIS documentation for help with saving a backup registry.
- Next, you will use regedit32 to set the MIME type on an NT 3.51 server.

Note: Microsoft provides additional help on setting MIME types at <http://support.microsoft.com/support/kb/articles/q142/5/58.asp>.

2. On Windows NT 3.51, IIS:

Open the registry using REGEDIT32.

3. Under the key HKEY_LOCAL_MACHINE/SYSTEM/ControlSet001/Services/Inetinfo/Parameters/MimeMap, add the following new key:

application/font-tdpfr,pfr,,5:REG_SZ:

Note: Create the MimeMap key if you do not have it.

Depending on the Web server, you or your system administrator may have to enter the extension in uppercase or lowercase (or both) and put a period before the extension.

4. Exit and save the registry.
5. Restart your NT server.

If Using a Unix Web Server, such as Apache

If using a Unix Web server, you must first find the command your server uses to add a MIME type. For example, on an Apache Web Server, the command is:

AddType

Then use command parameters to add the **application/font-tdpfr** type for the **.pfr** extension using one of the configuration files. For example, on the Apache Web Server:

1. Open the Apache configuration file **httpd.conf**.
2. Insert the following directive:

AddType application/font-tdpfr .pfr

The important information that you need to know is that the MIME type is **application/font-tdpfr** and the extension is **.pfr**. The specifics of how to add this information varies, depending on your Web server software. Many use the file **mime.types**. Check with your vendor for details.

If you would like to find out more about the **AddType** command, please check the documentation at <http://www.apache.org> or at one of Apache's mirror sites.

Testing the WebFont Player on Your Server

Here is a quick way for you to test dynamic fonts working in Internet Explorer 4 (or higher) for Windows on your Web site.

Testing WebFont Player

1. Make sure the WebFont Player is not currently installed. Go to the folder in which the WebFont Player is installed (usually, **C:\Winnt\Downloaded Program Files** or **C:\Windows\Downloaded Program Files**). Right click on the file **TDServer Control**. Then click **Remove**.
2. Open the following file in a text editor such as Notepad. The file is in the sample folder on the Bitstream media shipped to you.

sample.html

3. Change the following line in **sample.html** so that it points to the directory on your Web server in which the WebFont Player and JavaScript file are stored. For example:

```
<SCRIPT LANGUAGE="JavaScript"  
SRC="http://www.mysite.com/wfplayer/tdserver.js">
```

4. Save the **sample.html** file.
5. Upload the following two files to a directory on your Web server. Note that the **sample.pfr** file is also in the sample folder.

sample.html
sample.pfr

6. Open the **sample.html** file in Internet Explorer 4 (or higher) for Windows.

You should be prompted to download the Bitstream WebFont Player. After you download it, the page should display correctly with its dynamic fonts.

Building Your Web Pages

You need to edit your HTML documents so that you can support dynamic fonts. These are the things you need to do:

- Use a LINK tag to associate your HTML document with a dynamic font file (**.pfr** file) you created.
- Copy and paste HTML code for the WebFont Player into every HTML document on your site that uses dynamic fonts.
- Use FONT tags or a Cascading Style Sheet to specify your fonts.

How to Use LINK Tags

Before uploading your HTML and dynamic font files to your Web server, you need to add some information to your HTML document.

One thing you need to do is add one or more LINK tags near the top of your HTML document. A LINK tag tells the browser to associate, or “link,” another file with your document. In this case you want to associate your HTML document with the dynamic font file that you created.

For example, if you create a dynamic font file containing characters from the Snow Cap font, you must link the font file to the Web page that uses the Snow Cap font.

You can create dynamic font files with Bitstream’s WebFont Maker.

Here is an example of a LINK tag, which you place between the <HEAD> and </HEAD> tags at the top of your HTML document:

```
<LINK REL=FONTDEF SRC="http://www.mysite.com/pfrs/snowcap.pfr">
```

Here is an example of the LINK tag in an HTML document:

```
<HTML>
<HEAD>
<TITLE>Dynamic Fonts Example</TITLE>
<!-- start dynamic font description -->
<LINK REL=FONTDEF SRC="http://www.mysite.com/pfrs/snowcap.pfr">
<!-- end dynamic font description -->
<SCRIPT LANGUAGE="JavaScript"
SRC="http://www.mysite.com/wfplayer/tdserver.js">
```

```

</SCRIPT>
<link>
</HEAD>
. . .

```

If you plan to store your dynamic font files in the same directory as your HTML documents, you can also use relative path names.

```

<!-- start dynamic font description -->
<LINK REL=FONTDEF SRC="snowcap.pfr">
<LINK REL=FONTDEF SRC="/pfrs/amelia.pfr">
<!-- end dynamic font description -->

```

How to Support the WebFont Player

Besides entering LINK tags in your HTML document, you also need to add HTML code for the WebFont Player near the top of your document. Here is an example of HTML code for the WebFont Player. You put the code between the <HEAD> and </HEAD> tags at the top of an HTML document, immediately following the LINK tag(s):

```

<SCRIPT LANGUAGE="JavaScript"
    SRC="http://www.mysite.com/wfplayer/tdserver.js">
</SCRIPT>
<link>

```

Note that the path you enter points to the directory on your Web server (e.g. <http://www.mysite.com/wfplayer/tdserver.js>), where the WebFont Player (**tdserver.cab**) and JavaScript file (**tdserver.js**) are stored. Here is an example of this code in an HTML document:

```

<HTML>
<HEAD>
<TITLE>Dynamic Fonts Example</TITLE>
<LINK REL=FONTDEF SRC="http://www.mysite.com/pfrs/snowcap.pfr">
<!-- start WebFont Player -->
<SCRIPT LANGUAGE="JavaScript"
    SRC="http://www.mysite.com/wfplayer/tdserver.js">
</SCRIPT>
<link>
<!-- end WebFont Player -->
</HEAD>
. . .

```

No matter how many dynamic font files you make for an HTML document, you only need to put this code into your HTML document once. However, you do need to put it into every one of your HTML documents that use dynamic fonts.

If you use Bitstream's WebFont Wizard™ to create your dynamic font files, note that the WebFont Wizard creates a **ReadMe.html** file each time you make a dynamic font file (**.pfr**). The WebFont Wizard saves the **ReadMe.html** file in the same folder in which you save the **.pfr**. The **ReadMe.html** file includes the following HTML code for the WebFont Player:

```
<SCRIPT LANGUAGE="JavaScript"
    SRC="http://www.bitstream.com/wfplayer/tdserver.js">
</SCRIPT>
<link>
```

If you use Bitstream's WebFont Wizard to create your dynamic font files, note that you need to change the path to the directory on your Web server (e.g. <http://www.mysite.com/wfplayer/tdserver.js>) where the WebFont Player (**tdserver.cab**) and JavaScript file (**tdserver.js**) are stored, as documented previously.

How to Use FONT Tags

There is nothing new you need to learn about FONT tags or Cascading Style Sheets to make them work with dynamic font files. The instructions below are merely informational.

The FONT tag tells a browser to render text in the font you specify in your HTML document. You use FONT tags for the dynamic font files (the **.pfrs**) called out in the LINK tags.

Here is an example of a FONT tag that you might put in an HTML document. It includes the FACE attribute to specify the typeface.

Note that you not only have a "start" FONT tag (as in ``) but also an "end" FONT tag (as in ``).

```
<FONT FACE="SnowCap BT" SIZE="7" COLOR="#999999">
```

This text is in the SnowCap BT font.

```
</FONT>
```

How to Use Cascading Style Sheets

As mentioned above, there is nothing new you need to learn about FONT tags or Cascading Style Sheets to make them work with dynamic font files. In most cases, you use FONT tags if you don't have a lot of text to mark up or if you are only marking up one document.

On the other hand, use Cascading Style Sheets if you have a lot of text in your document, or if you want to make a style sheet that you can apply to multiple documents. These instructions show you how to create a simple, embedded Cascading Style Sheet (CSS). An embedded CSS is included in your HTML document, while an external one, either linked or imported, is a separate file that your HTML document points to.

First, you need to put STYLE tags at the top of your document to let the browser know how you want to format your HTML document:

```
<STYLE TYPE="text/css">
</STYLE>
```

You need to put the STYLE tags somewhere between the <HEAD> and </HEAD> tags, like so:

```
<HEAD>
<TITLE>Dynamic Fonts Example 2</TITLE>
<LINK REL=FONTDEF SRC="http://www.mysite.com/pfrs/lydian.pfr">
<SCRIPT LANGUAGE="JavaScript"
    SRC="http://www.mysite.com/wfplayer/tdserver.js">
</SCRIPT>
<link>
<!-- start style -->
<STYLE TYPE="text/css">
</STYLE>
<!-- end style -->
</HEAD>
. . .
```

You now have to enter the styles you want to apply to different parts of your document. For example, listed below is a style tag for P. The P tag is for all your body text that begins with a <P> tag and ends with a </P> tag. Instead of marking up every paragraph in your document with FONT tags, specify it once in your style sheet.

The P tag below specifies a font family, Lydian.

```
<STYLE TYPE="text/css">
    P {font-family: "Lydian BT"}
</STYLE>
```


Uploading Files to Your Web Server

Before uploading your HTML and dynamic font files to your Web server, make sure you have done the following:

- Created your HTML document.
- Created your dynamic font file(s) with Bitstream's WebFont Maker.
- Added LINK tags for each dynamic font file in your HTML document.
- Added HTML code for the WebFont Player in your HTML document.
- Used FONT tags or a Cascading Style Sheet to specify your fonts in your HTML document.

All that's left is for you to upload your files and view your HTML documents.

1. Upload your files (**.html** and **.pfr** files) to your Web server, using binary (not ASCII) transfer mode. Remember to put the files in the correct directories. Your dynamic font files (**.pfr** files) go in the directory you specified in your LINK tags.
2. View the file using Netscape Communicator 4.03 (or higher) for Windows, Macintosh, or Unix, and using Microsoft Internet Explorer 4 (or higher) for Windows.