

Customizing Fonts in MARPLOT

Did you ever get frustrated with the limitations of the symbol font in MARPLOT? There are a lot of great symbols there but if you live in a city or a thousand miles from the nearest ocean, you might find the MARPLOT fonts a bit restrictive.

Here's a trick that will let you use other font sets for your MARPLOT map layers.

MARPLOT map layers normally consist of three files with the following file extensions: *.sum, *.lyr and *.obj. For example, a map layer named SCHOOLS will consist of the following three files: SCHOOLS.OBJ, SCHOOLS.LYR and SCHOOLS.SUM. The layer would, by default, use the standard MARPLOT font. However, if you were to add a fourth file named SCHOOLS.FNT containing the name of a different font in your Windows font library, MARPLOT would display that font for the map layer instead of the MARPLOT font.

Here's an example: I created CAMEO record type for sports facilities in my Special Locations database. They are, after all, places where large numbers of people could be gathered. Next, I made a layer named CAMEO Sports in the C:\CAMEOfm\CAMEOMAP sub-directory. These are the steps I used:

Step 1 - Create the map layer

- Open the map
- Got to Layer List on the List pull-down menu
- Click on New
- Enter the name of the layer, e.g. Sports Facilities
- With the layer unlocked, plot the first record
 - Hint: This is critical because a map layer is not fully created until the first record is plotted.
- When the Object Settings dialog box appears, click on the Set map button
- Move the object to the CAMEO Map map (This is the map name used by CAMEOfm. CAMEO Windows uses a map named CAMEOMap, i.e., without the space.)
 - Note: Setting the first object this way will put the entire layer in CAMEO Map.
- Close MARPLOT

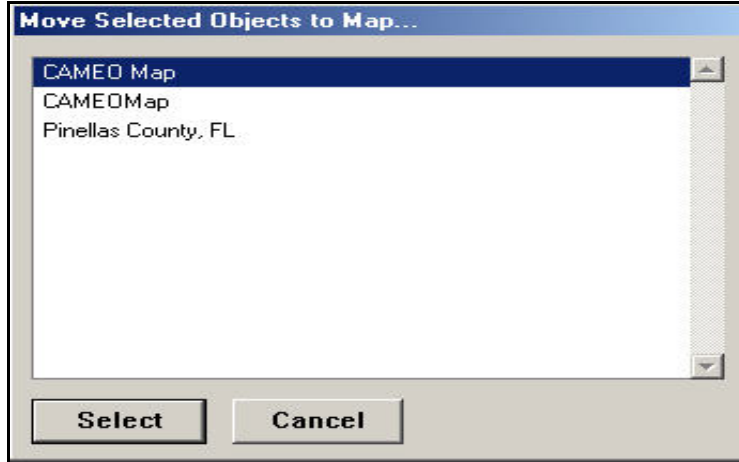


Figure 1, Use the Set map button on the Object Settings screen to move the object to the CAMEOMap map

Step 2 - Select a font

- Open your Windows font folder
 - Browse the fonts until you find one that meets your needs
 - Check the Properties of the font to get its file name
- Note: I selected the Wingdings font. Its file name was Wingdings.TTF. (True Type Fonts have the file extension TTF.)*

Step 3 - Create the font file

- Open a text editor or word processing application
 - Type the name of the font file without the file extension
- Note: Mine was Wingdings.*

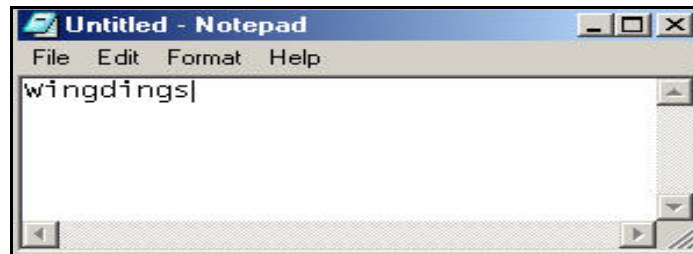


Figure 2, Create a file containing the name of your font

- Save the file in the C:\CAMEOfm\CAMEOMAP subdirectory.
- Note: The file name must contain the first eight characters of the layer name. Blank spaces are converted to underlining. The file extension is FNT. Thus, the file name for the Sports Facilitieslayer will be Sports_F.FNT.*

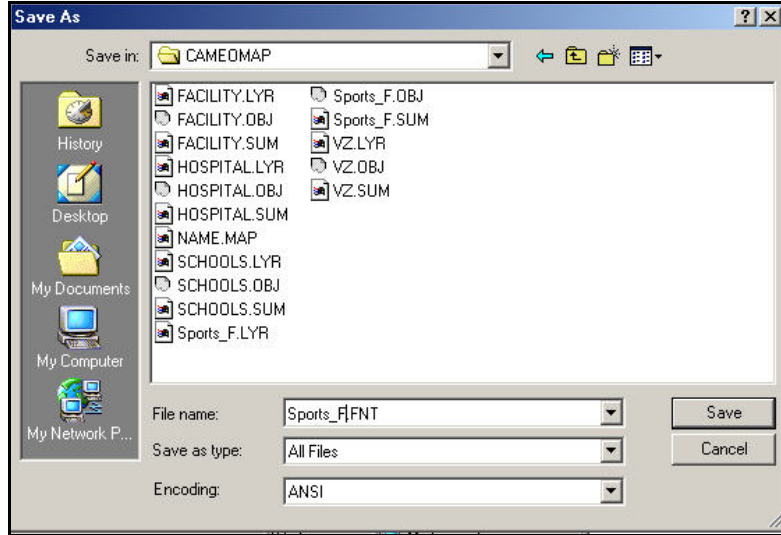


Figure 3, Save the font label file in the \CAMEOfm\CAMEOMAP folder

Step 4 – Restart

-Restart MARPLOT and select the object on your new font that you wish to use for this layer.

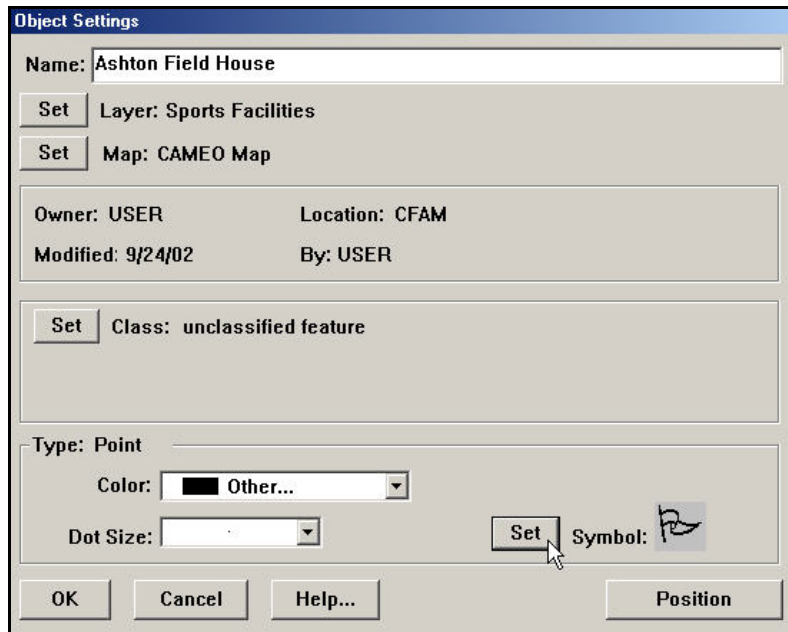


Figure 4, Select the symbol from your new font that you wish to use for this layer