

Linguist's Software **Information Required for UNIX Platform Custom Work**

Our Windows fonts can be converted for use with many implementations of UNIX. Keyboard Switcher, the Windows keyboard utility that makes input of the extended character set very easy in Windows, does not work in UNIX, though, so UNIX users must provide their own method for input of extended characters (such as ASCII or ANSI input, macros, keyboard mapping utilities, etc.). The standard character set can be mapped to any key on your keyboard as part of our development.

All conversions of our Windows products are custom services. Depending on circumstances, there may be development costs above the cost of the product. The information required by us to determine if we can build the font for you, and to determine the cost, follows. Please complete this form and fax or mail it to us.

Linguist's Software • P.O. Box 580 • Edmonds, WA • 98020-0580 • USA • Fax: 425-771-5911

1. Which language(s) and which font(s) do you need? _____
(Some of our packages have more than one font in them; do you want an entire package converted, or just one font from it converted for your use? Do you want only the plain style, or also the bold, italic and/or bolditalic styles, if available?)

2. What operating system are you working on? _____

3. What font resolution does your system use, 75dpi or 100dpi? The latter increases the cost of development. _____

4. Does your operating system incorporate Display PostScript(r), or do you require .BDF (bitmap distribution format) files for screen display? _____
(If your system requires .BDF files, your operating system will (should) come with a compiler or other utility to convert the .BDF file into a screen display font.)

5. If you require .BDF files, in which point size(s) do you require them? _____

6. If you require .BDF files, do you require the screen bitmaps to be "polished", that is, refined, to improve the screen display? _____ This greatly increases the cost of the product, but gives a more uniform and attractive screen display. (Printer output is from the PostScript file, so it is always high quality; screen display quality will vary with character shape and size. The smaller point size bitmaps are less uniform in appearance. We are unable to demonstrate this for you; it depends entirely on your (video) system.)

7. If you require .BDF files, we need you to fax or mail with this form a printout of the first page of another .BDF file from your system, so that we may see the variables your system requires in such files. .BDF files may be opened in any text editor.

8. Do you require a custom layout of the font(s), or is our ASCII layout of our font acceptable? _____
We will send ASCII charts to you of the fonts you wish to be converted to UNIX to help you determine what layout you require. (Any modification of the layout increases cost.) Note that some languages do have international standards. Other languages have no established standard. If you require a certain ASCII mapping of the characters, you will have to provide that mapping, or layout, for us.

9. What font encoding does your operating system require? _____
Many UNIX systems require ISO encoding (specifically ISO-8859-1 Latin 1 encoding). Most of our fonts are not ISO encoded, so conversion costs a little extra.

10. How will the font be used: on standalone computers (how many), on a network (how many workstations), incorporation into an application you are developing for sale, or resale to a customer of yours, etc.? Please describe:

(Including our font(s) in an application that you are developing will also require a license. If applicable, please download the .PDF version of <http://www.linguistsoftware.com/develop.htm>, complete it and attach it to this form when you send it to us.)

11. What are your time requirements? _____

Thank you for inquiring about language fonts from Linguist's Software. We look forward to hearing from you.

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Hours: Western US, 9am-5pm • Eastern, 12am-8pm • London, 5pm-1am • Sydney, 3-11am