

Version 10.0

Released 12th July 2016

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FontCreator 10.0 added support for SVG import/export, new Glyph Transform features, and improved tagging and font validation. Support was updated for Unicode version 9.0, released on June 21st 2016.

- SVG Import and copy to clipboard for pasting into vector applications
- Improved rendering in the Glyph Edit Window
- Vector based import of Initial Graphics Exchange Specification (IGES) files
- Prescale imported bitmaps before tracing to improve outlines
- Ellipse with "Perfect circle" at very large sizes
- The knife tool cursor was improved
- The mouse middle-button can now be used to pan in the Glyph Edit window
- The "extend corner" feature allows changes to be made to a contour segment without interfering with the other side of the corner
- Tag Shortcuts 1-5 now toggle on/off and work in the Glyph Edit window
- New glyph transform feature "Override Range by Glyph Name" to select glyphs for processing
- New glyph transform feature "Invert" to create white contours on a black rectangle
- New glyph transform feature "Optimize" to reduce the number of nodes
- Improved Font Validation to correct more errors
- Validation Errors are now listed in the Trouble-shooting section of the Glyph Overview panel
- Updated to support the latest Unicode 9.0 standard released on 21st June 2016

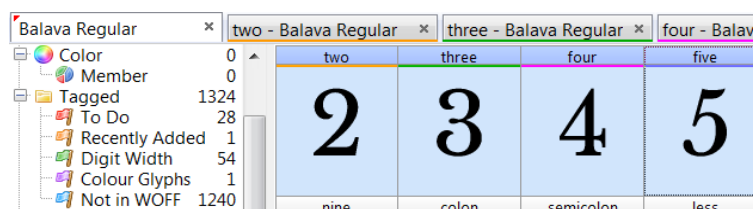
The new SVG and IGES import features make it easier to use a drawing program like Inkscape to edit glyphs. Import SVG or copy outlines from FontCreator and paste them into drawing programs for editing.

For generating contours from bitmaps a source image of at least 250 pixels is recommended. If the only available source image is small, the results can be improved by prescaling the bitmap to enlarge it by as much as 400%. If the scale setting is 100% or less, and a small bitmap is selected, a warning will appear, advising you to enlarge the bitmap.

The size of the generated contours can also be changed by modifying the multiplier on the Glyph tab of the dialogue. Enable the "Use as default" checkbox to reuse the settings for future imports.

When drawing an ellipse or circle with the ellipse tool a contour with 12 points is created (4 on-curve, and 8 off-curve points). If drawing a contour larger than the em square, 20 points will be used (4 on-curve, and 16 off-curve points) to give a nearly perfect result.

The tagging shortcuts (Ctrl 1-5) now act as toggles, and also function in the Glyph Edit Window. This makes it very easy to work through a font, fixing issues and tagging or clearing the tags of glyphs that have been processed. The Tabs on the Tab bar (as well as the glyph captions in the overview) now also have a coloured line to indicate which tag has been applied. The tags can be renamed.



The transform feature "Override Range by Glyph Name(s)" was added to "Override Range by Codepoint(s)" to allow the selection of unmapped glyphs prior to performing another transform operation. If combined with the new Inverse feature, for example, one can write a script to transform the figures to white on a black background.

The "Optimize" feature, which is also available on the context menu for selected contours in the Glyph Edit window, will reduce the number of points needed to create smooth contours.

