

## **User Guide**

Now you can choose fonts in your GDL Objects without having to search for and type in the font name.

Written by Darren Bell http://www.presentations.fsnet.co.uk © Copyright 2001 Version 1.0.1 To start, double click on the GDL Font List Manager application.

You will be presented with a window with 2 list columns.

The Left column contains the fonts loaded on the workstation running the GDL Font List Manager.

The Right column will be for the fonts you wish to select.



From the left column, select the fonts you would like access to when using your GDL Objects. then press the Transfer button. (On MacOS you can drag and drop as an option)



If you wish to remove fonts from the GDL Font list then you select the fonts you wish to remove from the Right column and press the remove button.



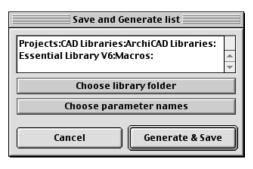
When you are happy with your selection press the Build GDL font list button.

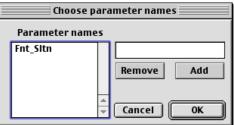
Build GDL font list

The next dialog you will be presented with allows you to choose which library folder you wish the resulting GDL to be saved.

Press the Choose library folder button. A file selector will appear allowing you to choose a folder. The folder you choose should be inside a library that you normally load into ArchiCAD.

The GDL Font List Manager has a default parameter name "Fnt\_Sltn" which is used in your GDL parameters, however if you wish to add another parameter name, you type the new name in the edit field and press Add.





GDL Font List Manager does not check the names of the Parameter, so it is important not to use GDL key words. Key words can be found in your GDL manual.

If you decide that you are not using a parameter name you can remove it by selecting it from the list and pressing Remove. You cannot remove the default parameter name.

Press OK to continue.

If you are happy with your settings, press the Generate & Save button. This creates a GDL script called "MASTER GDL FontSelection.GDL" inside the selected folder.

If you have a previously created a GDL font list and you have changed workstations, or lost the GDL Font List Manager preferences, you can reselect the list. From the "Edit" menu choose "Select Existing Data" A file selector will appear allowing you to choose a folder. Locate and choose the folder containing the file "MASTER\_GDL FontSelection.GDL". This now accesses the data allowing it to be modified.

## **Using the GDL Font list**

"MASTER GDL FontSelection.GDL"

In ArchiCAD open the library object that you wish the font list to be accessed. In the example below I have modified the "Text 3D 65.GSM" object found inside the ArchiCAD 6.5 library.

The default parameter for the text font in this object is 'C', Since C is used in many other GDL objects and has different purposes it is not ideal to have it included as a parameter for Font Selection.

In order for the 3D text to make use of the GDL Font List first you must change the name of the parameter to "Fnt Sltn".

Next, open the 3D script, Since 'C' is the parameter this script is looking for you must add a line to tell the script what the value of 'C' is.

At the beginning of the 3D script add "c = Fnt\_Sltn"

You may already have a unique parameter name in your GDL Object, if you add this parameter name in the GDL Font List Manager and rebuild the GDL Font List, after you reload your libraries in ArchiCAD your object will list the fonts selected.

## **How does GDL Font List Manager work?**

GDL Font List Manager is a stand alone application which reads the fonts loaded on the workstation which is running GDL Font List Manager. By listing these fonts GDL Font List Manager easily allows you to select the fonts you require. By pressing the Build GDL Font list button, GDL Font List Manager creates a Master GDL script which when loaded as part of an active library allows

its parameters to over ride any parameter sharing the same name.

If the font list doesn't immediately appear in your object which shares the same parameter name make sure you reload the ArchiCAD library containing the script

Do you want to create your own parametric 3D text object? Go to http://www.presentations.fsnet.co.uk for a free tutorial.