

FONTSET MACROS

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IMPORTANT NOTE: The shell script `refreshfont` should be installed somewhere, ideally in your `PATH`, and the macro named `SetFontset` must be edited (last line before the handlers begin) to provide a full path to it on your machine.

The macros in question are **AppleScript** macros to install in **TeXShop**'s Macro Menu, not **L^AT_EX** macros. The idea is to simplify switching between different sets of fonts you might have saved. For the purpose of this discussion a *FontSet* is a block of text in a **T_EX** document that looks like

```
%SetFontset
%Garamondx plus newtxmath
\usepackage[scaled]{garamondx}
\usepackage[sf,scaled=.92]{gillsans}
\usepackage[scaled=.81]{beramono}
\usepackage[garamondx]{newtxmath}
\usepackage[bb=boondox,frak=boondox]{mathalfa}
\renewcommand*{\rmdefault}{zgmj}
\usepackage[T1]{fontenc}
\usepackage{textcomp} % to get the right copyright, etc.
%SetFontset
```

In an actual **L^AT_EX** document, it must appear in the preamble, and should contain all font-loading commands required by the document. The commands are delimited above and below by

```
%SetFontset
```

and the block they delimit should begin with the (commented) title by which the *FontSet* is identified—in the example above, the title is

```
Garamondx plus newtxmath
```

and needs only to be unique and descriptive to you. I loaded this *FontSet* using the `SetFontset` macro, which presented me with a list of all titles from my `SetFontset.tex` document, stored in

```
~/Library/TeXShop/Templates
```

which you can edit directly to make changes. You are less like to make errors if you make your changes within the *FontSet* block in the current document, choosing the Macro Menu item `SaveFontSet` which does the following:

- if the title exists already, the *FontSet* replaces the version saved in `SetFontset.tex`;
- if the title does not exist in `SetFontset.tex`, the new title is appended to the file.

Two further operations are available:

DELETE: to delete a saved *FontSet*, add the word DELETE after your first %SetFonts, then select SaveFontSet;

DEFAULT: to declare the current *FontSet* to be the default choice when you select GetFontSet.

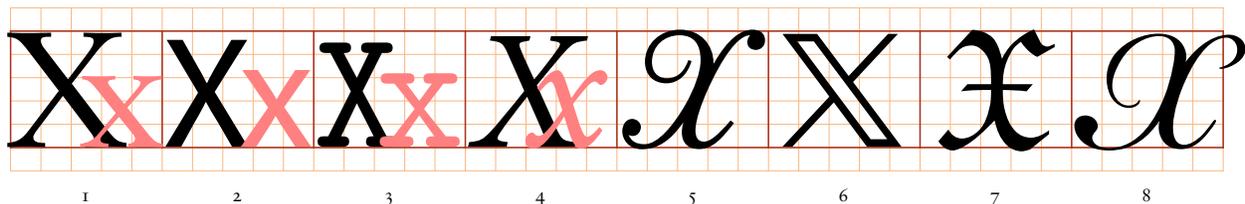
For example,

```
%SetFonts DELETE
% Garamondx plus newtxmath
...
%SetFonts
```

followed by SaveFontSet will remove the title Garamondx plus newtxmath from SetFonts.tex without removing the *FontSet* from the current document.

If there is no file ~/Library/TeXShop/Templates/FontSets.tex when either of the macros is run, a minimal such file is created. Note that the individual fontsets in the file are separated by a single %SetFonts line.

The macro TestFontSet may help you to fine-tune the settings in your *FontSet*, providing an enlarged display of the glyphs X and, in the case of text fonts, the x as well. Before you run this macro, copy the file bg8.pdf to a location searched by L^AT_EX, eg, ~/Library/texmf/tex/latex. The font heights are displayed as well as the names of the files from which the glyphs are drawn. This macro may take up to 30 seconds to complete as it requires many separate runs of pdflatex and ghostscript to gather the necessary information. Here is a scaled down example of the output it provides:



Key	Height	Type	Command	Glyph source file
1	668/414	Roman	X/x	Savoy-Roman.pfb
2	626/450	Sans Serif	\textsf{X/x}	MyriadPro-Regular.pfb
3	610/430	Typewriter	\texttt{X/x}	lmtt10.pfb
4	648/448	Math Italic	X/x	MinionPro-It.pfb
5	686	Math Calligraphic	\mathcal{X}	zxxrw8a.pfb
6	661	Math Blackboard Bold	\mathbb{X}	zxxr18a.pfb
7	688	Math Fraktur	\mathfrak{X}	eufm10.pfb
8	663	Math Script	\mathscr{X}	BickhamScriptPro-Regular.pfb

Font commands:

```
% Sabon+MinionMath
\renewcommand{\ttdefault}{lmtt}
\usepackage[scaled=.93,sf]{myriad}
\usepackage[onlymath,minionint,mathlf]{MinionPro}% to use mmsymbol with minionpro italic
\usepackage{savoy}
\usepackage[LY1]{fontenc}
\usepackage{textcomp}
\usepackage[cal=boondox,bb=boondox,scr=bickham]{mathalfa}
```

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