

How to use Fntstrip.exe to generate bitmaps for portrait-mode LCDs

- Start Fntcvtr.exe by double-clicking on its icon in the Dynamic C directory.
- Select File|Open.
- In the Open dialog, select the type of file (Font Files or Bitmap Files).
- Note that the program only reads fixed-pitch bitmap fonts (i.e., no truetype fonts or variable pitch fonts).
- Navigate to the correct directory and select the file.
- Click OK in the Open dialog.
- The program will prompt you for the output file.
- Navigate to the correct directory and specify a file (note that an existing file will be written over).
- The program will convert the font/bitmap file into a stream of bytes in the output file, usable by Dynamic C for portrait mode LCDs.
- Close the program (the caption bar says it is inactive).

The output file contains descriptions in comments about the original font/bitmap file as well as a stream of bytes representing the font/bitmap, suitable for portrait mode LCDs. Note that the generated text does not include the beginning of a initialized string or the beginning of an xdata object (possible only if you have Dynamic C 32 or a previous Deluxe version).

If you wish to place the font/bitmap in root:

This works for all Dynamic C users, but will take up precious root memory space. In your program or library, insert the following:

```
char fontbitmapName[ ] = {
```

Then copy and paste the entire content of the output file to the next line. Note that *fontbitmapName* should be substituted with the variable name you plan to use in your own program.

Use **glFontInit** to initialize the font information structure for a font. Use **glPutBitmap** to display a bitmap on the LCD.

If you wish to place the font/bitmap in xmem:

This works only for Dynamic C 32 or Deluxe users. In your program or library, insert the following:

```
xdata fontbitmapName {
```

Then copy and paste the entire content of the output file to the next line. Note that *fontbitmapName* should be substituted with the variable name you plan to use in your own program.

Use **glXFontInit** to initialize the font information structure for a font. Use **glXPutBitmap** to display a bitmap on the LCD.