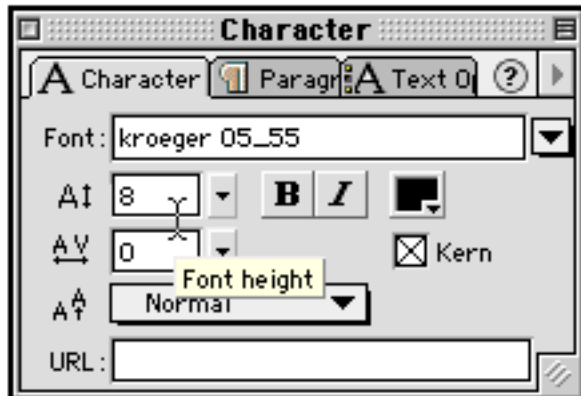


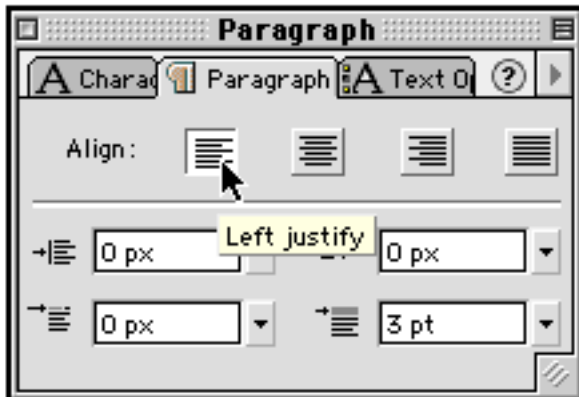
Minimal fonts are vector-based pixel font emulations that are specifically designed to remain aliased in Macromedia Flash. Aliased fonts improve legibility by having increased contrast, especially at small sizes. These fonts need to be used according to these specific guidelines for optimal results.

Minimal fonts are free to use for commercial or personal use. They are not to be modified or redistributed in any manner. These fonts remain the sole intellectual property of Craig Kroeger, unless otherwise indicated.

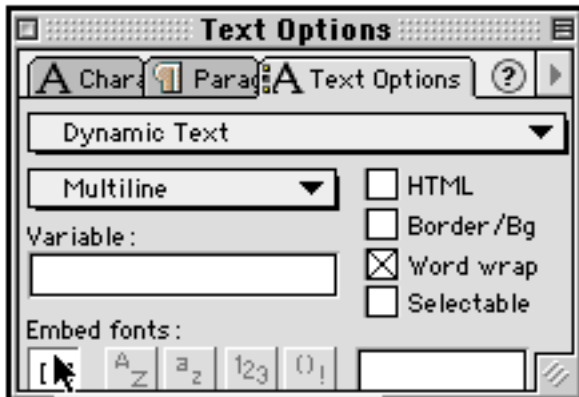
1. This font must be used at the intended point size for optimal results. Set the Font height to 8 point, or any multiple of 8. (16, 32, etc.)



2. Use Left justify Paragraph alignment.
Although you can use the other settings,
Left justify is recommended for registration.



3. Embed the font when using it as dynamic or input text. (Static text includes it automatically.)



Include entire font outline

4. The font must be placed on a whole pixel.
Use the Info panel in Flash to determine its _x and _y position and set the point of registration to the upper left corner.

THIS IS ALIASED SAMPLE TEXT.



X: 26.0

Y: 40.0

Whole numbers,
Nice, crisp text.

THIS IS ANTI-ALIASED SAMPLE TEXT.



X: 25.5

Y: 94.2

Not so nice.

5. Flash centers the point of registration when you convert an object to a Symbol, such as a MovieClip. Go into the Symbol and make the registration point the upper-left corner. Zero the `_x` any `_y` coordinates to reposition the clip for consistent stage placement.

THIS IS ALIASED ~~SAMPLE~~ TEXT.

THIS IS ALIASED SAMPLE TEXT.



	X:	<input type="text" value="0.0"/>
	Y:	<input type="text" value="0.0"/>

6. Preview the movie in the Flash Player.
Click directly on the .swf to open the file
in the Flash Player.



The scale of the movie MUST be keep intact
for the fonts to appear properly. Any scaling
will introduce unwanted anti-aliasing. This is
important to keep in mind when placing
movies inside HTML documents. Match the
movie dimensions of the source .fla exactly.

Below is the explanation behind my numbering system (based loosely on Frutiger's Univers number system):

The first two numbers correspond to the font height in pixels. A font such as standard 07 would be seven pixels high. Copy 08 would be eight pixels high. This is useful in determining the actual size between fonts. Regardless of this number, this font must be set at 8 points, or any multiple of 8. (16, 24, 36, etc.)

The third digit corresponds to the typeface overall weight as follows:

5 - Regular

6 - Bold

The fourth digit corresponds to the typeface style as follows:

3 - Expanded

4 - Expanded, More Letterspacing

5 - Regular

6 - Regular, More Letterspacing

7 - Condensed

8 - Condensed, More Letterspacing

Direct comments or suggestions to:

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