



# Fonts in Mac OS X

## *Using fonts with Adobe applications in Mac OS X*

Mac OS X treats fonts differently than earlier Macintosh operating systems. It supports a broader variety of font formats natively, which offers you greater flexibility and may let you output your customers' files more reliably. But as with any operating system, it's important to understand how fonts are organized, how applications read those fonts, and where the pitfalls lie. Working with fonts can be challenging if you're running both native Mac OS X applications and Classic applications—or if you're working in a cross-platform shop. Additionally, font managers work a little differently in Mac OS X than they did in earlier operating systems.

### FONT FORMATS

Mac OS X rasterizes several font formats without requiring a separate utility such as Adobe Type Manager® (ATM). When fonts are placed in one of the system's standard font locations, Mac OS X handles the following formats natively: OpenType, Macintosh PostScript Type 1, Multiple Master, TrueType (Macintosh or Windows), and TrueType dFont. You can use these fonts in any native Mac OS X application.

#### OpenType (\*.otf or \*.ttf)

Mac OS X natively supports OpenType fonts, which offer three main advantages: all font information is stored in a single file; the same font works equally well on Macintosh and Windows platforms; and one OpenType font can contain many more characters than other fonts, including specialized glyphs.

Mac OS X applications display OpenType fonts in their menus. All of the characters and typographic features in an OpenType font are available in applications that understand

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In this issue, we discuss the font formats and font locations supported in Mac OS X, as well as the font managers available. We show you how to remove conflicting system fonts when necessary, and offer troubleshooting tips for the issues you are most likely to encounter working with fonts and Adobe applications in Mac OS X. For more information about working with Mac OS X and Adobe applications, read "Using and Managing Fonts in Mac OS X," available from Apple's Web site at <http://www.apple.com/creative/fonts>, and "A Service Provider's Guide to Mac OS X," which will be available soon on Adobe's Web site at <http://partners.adobe.com/asn/service/indesign/main.html>.

Unicode, such as Adobe InDesign® 2.0.2 and Adobe Photoshop® 7.0.1. However, in applications that don't understand Unicode, such as Adobe Illustrator® 10.0.3, only the standard character set is available.

Mac OS X supports OpenType fonts natively only in native Mac OS X applications. To use OpenType fonts in Classic applications, you must install Adobe Type Manager (ATM) Light or Deluxe 4.6 or later in the Classic environment. ATM Light is available as a free download from Adobe's Web site at <http://www.adobe.com/products/atmlight/main.html>.

In Mac OS X 10.2.5 and earlier, large OpenType fonts might cause a print job to fail; Mac OS X 10.2.6 resolves this issue. In general, however, OpenType fonts present no special challenges for printing or for creating Adobe PDF files. Once OpenType fonts are part of the PostScript print stream or are in a PDF file, they appear no different to PostScript RIPS than Type 1 or TrueType fonts. The exception is in PDF files exported from InDesign, which encodes the fonts as Type 1 CID fonts (see "Support for OpenType in InDesign" below). Acrobat Distiller® may also encode fonts as CID fonts. Some RIPS aren't able to process CID fonts correctly.

#### Adobe OpenType fonts

OpenType fonts from Adobe have either "Std" (for Standard) or "Pro" in the font menu names and the PostScript FontName, to prevent conflicts with legacy Type 1 fonts and Mac OS X system dFonts. (System dFonts frequently do conflict with legacy Type 1 fonts, however.) The actual glyphs vary from font to font, but those with "Std" in their name have character sets similar to their Type 1 counterparts, plus some additional symbol and currency characters. Standard OpenType fonts may also include glyphs that were formerly in separate "expert set" fonts. Fonts with "Pro" in their names include Central European language support, and may have Greek or Cyrillic support. Pro fonts generally include additional typographic features, such as ligatures or true small caps, too. To see which glyphs are included in any font in the Adobe Type Library, refer to the font browser at <http://www.adobe.com/type>.

Adobe recently finished converting its entire font library to OpenType format, and is planning to release a new version of Adobe Font Folio™ that contains OpenType versions of the full Adobe Type Library. Adobe expects to offer an upgrade path for current registered Font Folio users.

#### Support for OpenType in InDesign

InDesign 2.0.2 includes extensive support for OpenType fonts. You can access OpenType font features in the Glyphs palette and using commands from the Character palette menu, and you can include OpenType features in character and paragraph styles. Five OpenType font families are included in the Goodies folder on the InDesign installation CD. For information on using OpenType fonts in InDesign 2.0.2, see the OpenType User Guide, included in the Goodies folder on the InDesign CD—or download it from <http://www.adobe.com/type/browser/pdfs/OTGuide.pdf>.

When you export an Adobe PDF document from InDesign, OpenType fonts are encoded as Type 1 CID fonts (CID stands for Character Identifier, a number used to identify characters in many Asian fonts). Similarly, InDesign includes TrueType fonts as CID-encoded TrueType fonts and PostScript Type 1 fonts as CID-encoded Type 1 fonts when exporting to PDF. Many older RIPS developed by vendors other than Adobe that claim compatibility with PostScript Level 2 (and sometimes even PostScript 3™) may have problems processing CID-encoded fonts correctly. However, many of the RIP vendors have since made patches or updates available. If you directly export InDesign documents to PDF in your workflow, make sure your RIP can correctly process CID-encoded fonts.

#### Support for OpenType in Photoshop

Photoshop 7.0.1 provides more limited support for OpenType fonts than InDesign. It doesn't include a Glyphs palette, but you can use its Character palette to apply features like small caps or old style numbers which are in an OpenType font.

#### TrueType dFonts (\*.dfont)

The system fonts that come with Mac OS X are TrueType fonts, installed in several locations (see page 3). Some of these fonts, which are stored in special packaging that will work on a Unix File System (UFS), are called dFonts (data fork fonts). Unlike the TrueType fonts in earlier Mac OS versions, dFonts contain all of the font information; there is

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no additional resource fork. While these are high quality fonts, they are not recommended for workflows where users might want to open the document on a Mac OS system earlier than Mac OS X, as neither ATM nor Mac OS 9 and earlier recognize TrueType dFonts. If a customer provides you with a file created in Mac OS X using dFonts, output the file from a Mac OS X system where the fonts are installed and activated. PostScript Type 1 fonts may have different font metrics, so if you try to substitute them for the dFonts, text may reflow.

Mac OS X comes with the following dFonts installed in the `/System/Library/Fonts` folder: Apple LiGothic Medium, AppleGothic, Courier, Geneva, Hei, Helvetica, Keyboard, LastResort, LucidaGrande, Monaco, Osaka, OsakaMono, Symbol, Times, and ZapfDingbats. Additionally, these fonts are installed in the `/Library/Fonts` folder: #Gungseouche, #HeadlineA, #Pcmyoungjo, #Pilgiche, AmericanTypewriter, Apple LiSung Light, AppleMyungjo, Baskerville, Beijing, BiauKai, BigCaslon, CharcoalCY, Cochin, Copperplate, Didot, Fang Song, Futura, GenevaCY, GillSans, HelveticaCY, HelveticaNeue, Herculanum, Kai, MarkerFelt, MonacoCY, Optima, Papyrus, Seoul, Song, Taipei, TimesCY, Zapfino.

The names of several system dFonts (such as Helvetica, GillSans, and ZapfDingbats) conflict with existing PostScript or TrueType fonts so you may want to remove those dFonts. However, the fonts that are stored in the `System/Library/Fonts` folder, which is a locked system location, require special treatment. (See “Removing conflicting dFont system fonts” on page 4.)

#### Other font formats

In general, PostScript Type 1 (Macintosh), Multiple Master, and TrueType fonts work as they did in earlier versions of Mac OS. However, there are a few ways they behave differently:

- Type 1 fonts may conflict with system TrueType dFonts that have the same name.
- You can use Multiple Master fonts and the instances you have already created, but you can’t create new instances in Mac OS X.
- Mac OS X supports both Windows and Macintosh TrueType fonts. To use Windows TrueType fonts, place them in one of the standard font locations, or activate them in Suitcase or Font Reserve.

#### FONT LOCATIONS IN MAC OS X

Mac OS X is designed to be a multi-user operating system, so fonts are organized in a way that provides a font folder for each user (`/Users/<username>/Library/Fonts`), a folder for shared resources (`/Library/Fonts`), a folder for fonts used by the operating system (`/System/Library/Fonts`), and if you’re running a Mac OS X Server, a folder for shared network fonts (`/Network/Library/Fonts`). Additionally, fonts in the Classic System Folder (`/System Folder/Fonts`) are read by the operating system whether Classic is running or not,

#### Font Locations in Mac OS X

Application’s Fonts folder	Adobe applications have separate font folders, inside the application folder or in the Application Support folder.
<code>/Users/&lt;username&gt;/Library/Fonts</code>	Place your fonts here if you’re on a single-user system, you’re not using a font manager, and you don’t need the fonts in Classic applications.
<code>/Library/Fonts</code>	Only a user with an administrator login can add or delete fonts from this folder. If you’re in a multiuser environment, and you’re not using a font manager, place your fonts here to be a shared resource for all users.
<code>/Network/Library/Fonts</code>	This folder is a network location on a Mac OS X server running NetInfo, where a “universal” set of fonts could be located. This location won’t appear if you’re not running a Mac OS X server.
<code>/System/Library/Fonts</code>	All fonts used by the Mac OS X system are placed here, including many dFonts. Don’t put any of your fonts here.

provided the Classic environment has been run once or the Classic System Folder has been selected at least once in the Startup Disk pane of System Preferences.

Classic applications, such as QuarkXPress, can only use fonts in the Fonts folder inside the Classic System Folder. Mac OS X applications can use fonts in all the locations listed above.

In most cases, when a Mac OS X application asks the operating system to find a font, the system looks in the locations in the order listed in the chart on this page, and the first match it finds is the one it uses. However, Adobe applications use their own core font technology to build font menus, and they don’t follow this order. In fact, if more than one font with the same name is installed on your system, different versions of the font may be listed in the menus of InDesign, Illustrator, and Photoshop.

#### Font locations for Adobe applications

Adobe applications look for fonts in their own font folders, in addition to the standard Mac OS X font locations. InDesign 2.0.2 has its

own Fonts folder in the InDesign application folder. InDesign always reads fonts placed there.

Illustrator 10.0.3, Photoshop 7.0.1, InDesign 2.0.2, and Adobe Acrobat 5.0.5 also read fonts located in the /Library/Application/Support/Adobe/fonts folder.

Sometimes you can use these folders as a way of working around problems. For example, at the time of this article, Mac OS X may not recognize all installed instances of a multiple master font that is placed in one of the standard OS-level font folders. If you place the instances in the /Library/Application/Support/Adobe/ fonts folder, you can be sure they will be available to Adobe applications.

### FONT MANAGERS IN MAC OS X

Most print service providers rely on a font manager to let you activate only those fonts you need for a particular job, eliminating the possibility of font conflicts, and shortening font menus. The way you use font managers has changed for Mac OS X. For example, the Mac OS X system handles font rasterization itself, rendering that function of ATM unnecessary. Therefore, Adobe isn't developing ATM Deluxe for Mac OS X. If you've been using ATM Deluxe, you'll need to switch to a font manager that supports Mac OS X.

Currently, only two font managers support Mac OS X: Extensis Suitcase and DiamondSoft Font Reserve. However, two new font management applications for Mac OS X were announced in January 2003: a Mac OS X update of Alsoft MasterJuggler (<http://www.alsoft.com>), and FontAgent Pro from Insider Software (<http://www.insidersoftware.com/products/fontagentpro>).

Both Extensis Suitcase 10.1.3 (<http://www.extensis.com/suitcase>) and DiamondSoft Font Reserve 3.1.1 (<http://www.fontreserve.com>) have been rewritten for Mac OS X. They each manage fonts in both Mac OS X and Classic applications (except OpenType fonts, which are supported in Mac OS X only). Additionally, they both have plug-ins that allow font autoactivation in InDesign 2.0.2, and Illustrator 8, 9, and 10.0.3. (With autoactivation, the font manager automatically activates a font used by a document when that document is opened, if that font is not already active.) Both applications also have font server products that are compatible with Mac OS X.

Extensis Suitcase comes with a copy of Font Doctor, a font diagnosis and repair utility, and a utility to convert ATM Deluxe font sets into Suitcase sets. Suitcase uses separate databases for Mac OS and Classic, so you have to manage fonts separately for each environment. One limitation of Suitcase is that it doesn't give you the ability to move or disable conflicting system dFonts. If you want to do that, you'll have to use the manual method we describe here. (See "Removing conflicting dFont system fonts" on this page.)

DiamondSoft Font Reserve has a Classic Activator which works differently than Suitcase's database. It is an invisible Classic application that launches whenever Classic launches. It automatically enables in Classic any fonts that were enabled by Font Reserve in Mac OS X (except for OpenType fonts and other fonts which aren't supported by the Classic environment). FontReserve also allows you to move the dFonts not actually used by the system to the Font Reserve Vault so you can turn them on and off.

### REMOVING CONFLICTING DFONT SYSTEM FONTS

Because Mac OS X system dFonts may conflict with Type 1 fonts your customers use, you may need to move some dFonts that are preinstalled in Mac OS X folders. If you don't move them, you can't use your font manager to activate and deactivate them.

Font Reserve includes a System Font Handler that removes system fonts automatically, but you can also remove the fonts manually.

**Note:** Some applications and preference panels in Mac OS X require that Helvetica or Helvetica Neue be active. If you remove system fonts, be sure to activate these fonts in your font manager or place them in your user folder. It doesn't matter which version you activate: Type 1, TrueType, or OpenType.

#### Using the Font Reserve System Font Handler

The first time you launch the Font Reserve browser, you'll receive a warning that the system fonts need to be checked. Choose File > System Font Handler, and then click Check All on each of the fonts panels to select all the nonessential fonts. Font Reserve doesn't permit you to select system fonts that the system requires to run. The Font Handler moves the fonts to the Font Reserve Vault and adds them to its database. You can then use Font Reserve to activate and deactivate these fonts. For more information about the Font Reserve System Font Handler, refer to the Font Reserve Quick Start Guide for Mac OS X.

#### Removing the fonts manually

If you're not using Font Reserve, you can remove the system fonts manually:

1. First, quit any Classic applications and move Courier, Helvetica, Times, Symbol, and ZapfDingbats from the System Folder/Fonts folder to a new folder (such as one named "Fonts Removed"). Do not remove Charcoal, Geneva, and Monaco, which are required by many Classic applications.
2. Move all the fonts from the /Library/Fonts folder into a new folder (such as one named "Fonts\_Unused").
3. Move all the fonts from the /Users/<username>/Library/Fonts folder into the new "Fonts\_Unused" folder as well.

- If you're using Type 1 versions of Courier, Helvetica, Symbol, Times, and Zapf Dingbats, move the dFont versions of these fonts from the /System/Library/Fonts folder to a "Fonts\_Removed" folder. These system fonts are locked; therefore, to move those fonts, you must change the permissions for the /System/Library/Fonts: Select the folder and choose File > Get Info. In the Ownership and Permissions section, click the lock icon to unlock the files. Enter your Administrator password in the Authentication dialog box. Choose your name followed by "(Me)" from the Owner pop-up menu.

**Note:** Serious problems might result if you remove fonts other than the ones named. Some of the fonts are required for system use, and this could conceivably damage your system to the point where you would have to reinstall Mac OS X. Apple is constantly updating Mac OS X and its bundled applications, so it's good practice to test with your current system to see if any fonts are still required.

### TROUBLESHOOTING FONT ISSUES

Font issues in Mac OS X can be more complex and harder to diagnose than in Mac OS 9 and earlier Macintosh operating systems because fonts may be located in a variety of folders. Following are some common symptoms and possible solutions for font issues you may encounter.

#### Font styles missing in InDesign menu

InDesign generates its own font menus. If it encounters font name conflicts, InDesign 2.0.2 uses the following rules to handle them. (The rules differ for earlier versions of InDesign.)

- If the font family name is "Courier" or "Helvetica," InDesign shows the font that includes more styles. Usually, this is the PostScript Type 1 font.
- If one of the fonts is bitmap, InDesign uses the non-bitmap font.
- If neither of the first two rules apply, InDesign uses the font with the most glyphs (this may be a dFont, instead of a PostScript font).
- If the fonts contain the same number of glyphs, the font will be chosen in this order: (1) PostScript Type 1, (2) TrueType, (3) CID, (4) AdobeTypeComposerFont, (5) Bitmap.

If a style doesn't appear in the menus, it may be because both a dFont and a PostScript Type 1 or TrueType font share the same name. Remove the conflicting dFont to resolve the problem.

#### Duplicate font names in Illustrator or Photoshop

If two fonts have the same name, Illustrator and Photoshop list them both. To resolve this problem, remove the duplicate font—usually either a dFont font from the system's Fonts folder or a font installed in the Classic Fonts folder. However, if you're running Classic applications, such as QuarkXPress, keep the version of the font in the Classic Fonts

folder and remove any others. Otherwise, your Classic applications and Mac OS X applications (such as Illustrator 10.0.3) may not use the same version of the font.

#### An application won't launch or quits unexpectedly

There are many reasons an application may quit unexpectedly, but some of the reasons can be font-related.

- An Apple application such as Mail, Address Book, TextEdit, iCal, or some third-party applications may not launch or may quit unexpectedly if Helvetica or Helvetica Neue isn't activated. If you removed or disabled these fonts to remove conflicts, be sure to install or activate any version of the fonts.
- Sometimes applications quit unexpectedly if a font is corrupted. Use a font utility such as Font Doctor X or FontAgent Pro to detect and sometimes repair corruption. If you don't have such a utility, open only minimal fonts and slowly add other fonts to the system to isolate a corrupted font. Then delete and reinstall that font.
- Adobe's core font technology creates cache files which can sometimes get corrupted. Search for AdobeFnt files on your system drive, and delete the files that have a .lst extension. (Adobe applications re-create these files as needed.)

#### Not all multiple master instances appear in the font menu

In Mac OS X 10.2, multiple master fonts are rasterized by the operating system. There have been reports that not all instances of the multiple master fonts appear in some font menus. To ensure your Adobe applications find multiple master font instances, install them in the Adobe application font folders.

#### Swatch libraries are missing from Illustrator

A damaged font or AdobeFnt file can cause swatch libraries to be missing from Illustrator. For help resolving this issue, see the Adobe support document, "Swatch libraries are missing from Illustrator 10.x in Mac OS X" at <http://www.adobe.com/support/techdocs/2c1ba.htm>.

### RESOURCES

"Using and Managing Fonts in Mac OS X"

<http://www.apple.com/creative/fonts>

"A Service Provider's Guide to Mac OS X" (available soon)

<http://partners.adobe.com/asn/service/indesign/main.html>

OpenType User Guide


<http://www.adobe.com/type/browser/pdfs/OTGuide.pdf>

Other OpenType resources

<http://www.adobe.com/type/opentype/>

# Technical Solutions

technical news and known issues for ASN service providers

Information about each of these issues is available in Adobe's online technical support database. The links will take you directly to the "living documents"—information that is kept current by Adobe Technical Support staff. Issues that are platform-specific are preceded by MAC or WIN. You can read about issues that have the Adobe logo  next to them by clicking the URL. To search for information about other issues in the technical support database, visit <http://www.adobe.com/support/database.html>. To find issues that appear in *ReadMe Now*, type RMN or ReadMe Now along with other search criteria (e.g., InDesign) into the search field. For tips on searching the database, visit <http://www.adobe.com/support/queryhelp.html>.

## Acrobat® Solutions

**Error "... unsafe attachment ..." or "... file corrupt..." when opening PDF attachments in Outlook Express 6**

<http://www.adobe.com/knowledgebase/328154>

### Issue

When you try to open a PDF file that was sent as an attachment in Microsoft Outlook Express, one of the following errors occur:

- "Outlook Express removed access to the following unsafe attachment(s) in your email: [file name]"
- "Cannot open because the file is corrupt"

### Detail

You installed one of the following service packs: Internet Explorer 6 Service Pack 1, Windows XP Service Pack 1, or Outlook Express 6 Service Pack 1.

### Solution

If you're sure that the PDF file doesn't contain a virus, disable virus protection in Outlook Express, and then open the PDF file:

1. If the error message is still open in Outlook Express, close it.
2. Choose Tools > Options, and then click the Security tab.
3. Deselect Do Not Allow Attachments To Be Saved Or Opened That Could Potentially Be a Virus, and then click OK.
4. Double-click the PDF attachment to open it.

**Note:** After you view the file, reenable virus protection.

### Additional Information

Service packs for Internet Explorer 6 and Windows XP install Outlook Express 6 Service Pack 1, which enables virus protection by default. When virus protection is enabled, Outlook Express doesn't allow you to open most e-mail attachments, especially those that have file types considered unsafe by Internet Explorer or Windows. For example, Internet Explorer considers the EXE file type unsafe because many viruses are distributed as EXE files.

## InDesign® Solutions

**Preflight Feature Doesn't Detect RGB Color in Images InDesign 2.x for Windows or Mac OS**

<http://www.adobe.com/knowledgebase/320945>

### Issue

Images in an InDesign document don't separate or proof as expected, even though the Preflight Summary states, "0 use RGB color space."

### Detail

The images are EPS files, Macromedia Freehand files, Adobe Illustrator files, or InDesign objects.

### Solution

Determine which images use the RGB color space, and change their color space to CMYK.

To determine which images use the RGB color space:

- For linked images, open each image in its original application to determine if it uses the RGB color space.
- For InDesign objects, select an object, and note the highlighted color swatch in the Swatches palette: The RGB color space is indicated by an icon with vertical stripes. (When the selection tool is positioned over the icon, the tool tip displays RGB values.)

### Additional Information

The InDesign user guide indicates that the Preflight utility lists any RGB images, including those that are linked or embedded. However, the utility is unable to detect RGB color in the following types of images: InDesign objects, EPS files with embedded RGB images, Illustrator files, and Freehand files.

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**MAC: Adobe InDesign 2.0.2 Memory update - all languages**

<http://www.adobe.com/support/downloads/detail.jsp?ftpID=2115>

When using InDesign 2.0.x in Mac OS X on a computer that has more than 1.5GB of installed RAM, one or more of the following problems may occur:

- “Not enough memory” error is displayed when activating a clipping path from the Object menu.
- “Out of memory” error is displayed when selecting an EPS or TIFF file and trying to create a clipping path.
- Applying text wrap to an object using a contour option fails to respond.

The InDesign 2.0.2 Memory update resolves these issues. To verify how much RAM is installed on your computer, select About This Mac from the Apple menu.

**MAC: Binary Printing Option Isn't Available in InDesign 2.x on Mac OS X v10.2.x**

<http://www.adobe.com/knowledgebase/328346>

Mac OS X v10.2.x doesn't support binary printing, so you cannot choose the Binary option from the Data Format pop-up menu in InDesign. As an alternative, you can try either of these workarounds:

**Disclaimer:** Adobe doesn't support these workarounds.

- Print to a printer that can be connected directly to your computer via USB, and use a printer driver that supports binary data. To determine if a printer driver supports binary data, contact the manufacturer of the printer driver or see its documentation.
- Print to a PostScript file using the PostScript File option in the Printer pop-up menu in the Print dialog box, and then print the PostScript file by using a RIP or third-party software. You'll need printer queues or hot folders for use as output devices. Printer queues or hot folders are provided through a RIP or third-party software.

**Adobe InDesign 2.0.2 Long Document Performance update - all languages**

<http://www.adobe.com/support/downloads/main.html>

When text is reflowed in a document in InDesign, (for example, by adding text to a story or placing a frame with text wrap over a story), the text may be slow to recompose if the story contains a large amount of text. The Long Document Performance update resolves this issue.

**Errors "...cannot load the TEXT WRAP.RPLN plug-in..." and "...Text Wrap plug-in failed to register" When You Start InDesign 2.0-2.1**

<http://www.adobe.com/knowledgebase/320951>

**Issue**

When you try to start InDesign, it returns the following errors:

- “Adobe InDesign cannot load the TEXT WRAP.RPLN plug-in. The TEXT WRAP.RPLN plug-in requires the 2.2 version of InDesign.

Please contact the vendor to get a compatible version of TEXT WRAP.RPLN”

- “Cannot load Adobe InDesign because it requires the Text Wrap plug-in. The Text Wrap plug-in failed to register.”

**Detail**

You installed the Adobe InDesign 2.0.2 Long Document Performance update.

**Solution**

Remove and reinstall InDesign, update to InDesign 2.0.2, and then reinstall the Adobe InDesign 2.0.2 Long Document Performance update:

**Note:** You can download the updates from Adobe's Web site at <http://www.adobe.com/support/downloads/main.html>.

**Windows**

1. Exit from all applications.
2. Move any personal files from the Adobe InDesign 2.0 folder to another folder. (Personal files include documents, updates, user dictionary files, and third-party plug-ins.)
3. Choose Start > Settings > Control Panel, double-click Add or Remove Programs, select Adobe InDesign [version], and then click Remove (Windows XP) or Add/Remove (Windows 2000, NT, Me, 98). Follow the on-screen instructions.
4. Restart Windows.
5. Reinstall InDesign from the InDesign 2.0 CD-ROM.
6. If the CD installs InDesign 2.0 rather than 2.0.1, install the InDesign 2.0.1 update.
7. Install the InDesign 2.0.2 update.
8. Install the Adobe InDesign 2.0.2 Long Document Performance update.

**Mac OS**

1. Quit all applications.
2. If you use Mac OS X, log in as administrator.
3. At the Finder, move any personal files from the Adobe InDesign 2.0 folder to another folder. (Personal files include documents, updates, user dictionary files, and third-party plug-ins.)
4. Drag the Adobe InDesign 2.0 folder to the Trash, and then empty the Trash.
5. Reinstall InDesign from the InDesign 2.0 CD-ROM.
6. If the CD installs InDesign 2.0 rather than 2.0.1, install the InDesign 2.0.1 update.

7. Install the InDesign 2.0.2 update.
8. Install the Adobe InDesign 2.0.2 Long Document Performance update.

#### Additional Information

The Adobe InDesign 2.0.2 Long Document Performance update requires InDesign 2.0.2. If you install the update into an earlier version of InDesign, InDesign returns errors and doesn't start.

The InDesign 2.0.2 update requires InDesign 2.0.1.

#### Installation Instructions Are Missing for the Adobe InDesign 2.0.2 Long Document Performance Update (Windows and Mac OS)

<http://www.adobe.com/knowledgebase/321320>

Installation instructions are not included for the Adobe InDesign 2.0.2 Long Document Performance update when you download it from [www.versiontracker.com](http://www.versiontracker.com). You can find the instructions on Adobe's Web site at <http://www.adobe.com/support/downloads/detail.jsp?ftpID=2101> (Windows) or <http://www.adobe.com/support/downloads/detail.jsp?ftpID=2100> (Mac OS).

## Photoshop® Solutions

#### MAC: Problems With Photoshop Keyboard Shortcuts in OS X version 10.2 (Jaguar)

<http://www.adobe.com/knowledgebase/325589>

#### Issue

Keyboard shortcuts for Photoshop 7.x either don't work or stop working in Mac OS X v10.2.

#### Solution 1

Update to Mac OS X v10.2.5 or later. You can download the update from Apple's Web site at <http://www.info.apple.com/support/downloads.html>.

#### Solution 2

When the keyboard shortcuts stop working, restart Mac OS.

#### Solution 3

In the case of the Command+~ shortcut, install the Mac OS X Keyboard Shortcut Fix for Photoshop 7.x. You can download the shortcut fix from Adobe's Web site at <http://www.adobe.com/support/downloads/product.jsp?product=39&platform=Macintosh>.

#### Additional Information

Mac OS X v10.2 is incompatible with keyboard shortcuts for numerous applications, including Photoshop. Apple is aware of the problem and is working to resolve it. Adobe recommends that you install system updates as Apple provides them.

In Mac OS X version 10.2, the Command+~ keyboard shortcut is reserved for cycling through an application's open document windows.

This change in OS X conflicts with Photoshop, which uses this shortcut to select the image composite in the Channels palette or the master channel in the Levels and Curves dialog boxes.

To cycle through open document windows in Photoshop, use the keyboard shortcut Control+Tab.

#### Installer for Camera Raw Plug-in Quits or Returns Error

<http://www.adobe.com/knowledgebase/328641>

#### Issue

When you try to install the Camera Raw plug-in for Photoshop 7.x or Adobe Photoshop Elements 2.x, the installer either quits (Mac OS) or returns the error "Error creating registry set" followed by "Thank you for choosing Photoshop Camera Raw & JPEG2000" (Windows).

#### Solution 1

Make sure that the application folder for Photoshop or Photoshop Elements has its default name, and then install the Camera Raw plug-in. The default folder names are as follows:

- (Windows) Photoshop 7.0 and Photoshop Elements 2
- (Mac OS) Adobe Photoshop 7 and Adobe Photoshop Elements 2

#### Solution 2

Make sure that the PNG file format plug-in (Png.8bi) is in the correct folder, and then install the Camera Raw plug-in. The correct folder for the PNG file format plug-in is as follows:

#### Photoshop:

- Windows: Photoshop 7/Plug-ins/Adobe Photoshop Only/File Formats
- Mac OS X: Applications/Adobe Photoshop 7/Plug-ins/Adobe Photoshop Only/File Formats
- Mac OS 9.x: Adobe Photoshop 7: Plug-ins: Adobe Photoshop Only: File Formats

#### Photoshop Elements:

- Windows: Photoshop Elements 2/Plug-ins/File Formats
- Mac OS X: Applications/Adobe Photoshop Elements 2/Plug-ins/File Formats
- Mac OS 9.x: Adobe Photoshop Elements 2: Plug-ins: File Formats

#### Additional Information

The Camera Raw plug-in installer searches for the Photoshop or the Photoshop Elements folder and the PNG file format plug-in. If the installer can't find these items, it quits or returns an error.

#### WIN: Using Adobe Gamma in Windows

<http://www.adobe.com/knowledgebase/321608>

# Resources

extend and enhance your Adobe applications

There are so many plug-ins, educational products, and other resources available for working with Adobe applications that it can be challenging to find those appropriate to streamline your particular workflow. To assist you, each month we feature resources we think you'll find useful.

Adobe sells third-party plug-ins on its Web site at <http://www.adobe.com/products/plugins/main.html>.

Adobe provides many training resources on its Web site at <http://www.adobe.com/misc/training.html>.

## Adobe Type

### Font Reserve 3.1.1 and Font Reserve Server

#### DiamondSoft

<http://www.diamondsoft.com>

Font Reserve uses a proprietary SQL database to help you manage your fonts, and to distinguish one version of a font from another. It supports PostScript, TrueType, Windows TrueType, Multiple Master, Apple dFont, OpenType, and double-byte fonts.

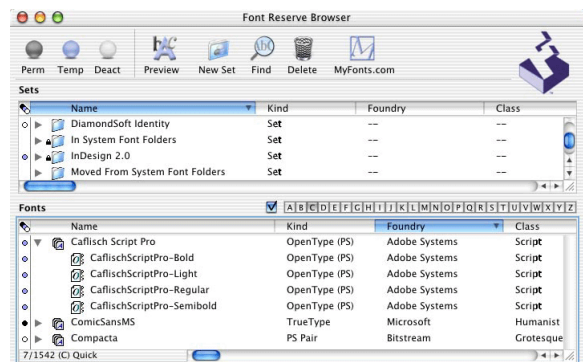
With Font Reserve, you can do the following:

- Search for and sort fonts based on eleven categories of information, possible because of the database architecture. Information in the database includes the font's name, file name and location, kind, class, foundry, version number, kerning pairs, outline file size, and more.
- Add, organize, and view fonts using the Font Reserve Browser, which provides an intuitive, customizable interface to display as much or as little information as you want.
- Automatically move all nonessential fonts from the System Fonts folders into your Font Reserve Vault or onto your desktop using the System Font Handler. Once the fonts are moved, you can activate and deactivate them using Font Reserve, so you can prevent conflicts with other fonts.

- Activate copies of fonts to prevent corruption.
- Easily activate fonts permanently or temporarily.
- Activate the correct font automatically when you open documents in most applications in Mac OS 9 and Mac OS X.
- See all the characters in a font at once, at any size you like, using the Character Map.
- Ensure that your fonts are safe and usable. Font Reserve checks fonts for corruption and makes repairs as it adds them to the database.
- Choose to store all your fonts in the Font Reserve Vault, or store them in traditional font folders.

### Font Reserve Server

In addition to Font Reserve Single User, DiamondSoft offers Font Reserve Server, which provides workgroups with real-time access to the same fonts, user permissions to control font access, the ability to track font licenses, and automated backups, along with the features of Font Reserve Single User.



Display fonts individually, in suitcases, or by typecase family in the Font Reserve Browser.