BrushScriptX-Italic PostScript* Type-1 Fonts

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The files included in this package allow to use in your LaTeX documents a PostScript Type-1 font named "BrushScriptX-Italic"; this font, similar to Adobe BrushScript, simulates hand-written characters. In detail, these files are:

1. `AAA_readme.tex`: this file.
2. `README`: a shorter ASCII version of this file.
3. `Makefile`: contains the commands needed, on my Unix system, to generate all the auxiliary files needed in order to use this fonts with LaTeX and `dvips`. In particular, the included file `generate.tex` is used as input to the TeX package `fontinst`.
4. `config.pbsi` and `pbsi.map`: the auxiliary files for `dvips`. `pbsi.map` maps BrushScriptX-Italic to the ASCII version of the font (the included file `BrushScriptX-Italic.pfa`).
5. `t1pbsi.fd`: the TeX font definition file, for the T1 encoding.
6. `pbsi8t.vf`: the TeX virtual font file, for the T1 encoding.
7. `pbsi8t.tfm`, `pbsi.tfm` and `pbsi8r.tfm`: the TeX font metric files.
8. `BrushScriptX-Italic.pfa` and `BrushScriptX-Italic.afm`: the font, in ASCII format, and the corresponding Adobe Font Metric file. The `.afm` file lacks the part about the kerning, that has been separately tuned by hand and is defined in another file, called `kern.txt` (merged with `BrushScriptX-Italic.afm` at the generation time from `Makefile`).
9. `sample.tex`: a first example file (a real page printed out in the past for my students; in Italian, sorry).
10. `pbsi.sty` and `example.tex`: the style file defines a command `\textbsi`, that print its argument using the BrushScriptX-Italic fonts; the second file is another (dumb) example showing how to use that command.

*PostScript is a registered trademark of Adobe Systems Inc.

For the installation, you should copy `BrushScriptX-Italic.pfa`, `pbsi.sty`, `config.pbsi`, `pbsi.map`, and all the the `.fd`, `.tfm` and `.vf` files, in appropriate directories of the TEX tree. Some installations (e.g. teTEX) require the update of the files database, that may be performed running (as root) the command `texhash`; check your documentation. Done that, use the fonts as shown in the `sample.tex` example file (for long texts), or (as outlined in `example.tex`) with `\textbsi{...}` (for short texts); and *remember* to run `dvips` *with the command option* `-P pbsi`. Some historical notes:

- I have found the original BrushScriptX-Italic font (a public domain NeXT screen font) on the web; and I have heavily modified the original files on my Amiga personal computer, with a commercial font drawing package called TypeSmith. This happened in the first years of 1990's.
- I then submitted to CTAN the modified font; my version was also public domain, and still is: you are free to modify my files as you want, as long as you don't make any profit from them.
- Later, when a new version of `dvips` appeared that made more tight controls on the handled Type-1 fonts, the BrushScriptX was refused by `dvips`. At the time I did not have any Amiga computer, nor any tool to use in order to edit and/or modify a Type-1 font; Louis Vosloo of Y&Y has pointed out to me that the original tool (TypeSmith) did not generate a correct font, and (with enormous courtesy) fixed the font himself. That modified font was resubmitted to CTAN.
- Still later, Mr. Rolf Niepraschk of Physikalisch-Technische Bundesanstalt Berlin (Germany) has both contributed a first version of the file `pbsi.sty` and, in 2001, found that the last `dvips` (5.86e) still refused to handle BrushScriptX. He has also contributed a fix for that, using the "`type1fix`" script part of the TEXtrace package by Péter Szabó (available under the URL `http://www.inf.bme.hu/~pts/textrace/`).
- A kind reader of the comp.text.tex newsgroup pointed to me the existence of a free font editor for Unix (`http://pfaedit.sourceforge.net`); so I decided to clean up with it the font shapes, to specify better kernings and to build a brand new release (v2.0, released at the end of September 2001). Mr. Thierry Bouche gave invaluable help with `fontinst`, whose documentation was, err, quite obscure to me.

Be careful: do not use TEX commands that use math characters, or that change the typeface (like `\bfseries` or `\sffamily`); BrushScriptX-Italic has no defined variants!

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- Thierry Bouche `<bouche@mozart.ujf-grenoble.Fr>`, who helped with `fontinst`.

- George Williams <gww@silcom.com>, the author of `pfaedit`.

Happy TEXing! Maurizio Loreti

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