MAKIMOJI User Manual

Write characters and create your own font

> **About this manual** This guide is for first-time MAKIMOJI users. It explains the screens, character creation, saving, previewing, and TTF export in order. The circled numbers in the images show where to click.

Contents

1. What you can do with MAKIMOJI

2. Before you start

2-1. System requirements

2-2. File formats

2-3. Basic workflow

3. Start from the Home screen

3-1. Create a new project

3-2. Creation steps

3-3. Open an existing project

3-4. Notices and offline operation

4. Understanding the character editor

4-1. Choose a character

4-2. Write with a mouse

4-3. Write with a pen and pressure

4-4. Adjust pen width

4-5. Use the eraser

4-6. Adjust position and size

4-7. Undo, redo, and clear

5. Check progress in the character list

5-1. Search and filter

5-2. Open a character from a card

6. Configure font settings

6-1. Choose guide fonts by character type

6-2. Guide color and opacity

6-3. Handwriting feel

7. Saving, automatic backups, and recovery

7-1. Reading the save status

7-2. Safe closing procedure

7-3. Keep your own backup

8. Check the result in Preview

8-1. Use a sample text

8-2. What to check in Preview

9. Export a TTF font

9-1. Input fields

9-2. Export steps

9-3. Install the font in Windows

9-4. Check character display

10. App settings and language switching

10-1. Switch between Japanese and English

11. Keyboard shortcuts

12. Understanding messages shown on screen

13. Troubleshooting checklist

13-1. Check your pen tablet

13-2. Keep drawn lines

13-3. Create and open a project

13-4. Use a TTF in other apps

13-5. Check the notice

14. FAQ and usage notes

14-1. Can I create only the kanji I need?

14-2. Can I use a font I create commercially?

14-3. Can I use MAKIMOJI offline?

14-4. Can I give a project to someone else?

14-5. Can I import characters from images or PDFs?

15. Appendix: Terms and links

15-1. Latest information

15-2. Update notes (for editing)

1. What you can do with MAKIMOJI

MAKIMOJI is a Windows app that lets you write characters with a mouse or Windows Ink-compatible pen and export your handwriting as a TrueType font (TTF).

- It runs on Windows 10 and Windows 11.
- You can write with a mouse, pen tablet, or Windows Ink-compatible pen.
- You can create hiragana, katakana, kanji, Latin letters, numbers, symbols, and more.
- Switch between the Japanese and English UI in the same app.
- Export a font using only the characters you have completed. Add the characters you need for your work little by little.
- You can continue basic editing, saving, and previewing while offline.

> **Goal of this manual** Write and save a few letters such as A, B, and C, check them in Preview, export them as a TTF, and try the font in Notepad. Add the characters you need little by little.

2. Before you start

Choose your input device and save location before launching the app. This makes creating your first project smoother.

2-1. System requirements

OS	Windows 10 or Windows 11
Input	Mouse. A pen tablet or Windows Ink-compatible pen can also be used.

2-2. File formats

.mkmj	The project being edited. Stores handwritten character data, settings, and progress.
.ttf	The finished font exported from the project. Install it in Windows and use it in other apps.

> **Recommended save location** Create a dedicated folder for each project and include a date or purpose in the name. Example: Documents¥MAKIMOJI¥MyHandFont.mkmj. This manual uses a generic folder name as an example.

2-3. Basic workflow

1. On the Home screen, click "Create a new font".
2. Set the project name and save location, then click "Create and write characters".
3. On the character editor, draw the current character. Each character is saved one at a time.
4. Open "Preview" to check the text, letter, and notepad examples.
5. Open "Export font", enter the name and author, and save the TTF.
6. Install the TTF in Windows and select it in a text-input app such as Notepad.

3. Start from the Home screen

The Home screen provides entry points for creating a new font, opening an existing project, viewing recent projects, checking notices, and opening settings.

- When using MAKIMOJI for the first time, start with the turquoise "Create a new font" button.
- To continue an existing .mkmj project, use "Open project" or a project in the recent-project list.
- Select a recent-project row to resume from the last character you edited.
- The gear in the upper right opens app-wide settings. "Font settings" on the left side of the character editor is for the current font.



Figure 1 Home screen (circled numbers show click locations)

No.	Location	What it does
1	Create a new font	Opens the new-project screen. This is the primary button for first-time use.
2	Open project	Selects and opens an existing .mkmj project.
3	Language and settings	Opens language switching and app settings.
4	Recent projects	Selects and opens a recently opened project.
5	Notice image	Opens the related page in a browser when clicked. The built-in image is shown offline.

3-1. Create a new project

First, choose the name and save location for the font you are creating. A name that describes its purpose is easier to manage than a name you need to change later.



Figure 2 New font dialog

No.	Location	What it does
1	Project name	Enter the project name. It is a working name separate from the font display name.
2	Save location	Enter or check the folder where the project will be saved.
3	Choose a folder	Opens the folder picker. Use this if you prefer choosing a folder rather than typing a path.
4	Cancel	Cancels the operation and returns to Home.
5	Create and write characters	Creates the project and opens the character editor.

3-2. Creation steps

1. On the Home screen, click "Create a new font".
2. Enter an example such as "My Hand Font" in "Project name".
3. Check "Save location". If needed, use "Choose a folder" to select a writable location.
4. Check the entries and click "Create and write characters".
5. When the character editor opens, start with the current character shown on screen.

> **If a project with the same name exists** If an .mkmj with the same name already exists in the same location, choose a different project name or save location. This protects existing data.

3-3. Open an existing project

1. On the Home screen, click "Open project".
2. In the file picker, select the .mkmj project you want to open.
3. If it appears in Recent projects, you can also select that row to open it.
4. When a project opens, it resumes from the last character you edited.

4. Understanding the character editor

Write on the central canvas. Use the left and right panels to move between characters, edit, save, preview, and export.

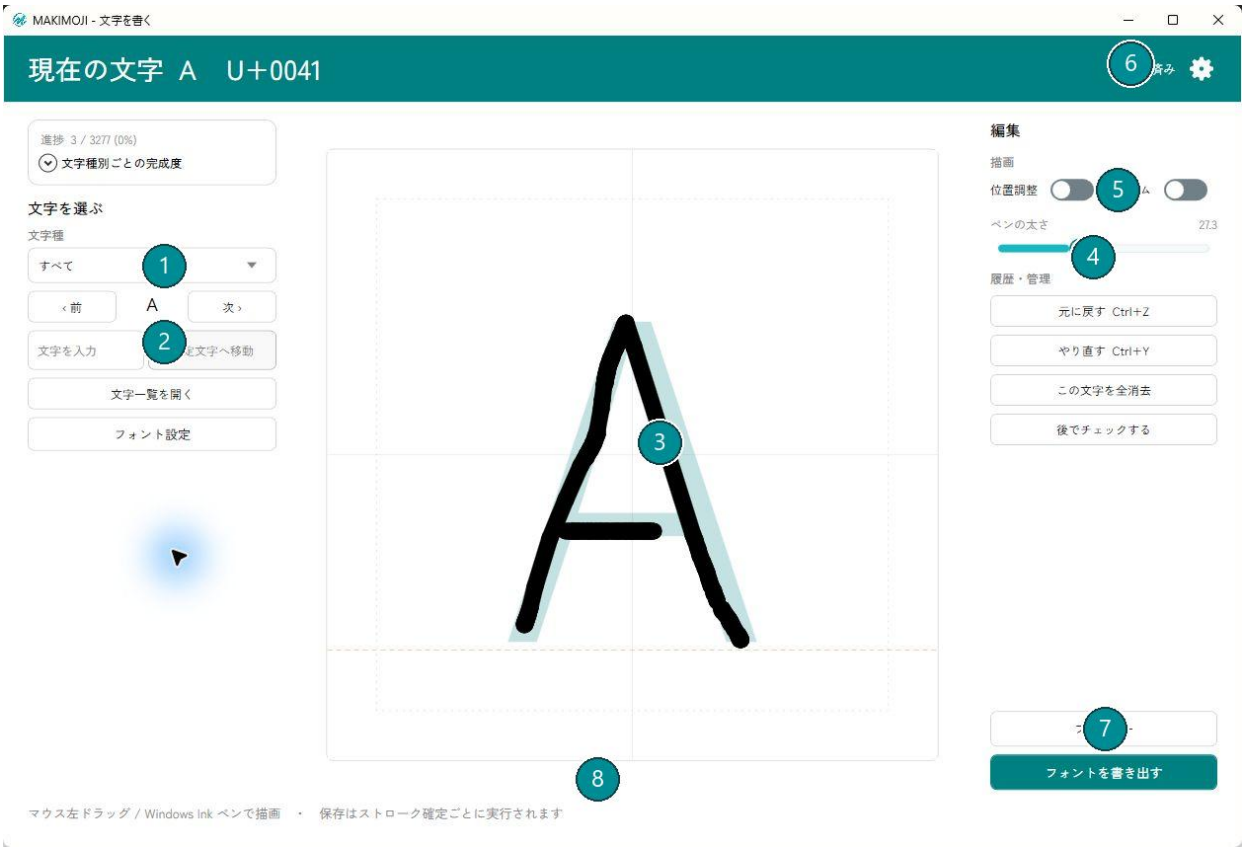


Figure 3 Character editor

No.	Location	What it does
1	Character-type filter	Limits the characters included when moving with Previous and Next, such as hiragana or Latin letters.
2	Previous, current character, and Next	Moves one character at a time. You can also use the Left and Right arrow keys.
3	Canvas	Drag with a mouse or Windows Ink pen inside this area to write.
4	Pen width	Move the slider to adjust the width of strokes you will draw.
5	Editing toggles	Switches Transform and Eraser.
6	Save status	Confirm that it says "✓ Saved".
7	Preview and export font	Use these after checking the finished result.
8	Character list and font settings	Move to a character from the list or configure the guide fonts.

4-1. Choose a character

The left-side "Choose a character" area contains the character-type filter, previous/next navigation, direct character navigation, and the character list. The current character also appears in the turquoise bar at the top.

- "Previous" and "Next": move to the previous or next character.
- Left / Right arrows: move to the previous or next character with the keyboard.
- "Enter a character" + "Go to character": enter a target such as A, あ, or 漢 and jump to it.
- "Open character list": check progress in the card list and choose any character.
- When you reopen a project, it starts from the last character you edited.

4-2. Write with a mouse

1. Confirm that Eraser is OFF.

2. Adjust the "Pen width" slider if needed.
3. Press the left mouse button on the canvas and drag along the character stroke.
4. Release the button when the stroke is complete. Each completed stroke is saved.
5. Confirm that the save status says "✓ Saved" before drawing the next stroke or moving to the next character.

4-3. Write with a pen and pressure

Move a Windows Ink-compatible pen on the canvas to send pen input. When pressure support is enabled and the device supports it, pressure affects the stroke width.

- Check the pen tablet driver and Windows Ink settings before launching the app.
- Touch the pen tip to the canvas and move it. If the mouse works, check the Windows Ink settings.
- After lifting the pen and confirming the stroke, check the save status.
- The side button and eraser end behave differently depending on the device. Check with the pen tip first.

> **The guide is a drafting aid** The faint guide character helps you match the shape and position. It is displayed separately from your strokes. Change its color and opacity in Font settings.

4-4. Adjust pen width

1. Find the "Pen width" slider on the right.
2. Move the handle left for a thinner line and right for a thicker line.
3. You can change it as often as needed before finishing a stroke. Stroke width is controlled by the pen width setting.
4. After moving the slider, wait briefly for the save status to settle before closing the window.

4-5. Use the eraser

1. Turn the "Eraser" toggle ON. You can also press E to switch it.
2. Drag over the stroke you want to erase. A completed erase action is saved.
3. When finished erasing, turn Eraser OFF before drawing again.
4. If needed, use "Undo" to reverse the most recent erase.

> **Switch between drawing and erasing** Turn Eraser OFF to draw and ON to erase.

4-6. Adjust position and size

To adjust a character after writing it, turn the "Transform" toggle ON. Drag the character bounds to move them. Near the right edge, the cursor changes to indicate horizontal resizing.

- While Transform is on, use the canvas to move or resize the strokes you have drawn.
- When you finish moving or resizing, turn the toggle OFF to return to drawing.
- Press Esc while transforming to cancel the operation.
- Changing the size adjusts the displayed position and scale while preserving the original handwriting strokes.

4-7. Undo, redo, and clear

Undo	Reverses the most recent drawing, erasing, or transform operation. You can also press Ctrl+Z.
Redo	Applies again an operation reversed with Undo. You can also press Ctrl+Y.
Clear this character	Clears all handwritten strokes for the current character. Confirm the target character before using it.

Review later	Marks a character to review later.

> **When to check saving** Confirm that the top status says "✓ Saved" after completing a stroke, before changing characters, before closing settings, and before exiting the app.

5. Check progress in the character list

The character list shows completed, uncreated, and marked-for-review characters together.

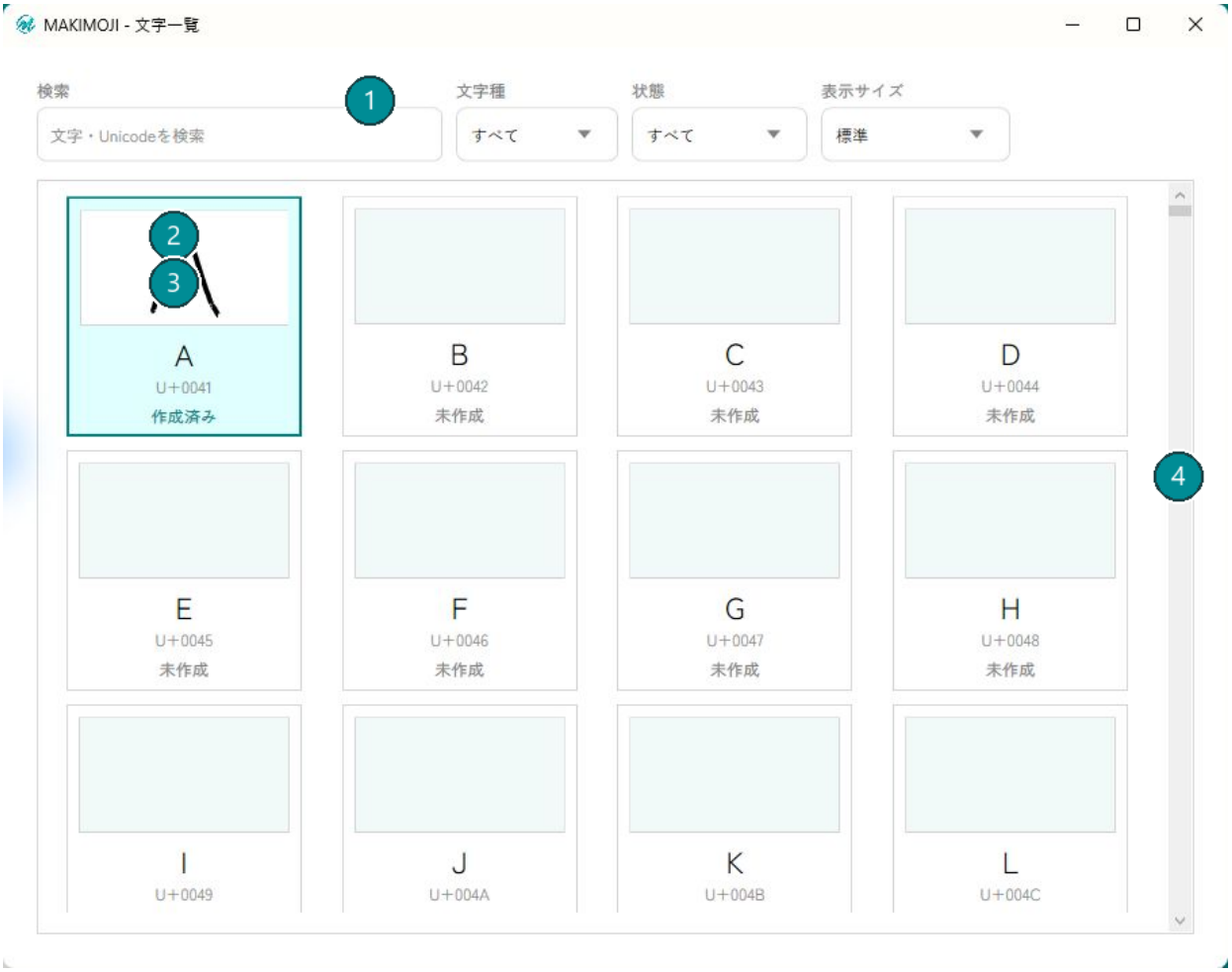


Figure 4 Character list

No.	Location	What it does
1	Search and filters	Filter by character or Unicode, character type, status, and card size.
2	Selected card	The current character has a turquoise border.
3	Character card	Shows the character, Unicode, and completed/uncreated status.
4	Scroll bar	Moves through the list vertically.

5-1. Search and filter

Search	Enter a character or Unicode. Examples: A, あ, U+3042.
Character type	Limits the target character type, such as hiragana, Latin letters, or kanji.
Status	Filters by status such as completed, uncreated, or review later.
Card size	Choose Compact, Small, Standard, or Large for the cards.

5-2. Open a character from a card

1. Check the cards in the list. Completed cards show a handwritten-character thumbnail.
2. Check the character and Unicode shown below the card. This helps you identify characters correctly.
3. Click the card you want to edit.
4. When you return to the character editor, the selected character becomes the current character.

> **About uncreated characters** Uncreated cards show which characters remain to be made. Start with the characters used in your work and add more later. You can export a font using only completed characters.

6. Configure font settings

Font settings control the guide fonts, guide color and opacity, pen pressure, and handwriting feel for the current project.



Figure 5 Font settings

No.	Location	What it does
1	Save status	Confirms that settings changes have been saved.
2	Japanese guide font	Choose the guide font used for hiragana, katakana, and kanji.
3	Other guide font	Choose the guide font used for Latin letters, numbers, and symbols.
4	Guide color and opacity	Adjust the guide's color and opacity on the canvas.
5	Pen pressure	Applies pressure from a supported pen to the stroke width.
6	Handwriting feel	Adjusts how much the result favors a rough or clean look.
7	Close	Closes settings and returns to the character editor.

6-1. Choose guide fonts by character type

1. In the character editor, click "Font settings".
2. Under "Japanese (hiragana, katakana, kanji)", choose the guide font for Japanese characters.
3. Under "Other (Latin letters, numbers, symbols)", choose the guide font for Latin letters, numbers, and symbols.
4. Click "Close". Settings are saved automatically after changes.

6-2. Guide color and opacity

If the guide is too dark, it is harder to see your own lines. Start with a lighter setting and increase it only where needed so the guide and your writing remain easy to distinguish.

6-3. Handwriting feel

The "Rough" side preserves more of the character of your input, while the "Clean" side smooths the line movement. Adjust it to taste and check the result in Preview.

> **Saving after a settings change** Settings save automatically after a short delay. After moving a slider, wait until the status says "✓ Saved" before closing the window.

7. Saving, automatic backups, and recovery

MAKIMOJI saves your strokes to the project as you work. Checking the save status is the simplest way to protect your data.

7-1. Reading the save status

✓ **Saved**	Current changes have been saved to the project.
Saving	Saving is in progress. Please wait.
Could not save	Check the save-location permissions, available space, and whether the file is in use. Keep the window open and try again.
Backup	A copy that protects the project you are working on. It is separate from the original project.

7-2. Safe closing procedure

1. Finish the last stroke or settings change.
2. Wait until the save status at the top says "✓ Saved".
3. If needed, press Ctrl+S to create a backup.
4. Close the window with the X in the upper right. Close the window only after saving has finished.

7-3. Keep your own backup

For important projects, copy the .mkmj project to another location in addition to the app's automatic backups. If you use an external drive or cloud-sync folder, organize the original data only after the copy has finished.

- Copy a project after saving has finished, then move, rename, or organize the copy.
- Close the app during the copy and confirm that saving has finished.

- Add a date to the backup name. Example: MyHandFont_2026-08-16.mkmj.
- When recovering a project, keep the original project and restore to a different name.

> Most important Confirm that the status says "Saved" before exiting the app or moving the save location. This basic rule protects your writing.

8. Check the result in Preview

Preview lets you see how your characters look in a sentence. Compare the individual characters with views that are closer to real use.



Figure 6 Text preview

No.	Location	What it does
1	Preview text	Enter and check multiple lines of text. Line breaks are preserved.
2	Size	Adjust the preview text size.
3	Sample input	Choose a prepared sample sentence.
4	Preview mode	Switch between Text, Letter, and Notepad views.
5	Text preview	Check how completed and uncreated characters appear.



Figure 7 Letter preview

No.	Location	What it does
1	Preview text	Check the text used in the letter body.
2	Size	Adjust the letter text size.
3	Sample input	Choose a sample sentence.
4	View as letter	Switch to the letter layout.
5	Letter preview	Check how the text is grouped on the page.



Figure 8 Notepad preview

No.	Location	What it does
1	Preview text	Check the text entered into Notepad.
2	Size	Adjust the Notepad text size.
3	Sample input	Choose a sample sentence.
4	View in Notepad	Switch to a view close to Windows Notepad.
5	Notepad preview	Check how the font looks in a real text-input app.

8-1. Use a sample text

Choose a sentence from "Sample input" to insert sample text containing hiragana, Latin letters, numbers, and more. You can also edit the text directly and replace it with a work title or a post for social media.

8-2. What to check in Preview

- Check that the spacing between characters looks natural.
- Check that the vertical position and size of the characters are balanced.
- Check how uncreated characters are shown in another font or a lighter style.
- Check that line breaks produce natural groups of text.
- Check that the whole text remains readable after changing the stroke width.

9. Export a TTF font

When you finish writing, enter the font name and author to create a TTF file. Add uncreated characters as needed, then export the font using the characters you have completed.

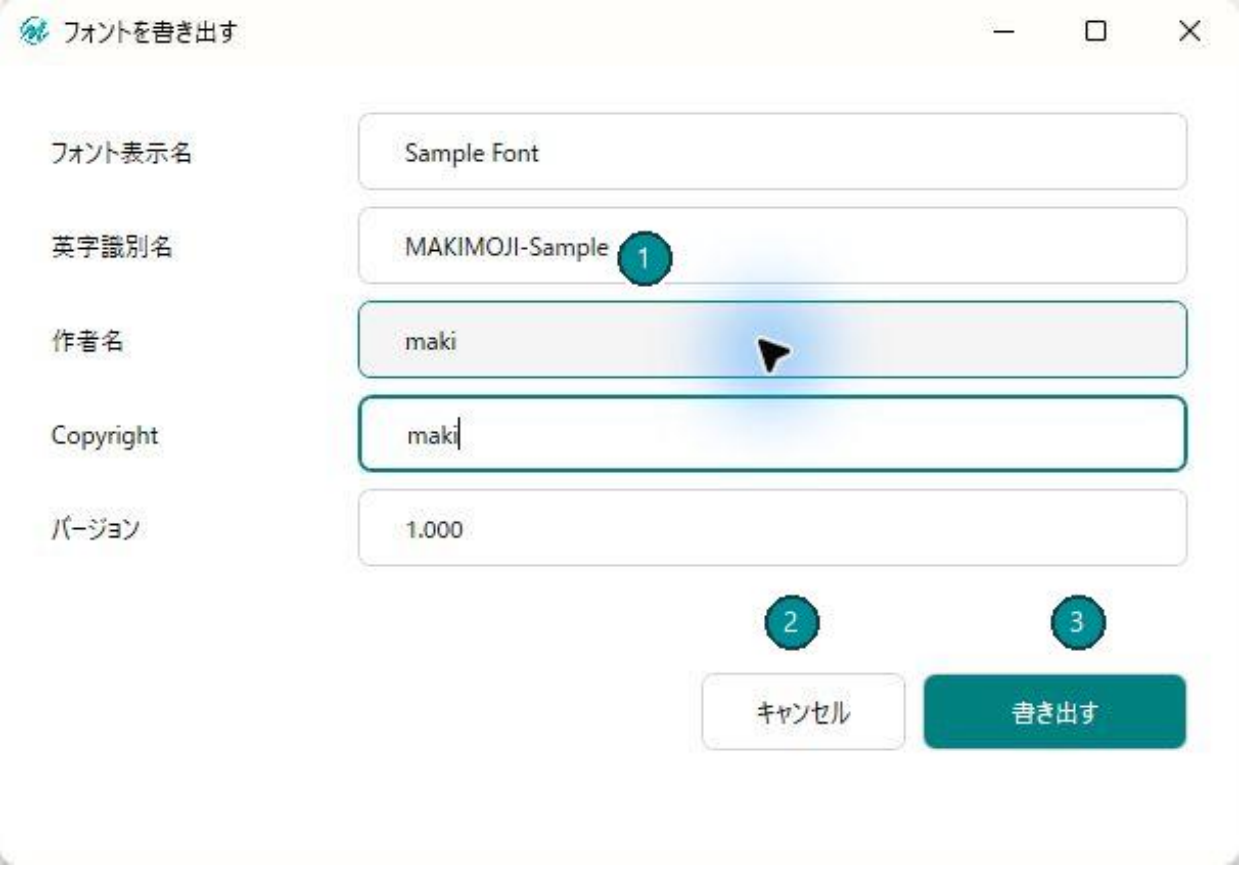


Figure 9 Export font dialog

No.	Location	What it does
1	Font information	Enter the font display name, English identifier, author, Copyright, and Version.
2	Cancel	Return to the character editor without exporting.
3	Export	Choose a save location and create the TTF.

9-1. Input fields

Font display name	The name shown in font lists such as Notepad. It can contain Japanese characters.
English identifier	The internal font identifier. Enter letters, numbers, and hyphens.
Author	The name shown as the font author. Example: maki
Copyright	Enter a copyright notice if needed.
Version	Enter it in major.minor format. Example: 1.000

9-2. Export steps

1. In the character editor, confirm that the characters you need are marked "Completed".
2. Click "Export font".
3. Enter the font display name, English identifier, author, Copyright, and Version.
4. Click "Export".
5. Choose the save location and file name, then wait for the TTF to finish saving.
6. Back up the saved TTF before installing it.

> **About the free trial** The free trial includes editing, saving, and previewing. TTF export is available in the full version. Projects created in the trial can be carried over to the full version.

9-3. Install the font in Windows

1. Show the saved .ttf file in File Explorer.
2. Right-click the TTF and choose "Install" or "Install for all users".
3. After installation, close and restart the app where you will use the font.

4. In the font list, look for the "Font display name" entered in the export dialog.

5. Type in Notepad and select the created font from the font picker.

9-4. Check character display

- Restart the app to refresh its font list.
- Check the font display name and English identifier.
- Use the character list to confirm that the target character is completed.
- Right-click the TTF and confirm that installation has completed.
- Check the Windows font list. If the list has not refreshed, restart the PC and check again.

10. App settings and language switching

Open app-wide settings from the gear in the upper right. Open settings for the current font from "Font settings" on the left side of the character editor.



Figure 10 App settings

No.	Location	What it does
1	Language	Switches between Japanese and English.
2	Author and version	Shows the current app information.
3	Open homepage	Opens the MAKIMOJI homepage in a browser.
4	Shortcuts	Opens the keyboard shortcut list.
5	Close	Closes the settings window.

10-1. Switch between Japanese and English

1. Click the gear in the upper right of the Home screen or character editor.
2. Open the "Language" drop-down and choose Japanese or English.
3. Close the window and confirm that the display has changed.
4. If another window is open, close and reopen that window as well.

> **Language settings change only the words shown on screen** The language setting changes displayed text only. Your strokes, project, and TTF contents remain unchanged.

11. Keyboard shortcuts

Shortcuts let you operate the character editor quickly from the keyboard. You can also view them from "Shortcuts" in app settings.



Figure 11 Keyboard shortcuts

No.	Location	What it does
1	Keyboard shortcuts	Check each key and its action.
2	Close	Closes the list and returns to the previous screen.

Ctrl + Z	Undo
Ctrl + Y	Redo
Left / Right	Move to the previous / next character
Alt + Left / Alt + Right	Move to the previous / next character (alternate shortcut)
Space	Temporarily hide the guide
T	Toggle Transform
E	Toggle Eraser
Esc	Cancel the current operation
Ctrl + S	Create a backup

When a text field has focus While you are typing in a text field, Left/Right, T, and E may be treated as text input. Click the canvas before using shortcuts.

12. Understanding messages shown on screen

When a message appears, first check the save status and the current character.

✓ **Saved**	Your changes are saved. Continue normally.
Saving	Wait for the operation to finish, then close the window.
Could not save	Check the save-location permissions, available space, and file usage. Keep the window open and try again.
Review later	Marks a character to review later. This is separate from the completed/uncreated status.
Check the guide font	Choose a guide font available on the PC and change it from Font settings. A substitute font may be shown depending on availability.
Automatic backup failed	Keep the editor open and check the save location and available space. Press Ctrl+S again if needed.

13. Troubleshooting checklist

When a problem occurs, first check the save status and project location, then take the appropriate action.

13-1. Check your pen tablet

1. First, check whether you can write on the canvas with a mouse.
2. Check whether the pen tablet driver supports Windows 10/11.
3. Enable Windows Ink in the pen tablet settings and restart MAKIMOJI.
4. Press and move the pen tip on the canvas. Check the side button and eraser end afterward.
5. Check whether the pen responds in another Windows Ink-compatible app.

6. If the mouse works and you want to use a pen, check the input-device settings first.

13-2. Keep drawn lines

- Turn Eraser OFF while drawing. You can also press E to switch it.
- Turn Transform OFF while drawing.
- Check with the pen tip.
- Wait until the save status says "✓ Saved".

13-3. Create and open a project

- Check that the save location is a writable folder.
- If a .mkmj with the same name already exists in the same location, choose a different name.
- If the project is open in another app, close it before continuing.
- First, try a local folder under Documents.
- Keep the original .mkmj, and copy it to another location before opening it if needed.

13-4. Use a TTF in other apps

- Check that TTF installation has completed.
- Close and restart the app where you want to use the font.
- In the font list, search for the font display name entered during export.
- Completed characters use the MAKIMOJI glyphs; uncreated characters may be supplied by another font.
- Restart Windows to refresh the display, then check again.

13-5. Check the notice

Depending on the offline state, a GitHub update, or network conditions, the notice switches to the built-in image. The notice is an optional feature and can be used alongside writing, saving, and TTF export.

14. FAQ and usage notes

Before purchasing, distributing, or using a font in your work, treat the font data and the app itself as separate items.

14-1. Can I create only the kanji I need?

Yes. Create the kanji needed for your work first. Export a font with the completed characters, then add more characters to the same project as needed.

14-2. Can I use a font I create commercially?

The promotional plan assumes that fonts created with MAKIMOJI can be used commercially in works, videos, social media, distribution, and sales. You must separately follow the licenses for third-party fonts and materials used as guides.

14-3. Can I use MAKIMOJI offline?

Basic character input, saving, previewing, settings, and TTF export run locally. The Home notice displays an external image or the built-in image depending on network conditions.

14-4. Can I give a project to someone else?

You can move an .mkmj project to a backup location or another PC. After saving, copy the complete project, confirm that it opens at the destination, and then organize the original data.

14-5. Can I import characters from images or PDFs?

MAKIMOJI is designed for writing directly with a mouse or pen. This manual focuses on direct writing.

> **About usage terms** For font usage terms, sales terms, and support information, follow the latest terms and sales page supplied at purchase. Screen names may change when the app is updated.

15. Appendix: Terms and links

This appendix collects terms used in the manual and links for checking the latest information.

Project	An .mkmj file that stores characters and settings together.
Current character	The single character currently being drawn on the canvas.
Guide	A faint guide used to match shape and position.
Completed	A character whose handwriting data has been saved.
Review later	A character marked for later review.
TTF	The TrueType font format used by Windows and other apps.
Preview	The screen for checking created characters in text and use-case examples.

15-1. Latest information

Homepage: MAKIMOJI official website

Author: maki (X)