

Better-Engineered Font Formats

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Better-Engineered

Font Format

Part 1.

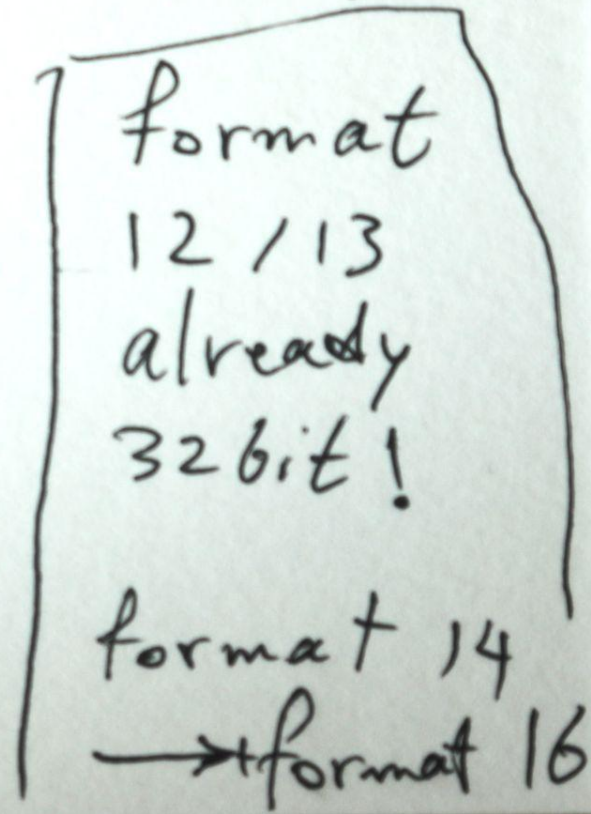
Boring

Expansion —

gid > 64k: "Enlightened Components"



cmap:



~~CFF~~

~~VORG~~

~~CF2~~

metrics:

hhea / vhea

numLongMetrics

> 16 bit

minor
version
bump

hmtx / vmtx

max p.
numglyph
(16 bit)

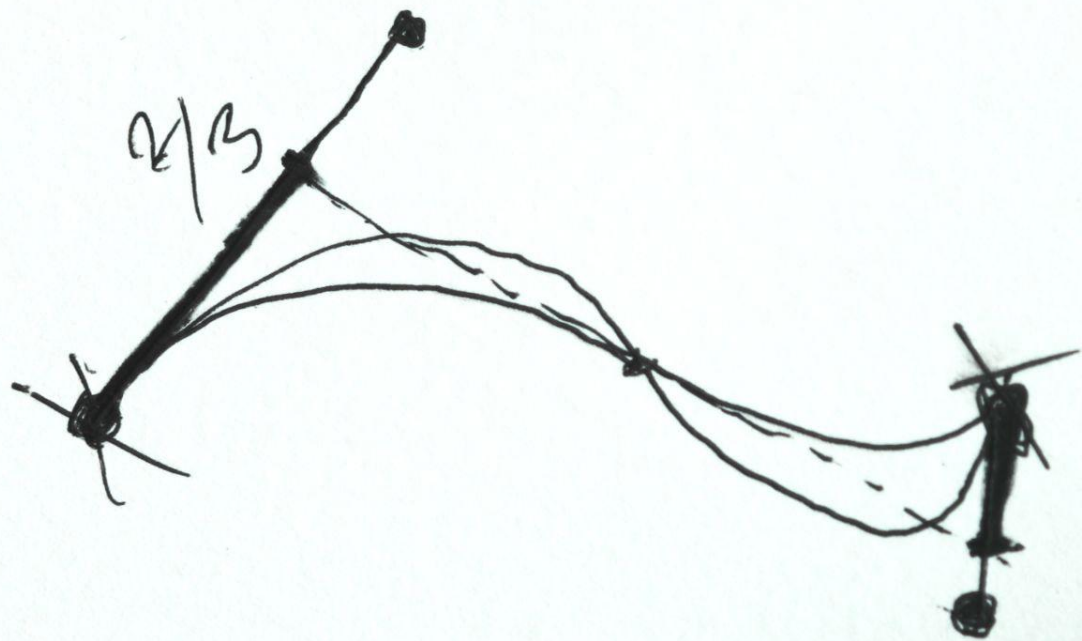
whatx / VORG?

~~lsk~~

advance

cubic glyf

flag



Layout (GDEF/GSUB/GPOS)

24bit

and/or?

Coverage
ClassDef) Combine

32bit

SubstSingle
SubstLigatur
SubstAlternate/Multiple

~~ReverseSubst~~

PosSingle
PosPair

(chain)Context1?

Layout (GDEF, GSUB/GPOS)

- LookupFlags Expansion

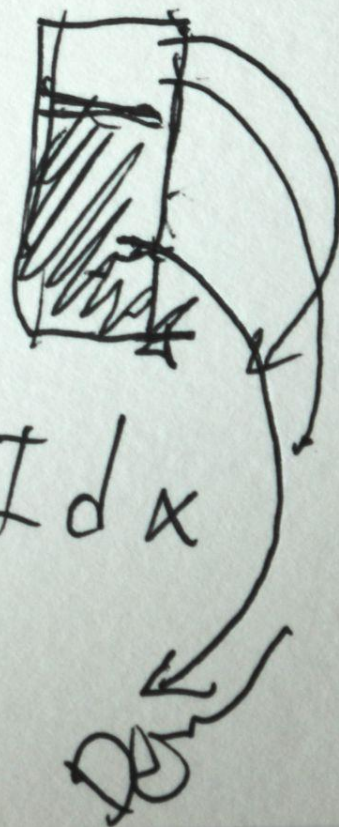
- Glyph Fitting

- Move lookup

- Tail Offsets (Pair Pos Anchors ...)

- ValueFormat better VarIdx

- Anchor



Color:

COLOR v1: Paint
Add 24 / 32 vars.

SDIX:

Bump version w
explicit num Glyphs

~~CBDT~~
~~CBLC~~

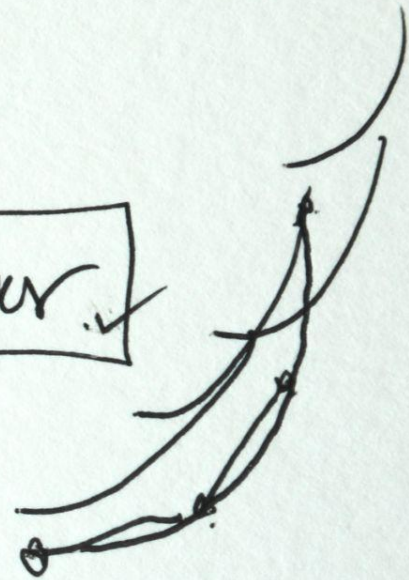
~~SVG~~

Var Fonts ++

avar2 → SMOOTH??? fvar

gvar

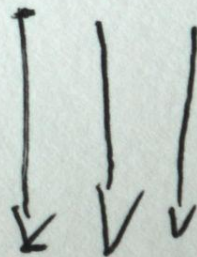
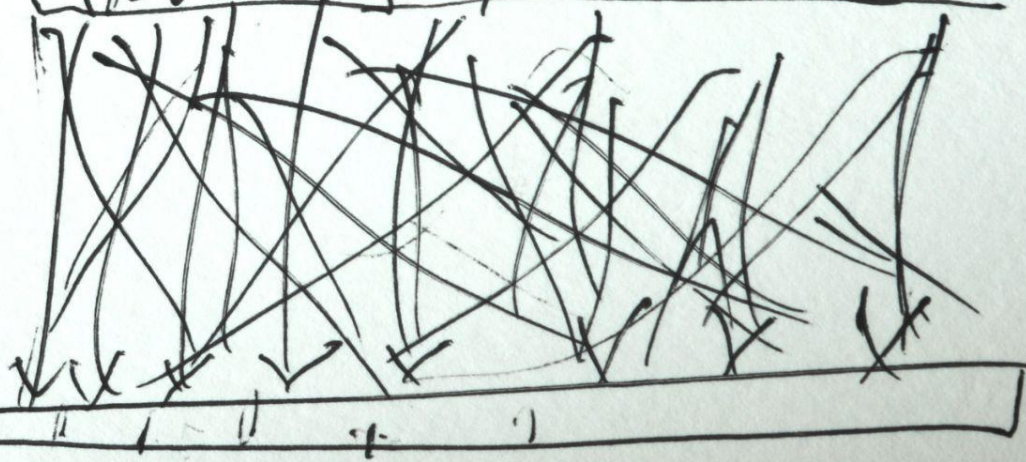
Free axes



minor
tweaks

avar2:

public | private



(ItemVar Store)

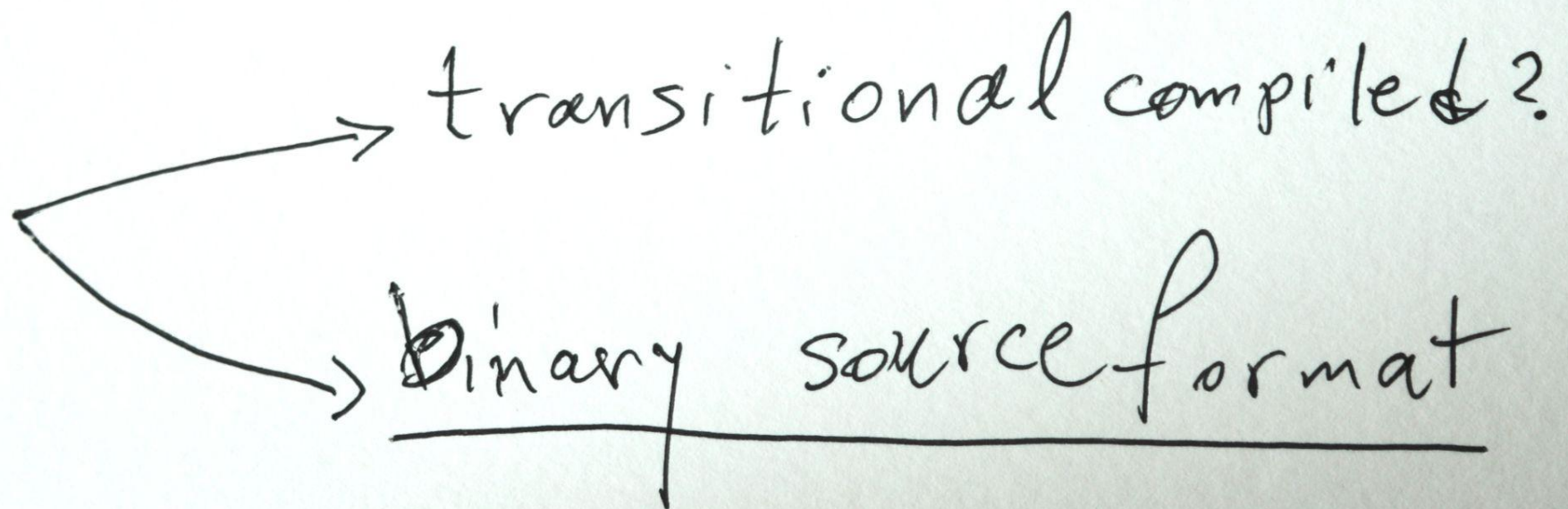
Part 2.

Better

Ergonomics —

Flat Buffers

[+ Flex Buffers]



Part 3.

Beyond

Emulation——

Web Assembly

tree

