TrueEdit Class Based Kerning Tables

If you are creating the first-ever kerning data for a font, it is best to develop a class-cased kerning strategy, and implement the class-based kerning tables before the regular kerning pairs. If you've made thousands of kerning pairs, you might want to use another grouping method, supported in TrueEdit and described elsewhere.

TrueEdit's kerning table makes use of several hidden command keys. Here is a step-by-step guide to creating a class-based kerning table from scratch:

Create A New Table

(command-N)

Create a new table in the main window. A dialogue box will appear, featuring a shadowed button which, when you click on it, reveals all of LineLayout's pre-defined tables. Scroll down to the tag entry "kerning" and select it. The tag abbreviation for this table is 'kern', which will now be added to the list of tables in TrueEdit's main window.

(DOUBLE-CLICK) on the tag 'kern' in the main table window, to open the Kerning Table. This window will be empty the first time it's opened.

Create a Class Based Kern Subtable

(command-A)

Add a subtable format to the Kern Table. A window will appear, whose label will instruct you to "Create Kern Subtable." To create a Class Based kerning subtable, click on the radio button next to that choice. Hit (OK). The Kern Table window will update to reflect this new table.

(command-T) or (DOUBLE-CLICK) on the new subtable format, "Class Based" to open up its subtable editing window. The window is divided up into several sections whose purposes I will attempt to describe next.

Define a Class of Glyphs

(CLICK) the mouse in the upper left column in the horizontal box next to the m. Here you will create and label a class of glyph shapes which will occur on the left side of a kerning pair. Type in a name which describes this category of glyphs. Hit return.

A single box will appear under the Class Name.

Assign Glyphs to the Class

(command-L) to open glyph palette. Select one or more glyphs. Drag these glyphs into the box under the new Class Name.

After glyphs have been assigned to a class, the accompanying scroll bar becomes active. Glyphs can be added or deleted. Scroll down to the last empty box in the column, if you wish to add additional glyphs to a set.

If you wish to delete glyphs from the set, select the glyph/s and choose Clear from the Edit Menu, or use the (DELETE) key.

Create another New Class of Glyphs, or Rename a Class of Glyphs

(CLICK) on the box which has an existing Class Name, and type right over the name in the box. Hit return. A dialogue box will come up and ask whether this is a new glyph class, or a revision of the current class name.

Choose one of the two radio buttons, and hit (OK).

Retrieving Glyph Classes

(,-CLICK) on the m arrow to choose a class that has already been created.

After you have created at least one class for the left side, and one for the right side, you will connect the two glyph sets together and assign a kerning value to their union.

Creating Class Kerning Set Combinations

Below the two sections which are used to store glyph class information is a horizontal bar divided up into three columns: *Left Class*, *Right Class* and *Value*.

(,-CLICK) on the leftmost blank entry in the *Left Class* column.

On mouse-down, a list of the left-classes you defined above will appear. Drag down to the class you wish. Then, do the same in the first entry in the *Right Class* column, and select the class of glyphs you want to pair with the chosen Left Class entry.

After selecting the two groups (a left-side group and a right-side group), assign a numerical kerning value to the group pairs, by simply clicking and typing in the entry in the *Value* column.

Or, you may also dynamically edit the pairs:

Dynamically Edit Class Kerning Set Values

(DOUBLE-CLICK) on a row of two previously-defined groups, to open a resizeable editing window. The window will show the first entry of each group in a pair.

Click on the right glyph, and drag it around to visually set the kerning values.

Two scroll bars under the glyphs allow you to scroll through each class separately to test the values for each combination. As you drag the glyphs around, the kerning value will update, and is reflected in a box appropriately labelled at the top, center of this window..