TrueEdit Glyph Classes Table

Glyphs may be grouped together in a variety of ways, as determined by glyph design and font logic. Grouping glyphs into classes help mechanize the (variably) redundant and time consuming production process of font kerning or assigning optical bounds values.

TrueEdit supports the notion of glyph classes, and provides a connection between classes and the Class-Based Kerning and the Optical Bounds Tables. The class Table ('clas') is a table in which glyphs can be grouped together and named according to the logic of its designer.

Example: the f and all f-ligatures have the same glyph shape on the left side, so they will share the same left-side kerning and/or optical edge values.

How to Create A Glyph Class

(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 "Glyph Classes" and select it.
> The tag abbreviation for this table is 'clas', which will now be added to the list of tables in TrueEdit's main window.

(DOUBLE-CLICK) on the tag 'clas' in the main table window, to open the Class Name
> Window. This window will be empty when first created, but will update as you add and define glyph classes in the font.

(command-A)
> Add a glyph class entry in the Class Name Window. A dialogue box called "Add Class" will appear. Type in a name for the new class in the blank rectangular box, and hit (OK). The Name Window will update and display the new class name.

> There are no rules about what to name these classes. A class is only data accessed by TrueEdit's Class-Based Kerning and Optical Bounds Tables, and is not seen by the end-user.

Note: A TrueEdit bug doesn't allow the designer to change the name of a group after it is created. This will eventually be fixed. For an imperfect work around, delete (or clear) the name. The name and any data stored in the subtable will disappear.

(DOUBLE-CLICK) on the new name to open TrueEdit's Class Table editing box.
> Open the Glyph Palatte. As in TrueEdit's 'mort' tables, add glyphs to the class by clicking and draging glyphs from the palette into the glyph class editing box.

Note: Another bug! The editing box will not update completely until you open and close the window. It does save the information, luckily.