TrueEdit Class + Class-Based Kerning Tables

In TrueEdit vers. 1.7.5 (and later versions), a new table was implemented, the Class Table ('clas'), in which glyphs can be grouped together and named according to the logic of the individual designer. These classes can be accessed in the Kerning and Optical Bounds tables.

This addition is useful with kerning tables, because a designer can develop a partial kerning table, and then create the classes afterwards.

To create and use these classes in the Kerning table:

(Command-N) In the main window, create a new Glyph Classes Table ('clas').

(Command-A) in the 'clas' table dialogue box, to add a glyph class subtable.
    Name the subtable. There are no rules about what to name this
    subtable. It is not used or seen by the end-user.

    For example, drag all the glyphs which will share the kerning
    value of the small cap h, and call it, "SmCap h-like/left side"

    Note: a small bug doesn't allow designer to change the name of
    the subtable, in vers 1.7.5. This will eventually be fixed.

(DOUBLE-CLICK) on the new subtable to open a standard TrueEdit editing box. As in other TrueEdit tables, drag in glyphs from
    the glyph palette. In the 'clas' subtable editing box, you can
    select more than one glyph at a time, or delete glyphs with the
    delete key. *(The interface varies from table to table depending
    on which engineer worked on it.)*

    Now go back to the main TrueEdit table window to connect a defined   glyph class to a particular character or glyph.

(DOUBLE-CLICK) on 'kern' table in the main menu.

(Command-A) to open the kerning pair editing dialog box. If you wish to
    select one of the glyph classes you created in the 'clas' table,
    click on the (ADD_AS) button.

    This will open another dialogue box in which you specify the class
    and identify one character or glyph that will have the same
    kerning value on the right or left side.

(CLICK) on the rectangular-shaped glyph class box, which will open
    to reveal all the classes from the 'clas' subtable. Choose one of
    the named classes.

Next, define one character or glyph to which glyphs in the named class   share similar kerning values. In the smaller rectangle, type in that   character (if it's accessible from the keyboard) or the glyph number.   Identify whether you are using character or glyph number by one or the   other checkbox.

Finally, select whether the glyph kerning value is for the left or right side of the glyph.

(OK)(OK!) When these three entries are defined, click (OK) in the "ADD AS" kerning dialogue box. Then, click (OK) in the regular kerning dialogue box.