

TrueEdit THE OPTICAL BOUNDS TABLE

The optical bounds table in the font contains values which represent a glyph shape's visual edge, rather than its actual boundaries. These values are considered only at the edges of a line, not at points within a line of text. With information provided by the font designer, this table will automatically make fine adjustments to the edges of text in order to make line edges align optically, which results in better color and improved legibility. In a Roman script typeface, the adjustments can be applied to the left edge of a run of text or, for fully justified text, to the right side of a margin.

To Create an Optical Bounds Table

(Command-N) In TrueEdit's main window, create a new optical bounds table.

“List opbd” Subtable

(Command-T) or (DOUBLE-CLICK) on the 'opbd' table to open the “List opbd” subtable. This is a list of every glyph in the font, with each glyph image referenced by its index number.

“Edit opbd” Editing Window

(DOUBLE-CLICK) on a glyph from the list in the “List opbd” window, to open the “Edit opbd” editing window. This dynamic editing window is scrolling and resizeable.

The selected glyph will appear by default on the left of the window, next to a vertical line. This vertical line represents a left margin. The selected glyph is bracketed on either side by missing character glyphs, which are temporary placeholders which can be changed to any glyph in the font. The selected glyph is always displayed in the context of two others, regardless of the margin's orientation.

A bitmap of the selected glyph will appear in the top center of the window. On the upper left is the “Bounds” box, a dynamic button which defaults to the left margin. On the upper right, is the optical bounds “Value” editing box, where new optical bounds values can be entered directly.

How to Change Glyphs in the Edit Window

As in other TrueEdit tables, both the selected glyph and the bracketing glyphs can be overwritten by dragging glyphs in from the glyph palatte. To choose a different bracketing glyph, select a glyph from the glyph palatte, then drag and drop it over the bracketing glyph. The new one will appear in its place.

The selected glyph can also be changed to another by dragging in a glyph from the palette. Or, use the scroll bar to run through the entire glyph set until you find the one you want.

Boundaries

New optical bounds can be defined for any glyph, for any or all of the four edges of a glyph: Left, Right, (and for Kanji) Top, and Bottom.

In the upper left corner of the subtitle bar of the “Edit opbd” window, is a dynamic button, labeled “Bounds.” When you click down on that button, it opens to reveal a menu of the four possible margins. As you select each of these boundaries, the orientation of the glyphs and the margin line in the editing window changes to support editing the glyph relative to the new bounds.

Optical Bounds Values

New optical bounds values can be entered directly in to the box on the right side of subtitle bar. Or, you can edit a glyph’s optical bounds by clicking on the glyph in the window, and dragging it with respect to any of the four margins.

Using Classes in the 'opbd' Table

Glyph classes are defined and created in the 'clas' table. This table allows you to group together glyphs which share similar features. For example, the letter f and all f-ligatures have the same glyph on the left side, so they will have the same left-side kerning value and optical edge value on the left side.

(CLICK) on the “Class” button in the subtitle bar of the 'opbd' list to select a glyph class from within the 'opbd' table. This will bring up the “opbd classes” window of the font. The first time you access the classes information from within the optical bounds table, the window is empty except for the “Bounds” selection box.

(CLICK) on the selection box to choose a boundary: Left, Right, Top or Bottom. If you select the “f-class” defined above, choose the left boundary, since the feature these glyphs share is the left side.

Note: within a single direction, one glyph cannot exist in more than one class.

(command-A) will open the “Add Optical Bounds Class” window. A long rectangle features the first of all the classes created in the 'clas' table. When you click down on this rectangular button, it opens up to reveal all the classes which have been defined. Drag down to the class you wish to add to the optical bounds data base. Click (OK). Your choice will now appear in the “opbd classes” window.

Now edit one of the glyph’s from the class you just added to the opbd classes list, from within the “Edit opbd” window. To get there, go back to the “List opbd” window, and double-click on any glyph within the class you just added to the “opbd classes” window.

As you edit optical bounds values for one glyph in the class, the other glyphs in the class will update automatically. A bullet will appear at the end of the row for every glyph in the class.

TrueEdit Bug When Altering Classes

There is a TrueEdit bug which occurs when altering classes which have already been assigned optical bounds values in the opbd table. Until the bug is fixed, use the following workaround (described below).

The Bug:

The relationship between TrueEdit's Glyph Class Table and the Optical Bounds Table is not bug-free. If you add a glyph to a class which has been assigned an optical bounds value from within the Optical Bounds Table, TrueEdit incompletely updates the optical bounds table to reflect the addition of that glyph. Although the bullet will still indicate that the glyph is part of a class, the table does not update the values assigned to that glyph class.

Workaround:

If you close and reopen the font, and then make a change to the value of a glyph within the class, the table will update every glyph in the class, including the added glyphs. You can then change the value back to the original value, and TrueEdit will update every glyph in the class.