Oriental T_EX by a dummy

Abstract

This article is converted from the slides presented at the conference.

What is Oriental TEX

- □ It is a project by Idris Samawi Hamid, Taco Hoekwater and Hans Hagen.
- □ The project started shortly after we started the LuaT_FX project.
- □ It boosted development of LuaT_FX thanks to a grant that paid for coding LuaT_FX.
- □ It also boosted the development of ConT_EXt MkIV and was a real good torture test for OpenType font support.
- □ This project also costs us a whole lot of time.
- \Box The main objective is to let T_FX typeset high quality (traditional) Arabic.
- □ Closely related to this is to extend ConTEXt capabilities to deal with advanced critical editions.
- □ In the meantime a high quality Arabic OpenType font has become part of the package.

How we proceed

- $\hfill\square$ Of course we were a bit too optimistic when setting the time schedule for this project.
- □ This is because we need to have quite some bits and pieces in place beforehand.
- □ For instance, making the font and perfecting OpenType support involves a lot of trial and error and testing.
- □ This is mostly due to lack of specifications, benchmarks and limitations in tools.
- \Box We have identified the needs for critical editions but have postponed some of that till we have opened up more of LuaT_FX.
- □ We are also getting a better picture of what is needed for advanced right-to-left typesetting, especially in mixed directionality.

Simple OpenType fonts

- □ In Latin scripts we have mostly one-to-one and many-to-one substitutions.
- \Box This can happen in sequence (multiple passes).
- \Box Sometimes surrounding characters (or shapes) play a role.
- \Box In some cases glyphs have to be (re)positioned relative to each other.
- □ Often the substitution logic is flawed and it is assumed that features are applied selectively (DTP: select and apply).
- \square Of course this is unacceptable for what we have in mind.

The Oriental TEX approach

- □ We put as much logic in the font as possible, but also provide a dedicated paragraph builder (written in Lua).
- □ The so-called First-Order Analysis puts a given character into isolated, initial, middle, or final state.
- □ The Second-order Analysis looks at the characters and relates this state to what characters precede or succeed it.

- □ Based on that state we do character substitutions. There can be multiple analysis and replacements in sequence.
- □ We can do some simple aesthetic stretching and additional related replacements.
- □ We need to attach identity marks and vowels in proper but nice looking places.
- □ In most cases we're then done. Contrary to other fonts we don't use many ligatures but compose characters.

But we go further

- □ The previous steps already give reasonable results and implementing it also nicely went along with the development of LuaT_FX and ConT_FXt MkIV.
- □ Currently we're working on extending and perfecting the font to support what we call Third-Order Contextual Analysis.
- □ This boils down to an interplay between the paragraph builder and additional font features.
- □ In order to get pleasing spacing we apply further substitutions, this time with wider or narrower shapes.
- \Box When this is done we need to reattach identity marks and vowels.
- □ Optionally we can apply HZ-like stretching as a finishing touch.

Look at luatex

\Box no order (kh ī t ā w [u] l)

 \Box first order

 \Box second order

 \Box second order (Jeem-stacking)

□ minimal stretching

 \Box maximal stretching (level 3)

chopped letter khaa (for e.g. underlining)
Hans Hagen
Pragma ADE, Hasselt

(kheetawul) واتيح