

METATYPE1: a METAPOST-based engine for generating Type 1 fonts

Bogusław Jackowski
Janusz M. Nowacki
Piotr Strzelczyk
GUST, Poland

TEX AND META:
the Good, the Bad and the Ugly Bits
KERKRADE, 2001

METATYPE 1: a METAPOST-based engine for generating Type 1 fonts

Bogusław Jackowski
Janusz M. Nowacki
Piotr Strzelczyk
GUST, Poland

TEX AND META:
the Good, the Bad and the Ugly Bits
KERKRADE, 2001

There is a couple of visual tools for
creating PostSCRIPT and TrueType fonts,
there is METAFONT for TEXies...

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

There is a couple of visual tools for
creating PostSCRIPT and TrueType fonts,
there is METAFONT for TEXies...

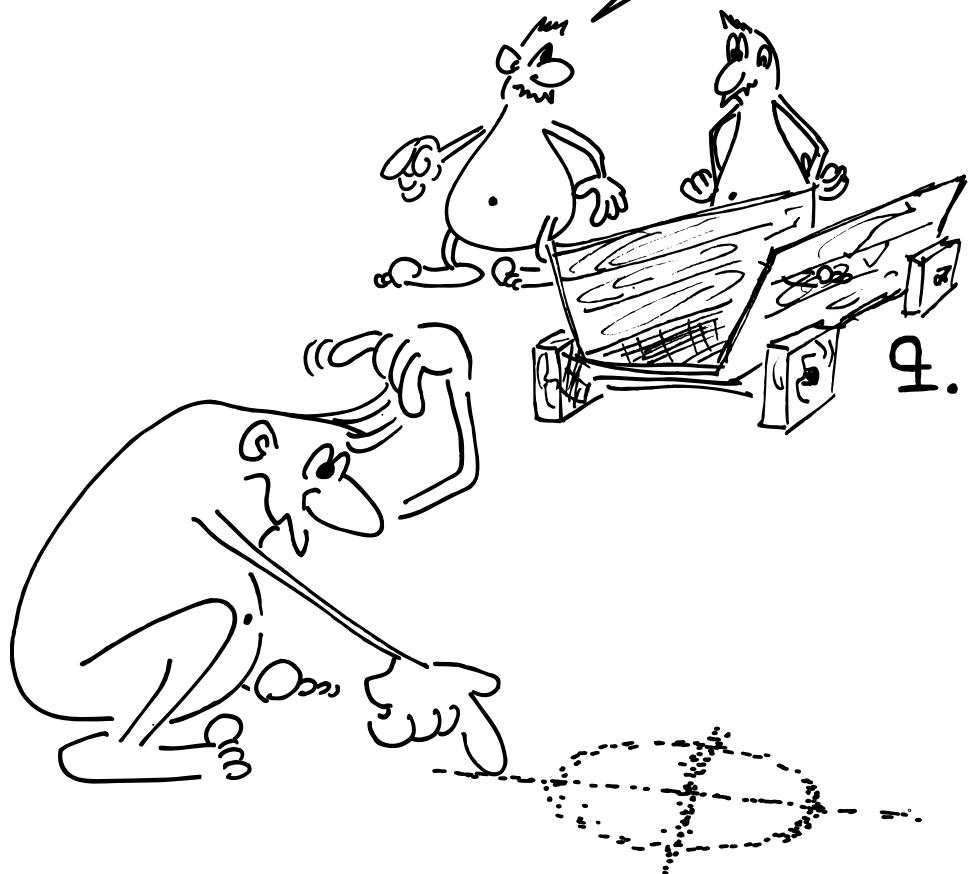
The fundamental question:

WHY TO REINVENT THE WHEEL?

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

HE PERSISTENTLY ENDAVOURS
TO REINVENT THE WHEEL...



METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE STATE OF THE ART

- The only freely available tool for generating fonts is bitmap-oriented METAFONT
- METAPOST, a younger sister of METAFONT that is capable of producing outline output, is not equipped with a possibility of generating PostSCRIPT fonts
- METAFONT and METAPOST are the only fully programmable tools

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE STATE OF THE ART

- The only freely available tool for generating fonts is bitmap-oriented METAFONT
- METAPOST, a younger sister of METAFONT that is capable of producing outline output, is not equipped with a possibility of generating PostSCRIPT fonts
- METAFONT and METAPOST are the only fully programmable tools
- **There are thousands of fonts used all over the world, only a negligible fraction of them being designed using METAFONT, in spite of the hope expressed explicitly in the final exhortation of “The METAFONTbook” (1986):**
Go FORTH now and create masterpieces of digital typography!

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

WHAT TO DO?

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

WHAT TO DO?

To reinvent the wheel, i.e., to prepare another tool. We decided to employ METAPOST.

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

WHAT TO DO?

To reinvent the wheel, i.e., to prepare another tool. We decided to employ METAPOST.

Advantages:

- logical constraints (parameterization)
- powerful constructions and definitions
- precision and full control over details
- availability of sources
- reliability (nearly as good as METAFONT)
- portability
- capability of writing T_EX metric files

Drawbacks:

- lack of visual interface
- generating outline fonts requires postprocessing

METATYPE 1

FONT: WHAT IS IT?

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

FONT: WHAT IS IT?

- **information about character shapes:**
bitmaps or outlines

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

FONT: WHAT IS IT?

- **information about character shapes:** bitmaps or outlines
- **metric information:** dimensions, italic correction, kerning, interletter spacing (tracking), interword spacing, interline spacing, slant angle, characteristic dimensions (quad)...

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

FONT: WHAT IS IT?

- **information about character shapes:** bitmaps or outlines
- **metric information:** dimensions, italic correction, kerning, interletter spacing (tracking), interword spacing, interline spacing, slant angle, characteristic dimensions (quad)...
- **encoding information**

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

FONT: WHAT IS IT?

- **information about character shapes:** bitmaps or outlines
- **metric information:** dimensions, italic correction, kerning, interletter spacing (tracking), interword spacing, interline spacing, slant angle, characteristic dimensions (quad)...
- **encoding information**
- **information about groups of characters:** ligatures, accented characters, math characters (usually not slanted), T_EX-specific charlist characters and extensible characters...

METATYPE 1

T_EX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

POSTSCRIPT TYPE 1 FONT: WHAT IS IT?

- **Metric file:** AFM (ASCII)
- **Glyph file:** PFB (binary) or PFA (ASCII)

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

POSTSCRIPT TYPE 1 FONT: WHAT IS IT?

- **Metric file:** AFM (ASCII)
glyph names, dimensions, kerns, ligatures
- **Glyph file:** PFB (binary) or PFA (ASCII)
glyph shapes (outlines, no pens, no overlapping), encoding, hinting, some metric data

METATYPE 1

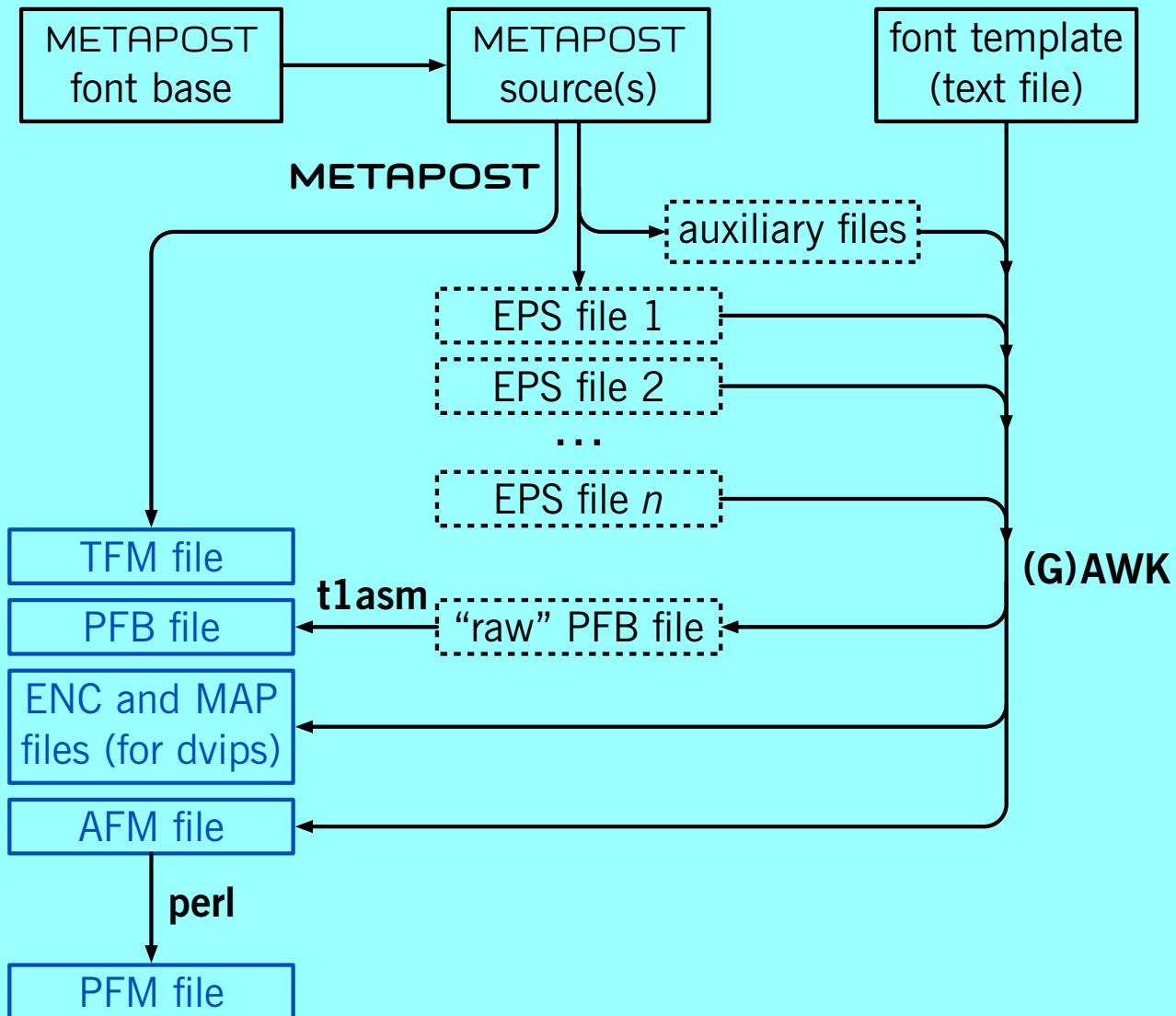
TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

POSTSCRIPT TYPE 1 FONT: WHAT IS IT?

- **Metric file:** AFM (ASCII)
glyph names, dimensions, kerns, ligatures
- **Glyph file:** PFB (binary) or PFA (ASCII)
glyph shapes (outlines, no pens, no overlapping), encoding, hinting, some metric data
- **Windows (“printer”) metric file:** PFM (binary)
contains nearly the same information as AFM, except glyph names

METATYPE 1

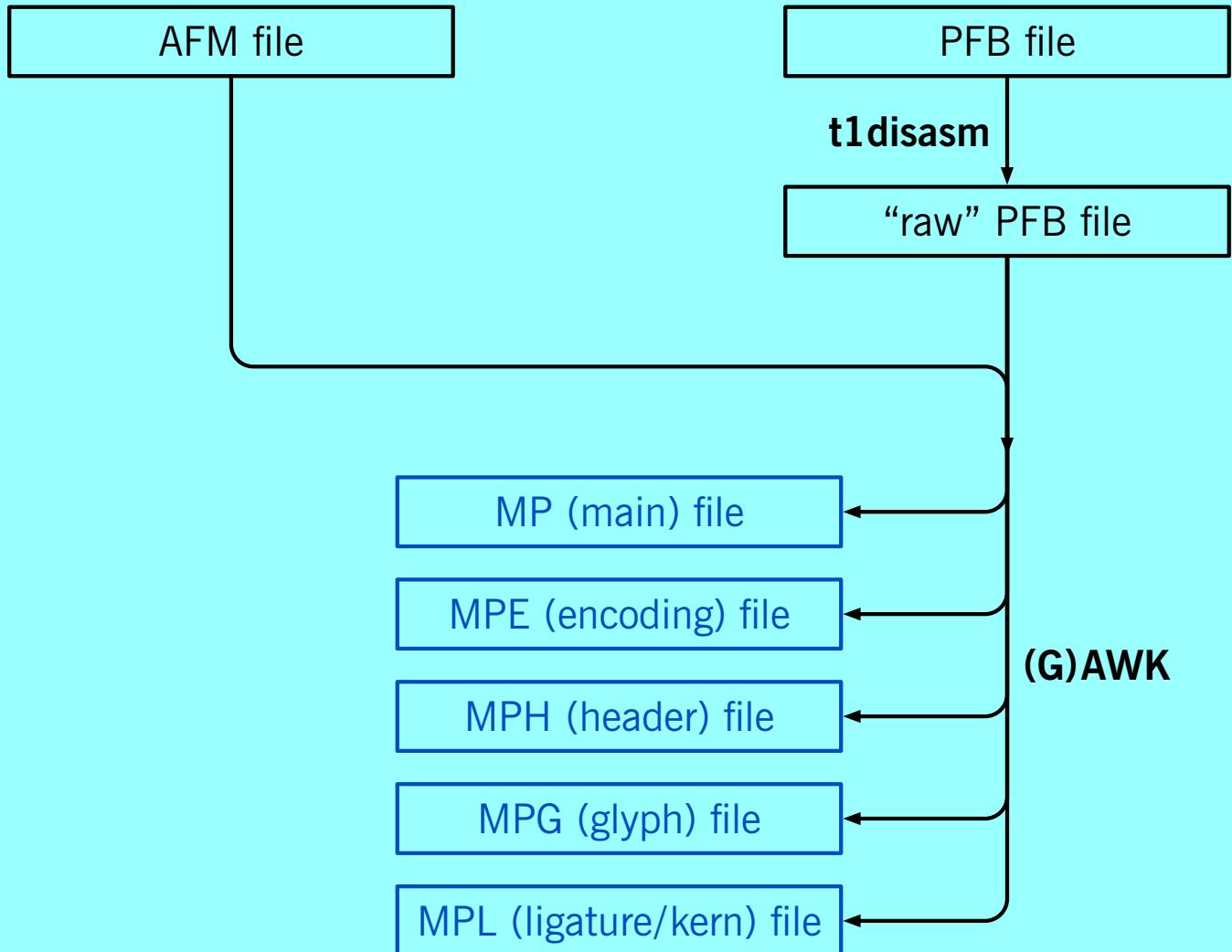
THE SCHEME OF THE ENGINE



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE SCHEME OF THE “REVERSE” ENGINE



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header glyph ligature/kern

```
input fontbase;
input logo10.mpe;
beginfont
maybeinput "logo10.mph";
maybeinput "logo10.mpg";
maybeinput "logo10.mpl";
endfont
```

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header glyph ligature/kern

```
% ENCODING
encode("space", 32);
encode("A", 65);
encode("E", 69);
encode("F", 70);
encode("M", 77);
encode("N", 78);
encode("O", 79);
encode("P", 80);
encode("S", 83);
encode("T", 84);
endinput
```

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header glyph ligature/kern

```
% FONT INFORMATIONS
pf_info_familyname "MFlogo";
pf_info_weight "Normal";
pf_info_fontname "MFlogo10-Regular";
pf_info_version "1.00";
pf_info_author "Author:\u00a9Donald\u00a9Knuth";
pf_info_encoding "AEFMNOPST\u00a9only";
pf_info_italicangle 0;
pf_info_underline -198, 66;
pf_info_fixedpitch false;
pf_info_adl 750, 250, 0;
pf_info_forcebold false;
blue_fuzz := 0;
blue_scale := 0.04546;
blue_shift := 7;
pf_info_overshoots(0, -11.1084), (600.0061, 11.1084);
```

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header glyph ligature/kern

```
pf_info_designsize 10;  
pf_info_space 266.6626, 133.3313, 88.88245;  
pf_info_quad 800.00305;  
pf_info_pfm "MFlogo10", 0, 0;  
pf_info_capheight 600.0061;  
pf_info_xheight 0;  
pf_info_creationdate;  
italic_shift := 0;  
  
% INTRODUCE CHARS  
standard_introduce("space");  
standard_introduce("A");  
standard_introduce("E");  
standard_introduce("F");  
standard_introduce("M");  
standard_introduce("N");  
standard_introduce("O");  
standard_introduce("P");
```

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header glyph ligature/kern

```
standard_introduce("S");
standard_introduce("T");
standard_introduce("nbspce");

% METRICS
wd.space = 267; ht.space = 0; dp.space = 0;
wd.A = 666.67175; ht.A = 611; dp.A = -11;
wd.E = 622.2229; ht.E = 600; dp.E = 0;
wd.F = 622.2229; ht.F = 600; dp.F = -11;
wd.M = 800.00305; ht.M = 611; dp.M = -11;
wd.N = 666.67175; ht.N = 611; dp.N = -11;
wd.O = 666.67175; ht.O = 611; dp.O = -11;
wd.P = 622.2229; ht.P = 600; dp.P = -11;
wd.S = 622.2229; ht.S = 600; dp.S = 0;
wd.T = 577.77405; ht.T = 600; dp.T = -11;
wd.nbspace = 267; ht.nbspace = 0; dp.nbspace = 0;
endinput
```

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header **glyph** ligature/kern

```
begingroup(T);
  save p; path p[];
  z0_0 = (578, 570); z0_0a = (578, 587); z0_1b = (563, 600);
  z0_1 = (545, 600);
  z0_2 = (33, 600); z0_2a = (15, 600); z0_3b = (0, 587);
  z0_3 = (0, 570); z0_3a = (0, 553); z0_4b = (15, 540);
  z0_4 = (33, 540);
  z0_5 = (256, 540);
  z0_6 = (256, 19); z0_6a = (256, 2); z0_7b = (271, -11);
  z0_7 = (289, -11); z0_7a = (307, -11); z0_8b = (322, 2);
  z0_8 = (322, 19);
  z0_9 = (322, 540);
  z0_10 = (545, 540); z0_10a = (563, 540); z0_11b = (578, 553);
  z0_11 = (578, 570);
  p0 = compose_path(z0)(11);

  if turningnumber p0 > 0: Fill else: unFill fi p0;
```

METATYPE 1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header **glyph** ligature/kern

```
fix_hstem(60)(p0)candidate_list(y)(540, 600);  
fix_vstem(66)(p0)candidate_list(x)(256, 322);  
standard_exact_hsbw("T");  
endglyph;
```

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header **glyph** **ligature/kern**

Construction of the character T: | Konstrukcja znaku T:

```
beginglyph(T);
  save p; path p[];
  z0_0 = (578, 570); z0_0a = (578, 587); z0_1b = (563, 600);
  z0_1 = (545, 600);
  z0_2 = (33, 600); z0_2a = (15, 600); z0_3b = (0, 587);
  z0_3 = (0, 570); z0_3a = (0, 553); z0_4b = (15, 540);
  z0_4 = (33, 540);
  z0_5 = (256, 540);
  z0_6 = (256, 19); z0_6a = (256, 2); z0_7b = (271, -11);
  z0_7 = (289, -11); z0_7a = (307, -11); z0_8b = (322, 2);
  z0_8 = (322, 19);
  z0_9 = (322, 540);
  z0_10 = (545, 540); z0_10a = (563, 540); z0_11b = (578, 553);
  z0_11 = (578, 570);
  p = composePath_z0(11);
  if turningnumber p0 > 0: Fill else: unFill fi p0;
  fix_hstem(60)(p0)candidate_list(y)(540, 600);
  fix_vstem(66)(p0)candidate_list(x)(256, 322);
  standard_exact_lsbw("T");
endglyph;
```

19:03 16 IX 2001 LOG010 15

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE OUTPUT OF THE “REVERSE” ENGINE: main (driver) encoding header glyph ligature/kern

```
% KERN PAIRS
LK("F")
  KP("O", -44.44885)
KL;
LK("P")
  KP("O", 44.44885)
KL;
LK("T")
  KP("A", -22.22443)
KL;
endinput
```

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

AN EXAMPLE: the letter “T” from D. E. Knuth’s logo font

```
beginlogochar("T", 13);
italcorr ht# * slant + .5u#;
if .5w <> good.x .5w: change_width; fi
lft x1 = -eps; x2 = w - x1; x3 = x4 = .5w;
y1 = y2 = y3; top y1 = h; bot y4 = -o;
draw z1 -- z2; draw z3 -- z4;
labels(1, 2, 3, 4);
endchar;
```

METAFONT source

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

AN EXAMPLE: the letter “T” from D. E. Knuth’s logo font

```
beginlogochar("T", 13);
italcorr ht# * slant + .5u#;
if .5w <> good.x .5w: change_width; fi
lft x1 = -eps; x2 = w - x1; x3 = x4 = .5w;
y1 = y2 = y3; top y1 = h; bot y4 = -o;
draw z1 -- z2; draw z3 -- z4;
labels(1, 2, 3, 4);
endchar;
```

METAFONT source

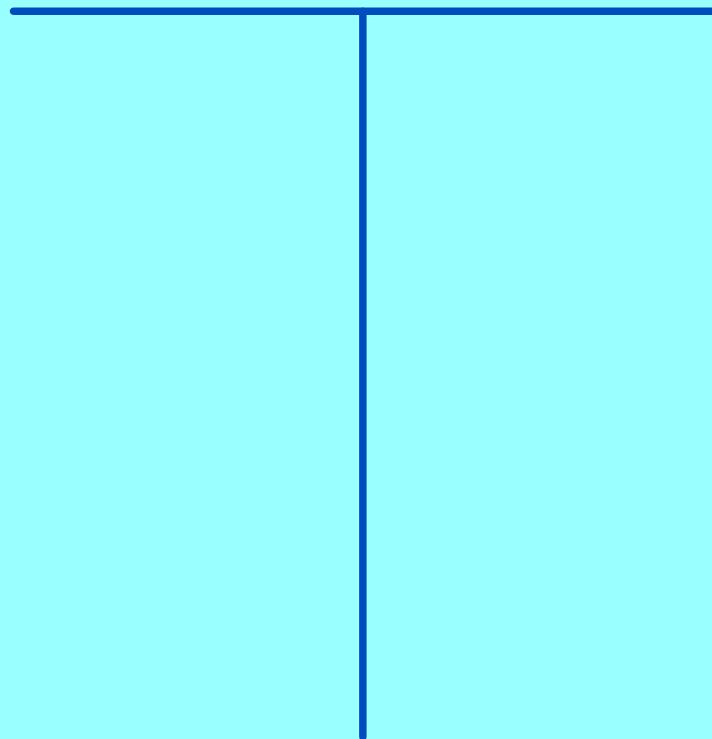
```
beginlogoglyph("T", 13);
ic.T# := ht# * slant + .5u#; if ic.T# < 0: ic.T# := 0; fi
lft x1 = 0; x2 = w - x1; x3 = x4 = .5w;
y1 = y2 = y3; top y1 = h; bot y4 = -o;
find_outlines(expand_logo_stroke()(z1 -- z2),
               expand_logo_stroke(butt_end(0))(z3 -- z4))(glyph);
Fill glyph1; fix_vstem(px)(glyph1); fix_hstem(py)(glyph1);
just_labels(1, 2, 3, 4);
endlogoglyph;
```

METAPOST source

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

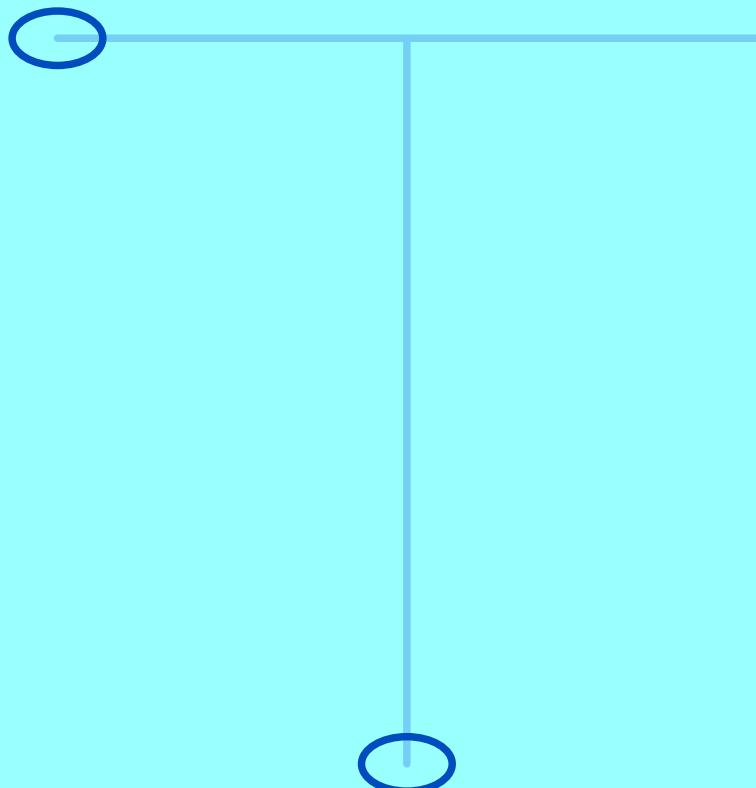
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

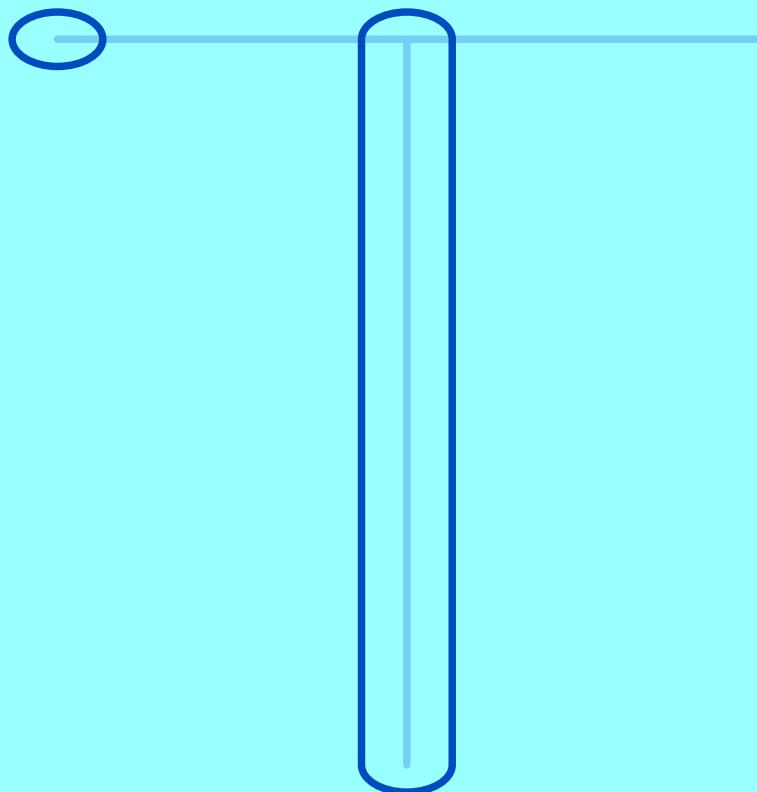
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

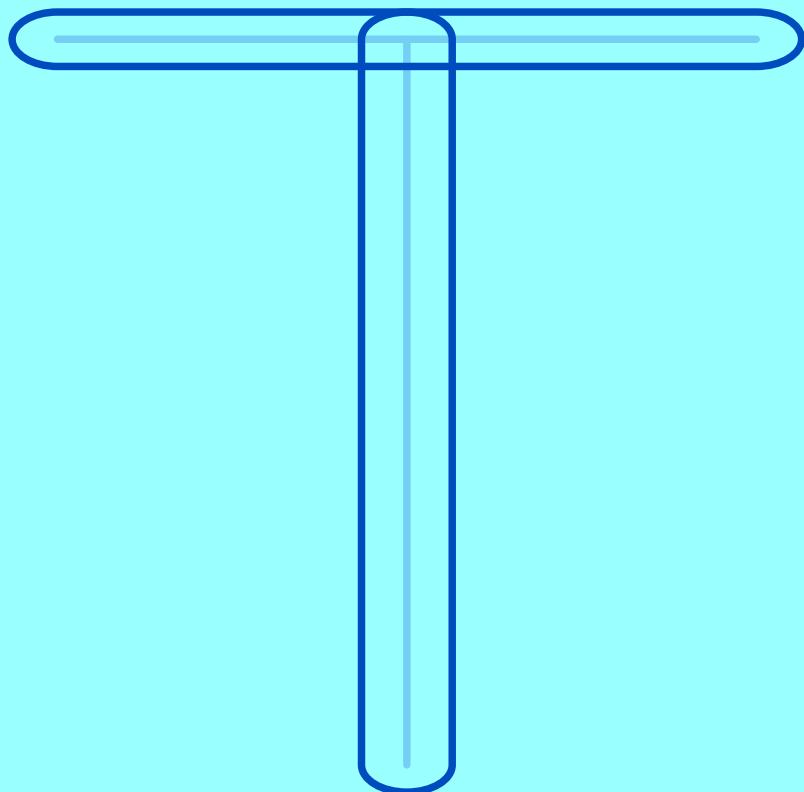
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

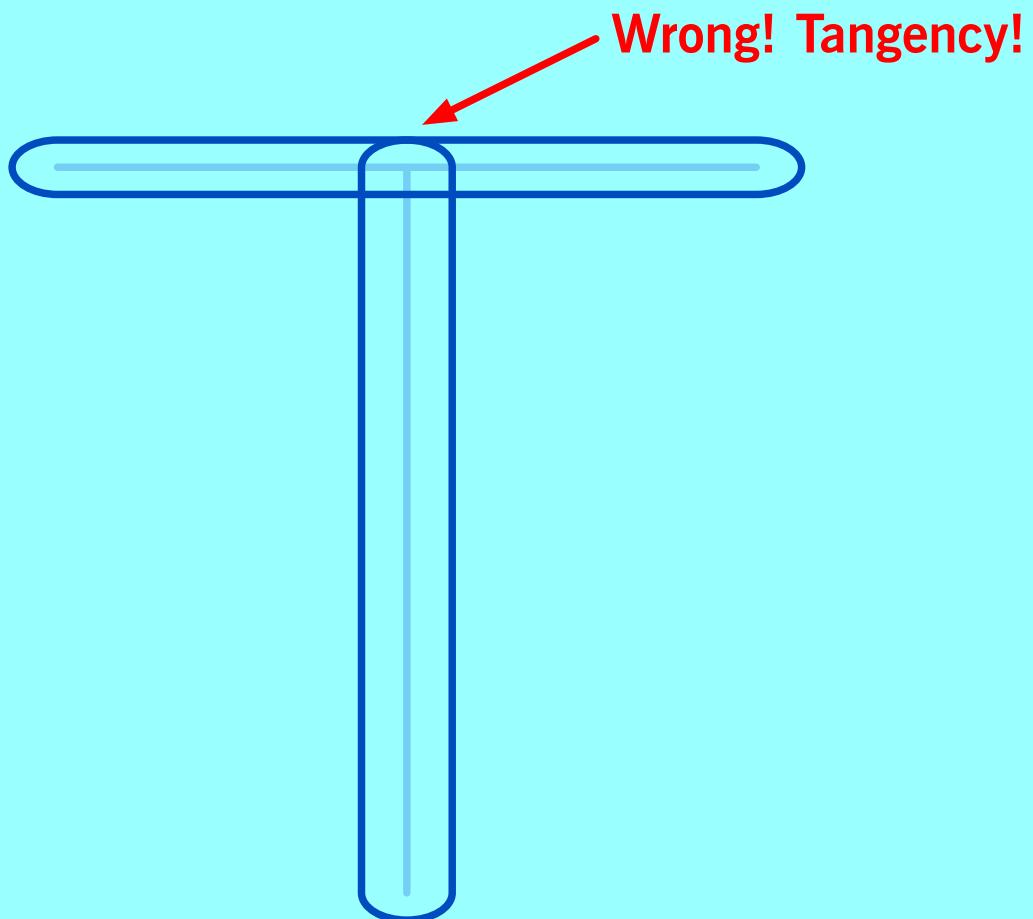
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

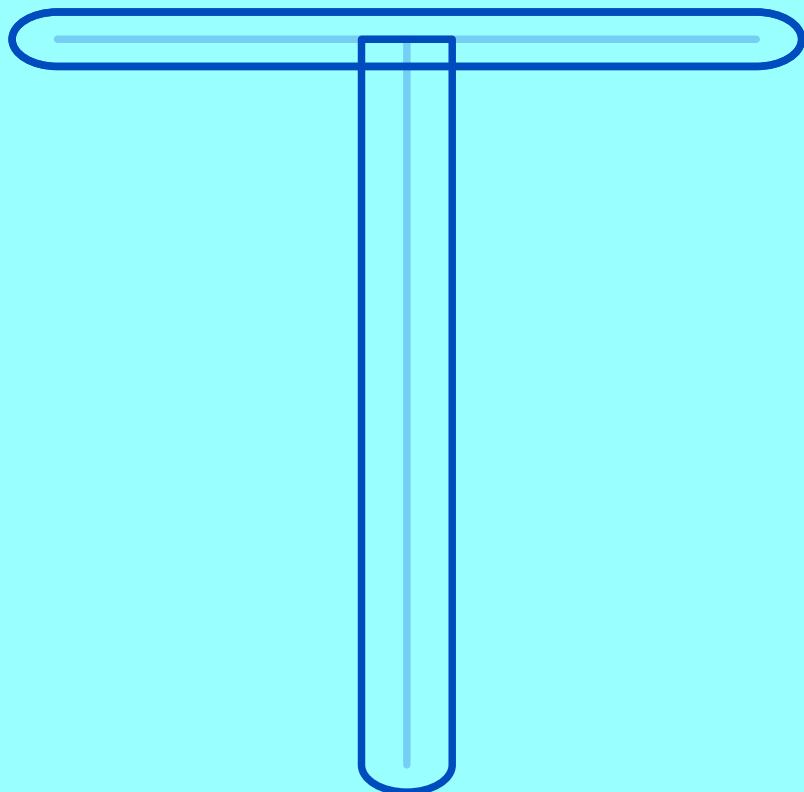
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

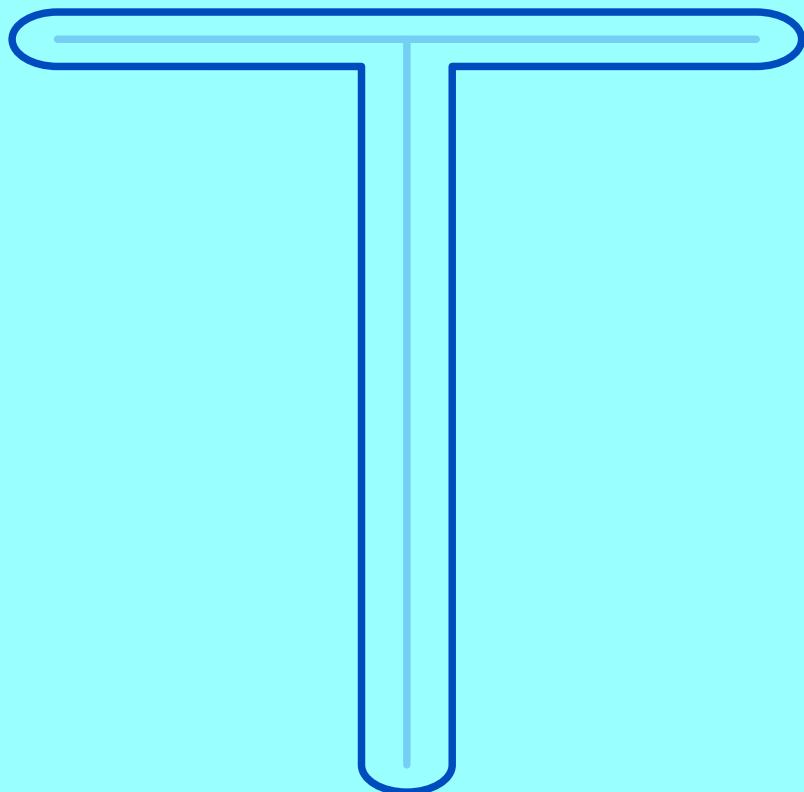
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

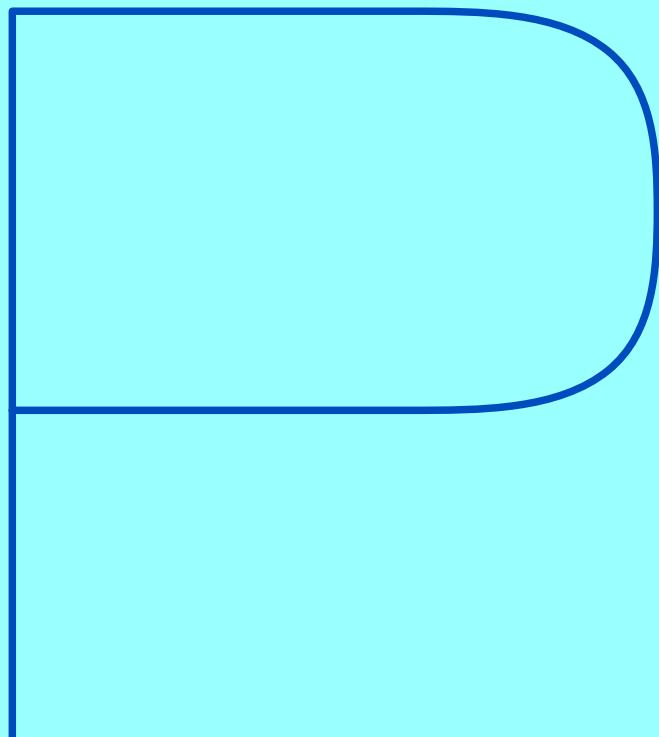
AN EXAMPLE: the construction of the letter “T”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

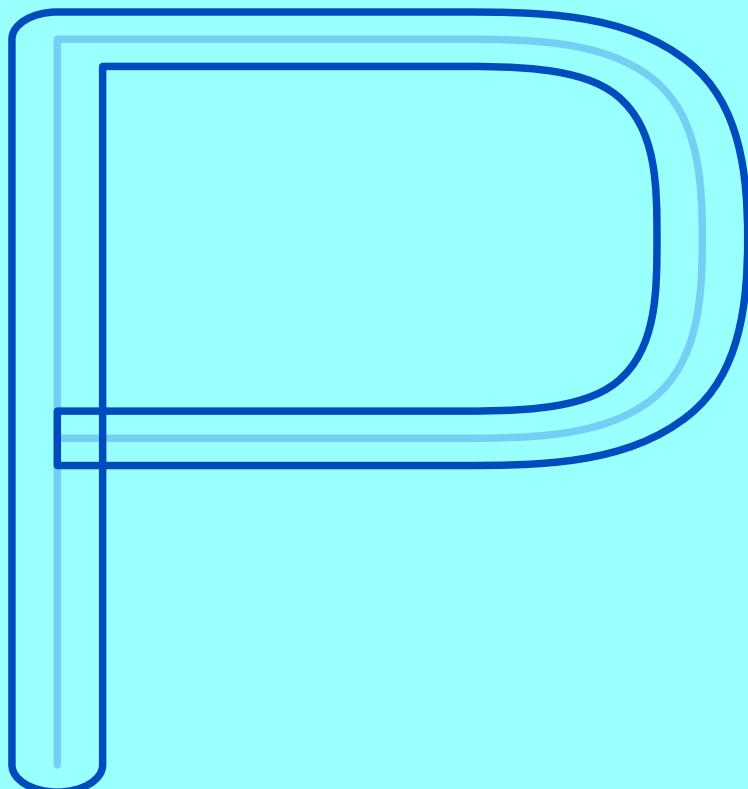
AN EXAMPLE: the construction of the letter “P”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

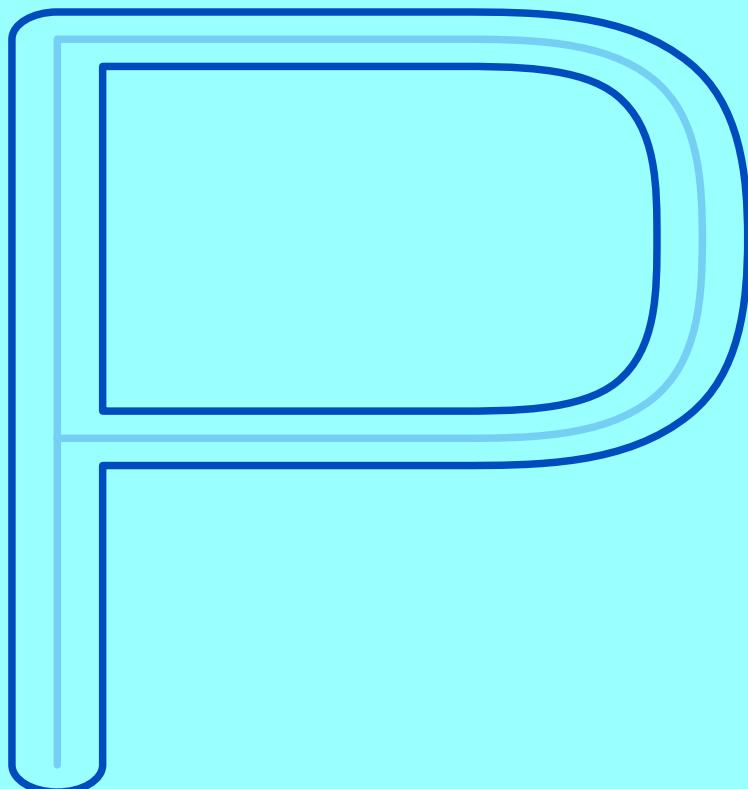
AN EXAMPLE: the construction of the letter “P”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

AN EXAMPLE: the construction of the letter “P”



METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE FINAL EXHORTATION

*LET US GO FORTH now and
create masterpieces of digital
typography in Type 1 format!*

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

THE FINAL EXHORTATION

*LET US GO FORTH now and
create masterpieces of digital
typography in Type 1 format!*

Fortunately, there are three of us: Janusz, Piotr
and I; and it is known since ancient
times that *tres faciunt collegium...*

METATYPE1

TEX AND META:
the Good, the Bad
and the Ugly Bits
KERKRADE, 2001

FOR BOLD CHARACTERS:

`ftp://bop.eps.gda.pl/pub/metatype1`