Typing diacritics in Junicode 2

Junicode has better support for diacritics than any other medieval font. You can place a diacritic (or "combining mark") on just about any character where it makes any sense at all to place it. Just type the base character followed by the diacritic.

But typing a diacritic can be difficult. (I'm not talking about the common letter+diacritic combinations like á, for which your system no doubt provides special keyboard sequences, but about exotic combinations like ꝥ̉ or m̈. Stuff that comes up with distressing regularity when you're transcribing medieval manuscripts, whose scribes weren't constrained by the limitations of mechanical typesetting.) Diacritics—the exotic ones, at least—have no assigned keys on a keyboard. Instead you need to know their *encodings*: the four-digit hexadecimal (base-16) number assigned to them in the Unicode standard.

If what I've just written looks like gibberish, don't worry: this document will lay out all the encodings for diacritics defined by Unicode and likely to be of interest to medievalists. For diacritics not defined by Unicode, the Medieval Unicode Font Initiative (MUFI) has assigned code points, but because the code points are not recognized by Unicode, most applications won't recognize them as diacritics or position them correctly over their base characters: they may come out looking like m̊, or worse yet Å̃.

To get around this problem, Junicode provides a collection of **entities**, or mnemonic codes, for typing non-Unicode diacritics: these are enabled by Stylistic Set 10 (**ss10**), which should be applied to the whole of any document that uses them. These entities avoid the use of MUFI's custom code points and instead associate them with Unicode code points so that applications will recognize them as diacritics.

Junicode's entities will look familiar to anyone who has worked with HTML (the language of web pages): they are preceded by an ampersand (**&**) and followed by a semicolon (**;**), and they consist of the underscore character followed by one or more (mostly mnemonic) letters. For example, to enter the sequence g̊, type **g&_oslash;**.

There's not much more to it, except for one very important caveat, namely that these entities affect the appearance of your document but not the underlying text. When you type the sequence **p&_ru;**, it *looks* like **p** with combining rum-sign (p̃), but underneath, the text is still **p&_ru;**. So if you send your text file to a friend who doesn't have Junicode 2 installed, that friend will see the entities, not the diacritics; if you copy your text onto the clipboard and

paste it into an application that either can't access Junicode 2 or can't apply OpenType features, you'll also see the entities. If you are sending your text to a publisher, turn off ss10 to make the entities visible and supply a key explaining what they are. Send along a copy of Junicode, while you're about it, in case your publisher needs a fallback font.

One more caveat: in most text-processing applications, the features needed to make diacritics work are on by default, but *in Microsoft Word they are not*. You've got to turn them on. To do so, open the "Font" dialog, click over to the "Advanced" tab, and enable **Kerning**, **Standard Ligatures**, and **Contextual Alternates**. For entities, you must also enable **Stylistic Set 10** (ss10).

In the following list, non-Unicode diacritics are highlighted in green.

Encoding	Entity	Example	Encoding	Entity	Example
035B	none	◌ᷛ	F03D	&_thorn;	◌ᚦ
1DD3	none	◌ᵫ	1DE3	none	◌ᷓ
0305	none	◌̅	1DE5	none	◌ᷕ
0363	none	◌ᷓ	1DD8	none	◌ᷘ
1DE8	none	◌ᷨ	1DD5	none	◌ᷕ
0368	none	◌ᷨ	1DD6	none	◌ᷖ
0369	none	◌ᷩ	F135	&_eogo;	◌ᷔ
0364	none	◌ᷔ	F136	&_emac;	◌ᷔ
1DEB	none	◌ᷫ	F02F	&_idotl;	◌ᷮ
1DDA	none	◌ᷚ	F031	&_jdotl;	◌ᷴ
036A	none	◌ᷪ	F13E	&_oogo;	◌ᷮ
0365	none	◌ᷥ	F032	&_oslash;	◌ᷮ
F030	&_j;	◌ⱼ	F13F	&_omac;	◌ᷪ

Encoding	Entity	Example	Encoding	Entity	Example
1DD3	none	̈	1DD2	none	̓
1DDD	none	̔	1DD1	none	̆
036B	none	̈	F013	&_bsc;	̈
1DE0	none	̈	F016	&_dsc;	̈
0366	none	̈	1DDB	none	̈
1DEE	none	̈	F01C	&_ksc;	̈
F033	&_q;	̈	1DDD	none	̈
036C	none	̈	036B	none	̈
1DE4	none	̈	1DE0	noner	̈
036D	none	̈	036C	none	̈
0367	none	̈	F02A	&_tsc;	̈
036E	none	̈	F036	&_an;	̈
1DF1	none	̈	F038	&_ar;	̈
036F	none	̈	F03A	&_ansc;	̈
F02B	&_y;	̈	F130	&_arsc;	̈
1DE6	none	̈	F03E	&_orr;	̈
1DD4	none	̈	F03F	&_oru;	̈
1DD9	none	̈	1ACE	none	̈

For more details concerning combining marks, see the "Feature Reference," section I.