## കമ്പ്യൂട്ടറിലെങ്ങനെ

മലയാളം കാണുന്നു?

### The text rendering stack

in free software world

Santhosh Thottingal

### Youneed

data

# dotto

# data

| d | 64 | 100000  |
|---|----|---------|
| a | 61 | 111101  |
| t | 74 | 1001010 |
| a | 61 | 111101  |

# data

| d | 64 | ASCII   |
|---|----|---------|
| a | 61 | 101     |
| t | 74 | 1001010 |
| a | 61 | 111101  |

1000000 111101 1001010 111101 64 61 74 61 d a t a

```
1000000 111101 1001010 111101
64 61 74 61
d a t a
```

data



#### 1000000 111101 1001010 111101

Font data

| <u>a</u> | ? | ? |
|----------|---|---|
| 2        | ? | ? |
| യാ       | ? | ? |
| త్రం     | ? | ? |

| 2        | ? | ? |
|----------|---|---|
| <u>ا</u> | ? | ? |
| <b>W</b> | ? | ? |
| (D)O     | ? | ? |
| 2        | ? | ? |
| ()o      | ? | ? |

### ASCII is 8 bit

256 characters

# Unicode

| 2        | 3374 | 0D2E |
|----------|------|------|
| 2        | 3378 | 0D32 |
| <b>W</b> | 3375 | 0D2F |
| ()O      | 3390 | 0D3E |
| 2        | 3379 | 0D33 |
| ္၀       | 3330 | 0D02 |

#### <u>ae</u>w)990

#### <u>ae</u>w)980

ടെപ്പ് ചെയ്യാനറിയാമോ?



| ക  | 3349 | 0D15 |
|----|------|------|
| () | 3405 | 0D4D |
| ക  | 3349 | 0D15 |



| ക         | 3349 | 0D15 |
|-----------|------|------|
|           | 3405 | 0D4D |
| <b>ಹಾ</b> | 3349 | 0D15 |





| ക        | 3349 | 0D15 |
|----------|------|------|
| <b>ර</b> | 3398 | 0D46 |

| ക        | 3349 | 0D15 |
|----------|------|------|
| <b>ි</b> | 3498 | 0D46 |

$$\frac{1}{1} + \frac{1}{1} + \frac{1}{1} + \frac{1}{1} = \frac{1}{1}$$

$$(0 + 0 + 0 + 0) + 0$$

Glyph drawings

Rendering Rules

Glyph drawings #art

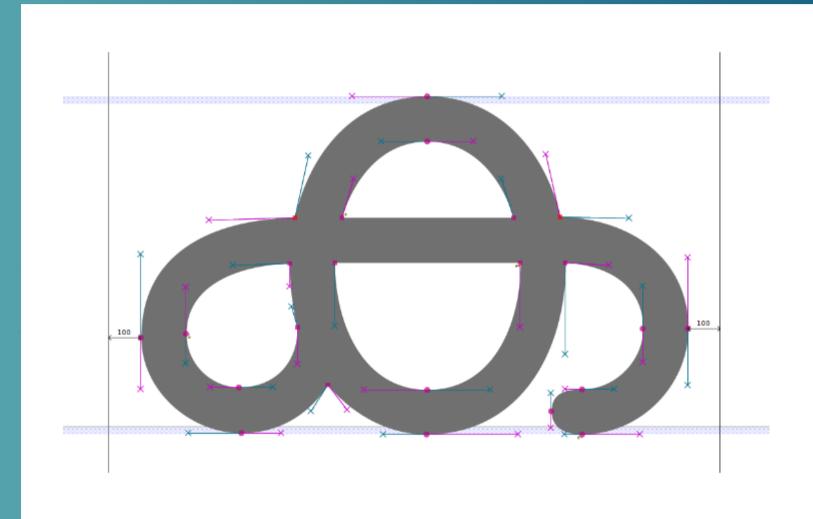
Rendering Rules #program

Glyph drawings

Rendering Rules

Opentype

## Glyph



### Rendering Rules

```
feature akhn {
 script mlm2;
     language dflt;
      lookup chillu;
      lookup akhn_conjuncts;
      lookup akhn_conditional_stacking;
 script mlym;
     language dflt;
      lookup chillu;
      lookup akhn_conjuncts;
      lookup akhn_conditional_stacking;
} akhn;
lookup akhn_conjuncts {
  lookupflag 0;
    sub k1 l1 by k1l1;
    sub k1 xx k1 by k1k1;
```

# Shaping Engine

## Shaping Engine

HarfBuzz

#### Behdad Esfahbod



```
$ hb-shape Manjari.ttf & [k1=0+1896]
$ hb-shape Manjari.ttf & [k1k1=0+2529]
```

#### Harfbuzz

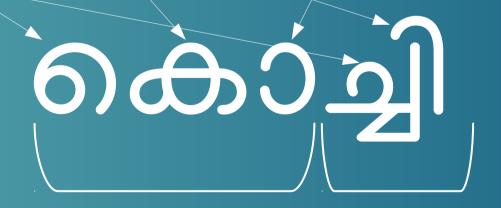


Converting Unicode text to glyph indices and positions

\$ hb-shape Manjari.ttf @ [s1th1r3=0+2840]



```
$ hb-shape Manjari.ttf കൊച്ചി
[e1=0+1395|k1=0+1896|a2=0+1001|
ch1ch1=2+1525|i1=2+341]
```



Chrome
Firefox
LibreOffice
Android
Xelatex
Gnome
QT/KDE

<sup>\*</sup> Uniscribe (Windows) & Coretext (OS X) are proprietary alternatives

## Fontconfig

Font matching and selection

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Font matching and selection

```
$ fc-match :lang=ml
Manjari-Regular.ttf: "Manjari" "Regular"
$ fc-match :lang=ta
Lohit-Tamil.ttf: "Lohit Tamil" "Regular"
```

### Text Layout

Rendering the content in given area, line break, paragraphs, text formatting

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Rendering the content in given area, line break, paragraphs, text formatting

Pango, ICU

#### Refer:

# State of Text Rendering behdad.org/text