1 Instalation

TODO

2 Usage

2.1 LATEX

2.1.1 Requirements

A modern TEX engine with Unicode and OpenType suport is needed, namely LuaTEX or XƎTEX. In addition to `fontspec` package, `unicode-math` is needed for using XITS fonts in math mode.

2.1.2 Examples

```latex
\documentclass{article}
\usepackage{unicode-math}
\setmainfont{XITS}
\setmathfont{XITS Math}

\begin{document}
Text $x+y=\sqrt{z}$
\end{document}
```

2.2 ConTEXt

2.2.1 Requirements

For using XITS in text mode, either ConTEXt MkII with XƎTEX engine, or ConTEXt MkIV are needed, but only MkIV supports using them in math mode.

2.2.2 Examples

```
\usetypescript[xits]
\setupbodyfont[xits]
```

```
\starttext
Text $x+y=\sqrt{z}$
\stoptext
```

3 Font features

feature	Discription	Example
onum	Oldstyle numbers	0123456789
frac	Diagonal fractions	½ ⅔ ¾ ⅝ ⅞