SVG Cuneiform Tool (v4.4)

Paper Summary

SUMMARY PASSAGE 1

Section 1

Variants are characterized by a name ending with a sequence like '*1', '*2' etc. : so BAR*1 is the Behistun variant of BAR. Regarding the Middle Elamite syllabary, based primarily on the Great stele of Å ilhak-InÅ¡uÅ¡inak, glyph variants forms have been introduced from another stele (EKI 48).

SUMMARY PASSAGE 2

Section 1

The cuneiform tool provides you a method for analyzing the composition of the glyphs, for displaying them in a stylized way and for helping you memorize them through a functionality of display lists. A display list is a list of signs (or glyph elements), which can be displayed in a predefined order, or at random, with the indication of the sign value, or without it, with the graphic representation of the sign, or without it. It is easy to understand how one can use that functionality for exercising to learn the syllabary of an inscription.

SUMMARY PASSAGE 3

Darius' Syllabary: 132 Signs

"Next glyph list": by a click on this menu item the user switches to the next "display list". A display list is a list of signs to be displayed. Some display lists are already built in the tool, new ones can be user-defined.

SUMMARY PASSAGE 4

Darius' Syllabary: 132 Signs

"Previous glyph list": by a click on this menu item the user switches to the previous display list in the round robin of display lists.

SUMMARY PASSAGE 5

Above). Example Input String: DiÅi-Å il-Ha-Ag An-In-Su-UÅi-Na-Ag (Or Dish Shil Ha Ag An In Su Ush Na Ag).

Yellow button: by clicking on it the user toggles the display of a text describing the syllabic value of the displayed syllabogram or the kind of the displayed glyph element. Browsing a list without displaying the value of the signs is a way to test if one can recognize them. Signs which are not easily recognized can be enlisted in the exercise list for further practice.

SUMMARY PASSAGE 6

Above). Example Input String: DiÅi-Å il-Ha-Ag An-In-Su-UÅi-Na-Ag (Or Dish Shil Ha Ag An In Su Ush Na Ag).

Light blue button: by clicking on it the user toggles between a fixed information panel and an animated one which disappears after some seconds. This button is useful because the panel used for displaying hints and user-supplied glyph strings is located behind the information panel and some browsers do not implement the animation features. If your browser does, you should probably click this button right from the beginning of your session in order to avoid being bothered with the information panel when panel below it is active.

SUMMARY PASSAGE 7

Current Shortcomings Current Shortcomings Current Shortcomings Current Shortcomings

Using the tool needs no particular skills except understanding what the buttons and menu items are for. But modifying the program to adapt it to one's specific needs (syllabary, style, display lists, examplesâ€¦) may require some skills in Javascript programming. However many modifications can be performed simply by changing the values of the main declared variables at the beginning of the program, which does not require real knowledge of Javascript, just the capability to put one's specific data at the right place following the given model.

SUMMARY PASSAGE 8

Current Shortcomings Current Shortcomings Current Shortcomings Current Shortcomings

It is provided "as is" and is far from being bullet-proof. In particular, if you intend to modify the glyph design, be aware that no check is performed on the arguments you provide for the description of each glyph element: neither on the argument number, nor on their value. An error window may pop up if the formal language parser encounters an unknown glyph element code (which can be the result of a previous error on the argument number), but most often an error will be revealed by a wrong drawing.