

Figure 1: Man and his occupations

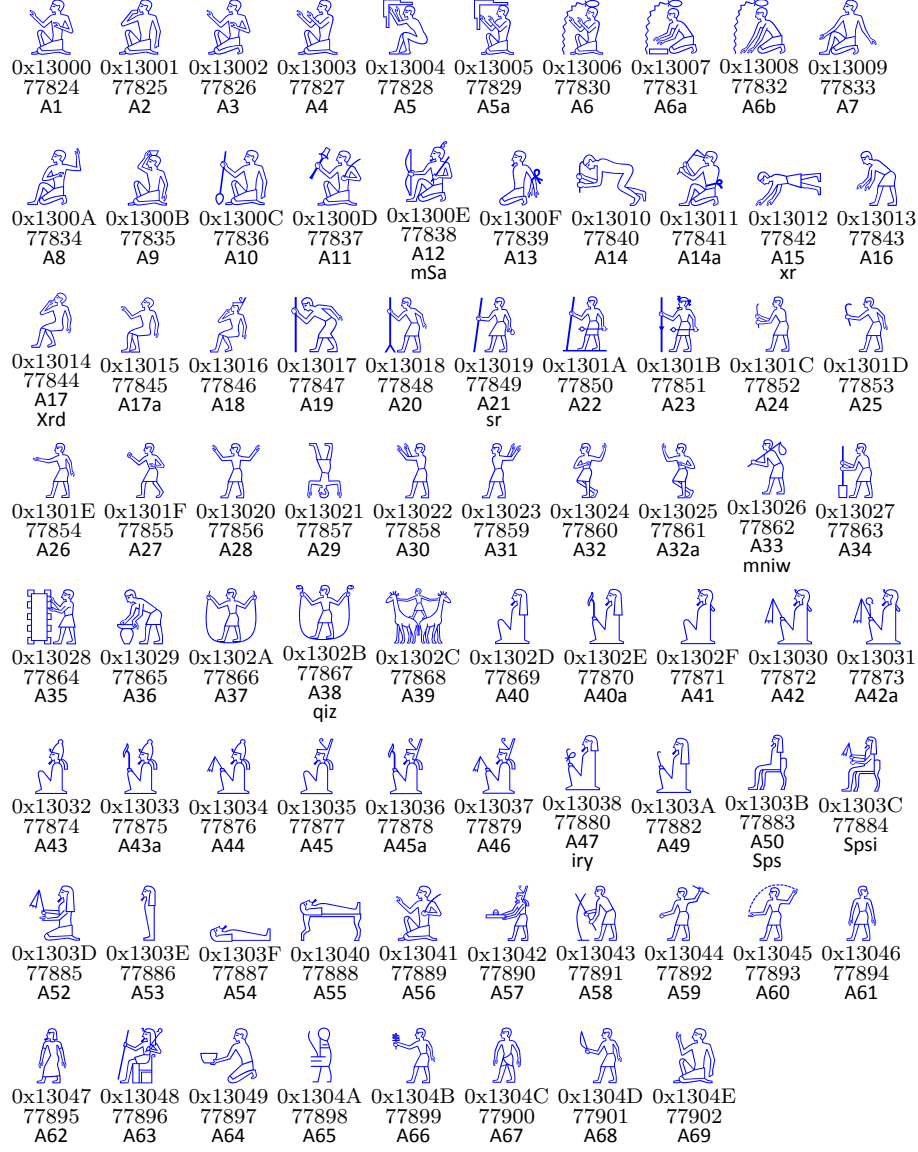


Figure 2: Unclassified

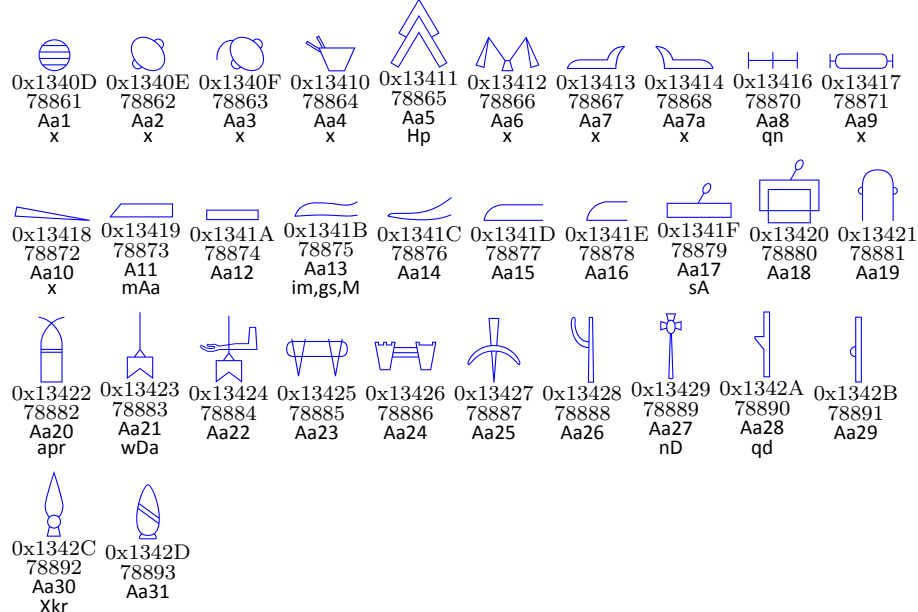


Figure 3: Woman and her occupations

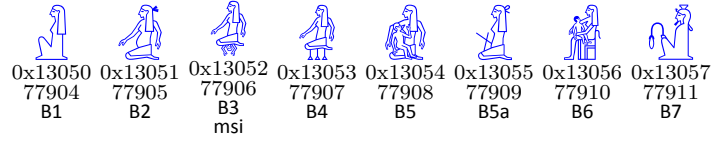


Figure 4: Anthropomorphic Deities

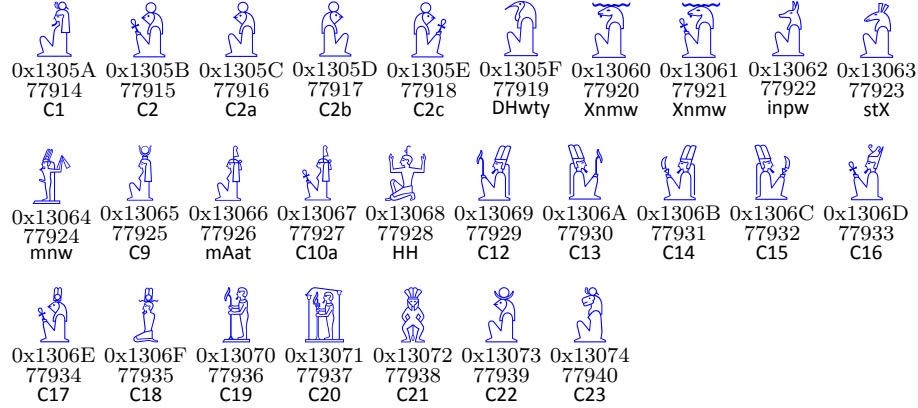


Figure 5: parts of the human body parts

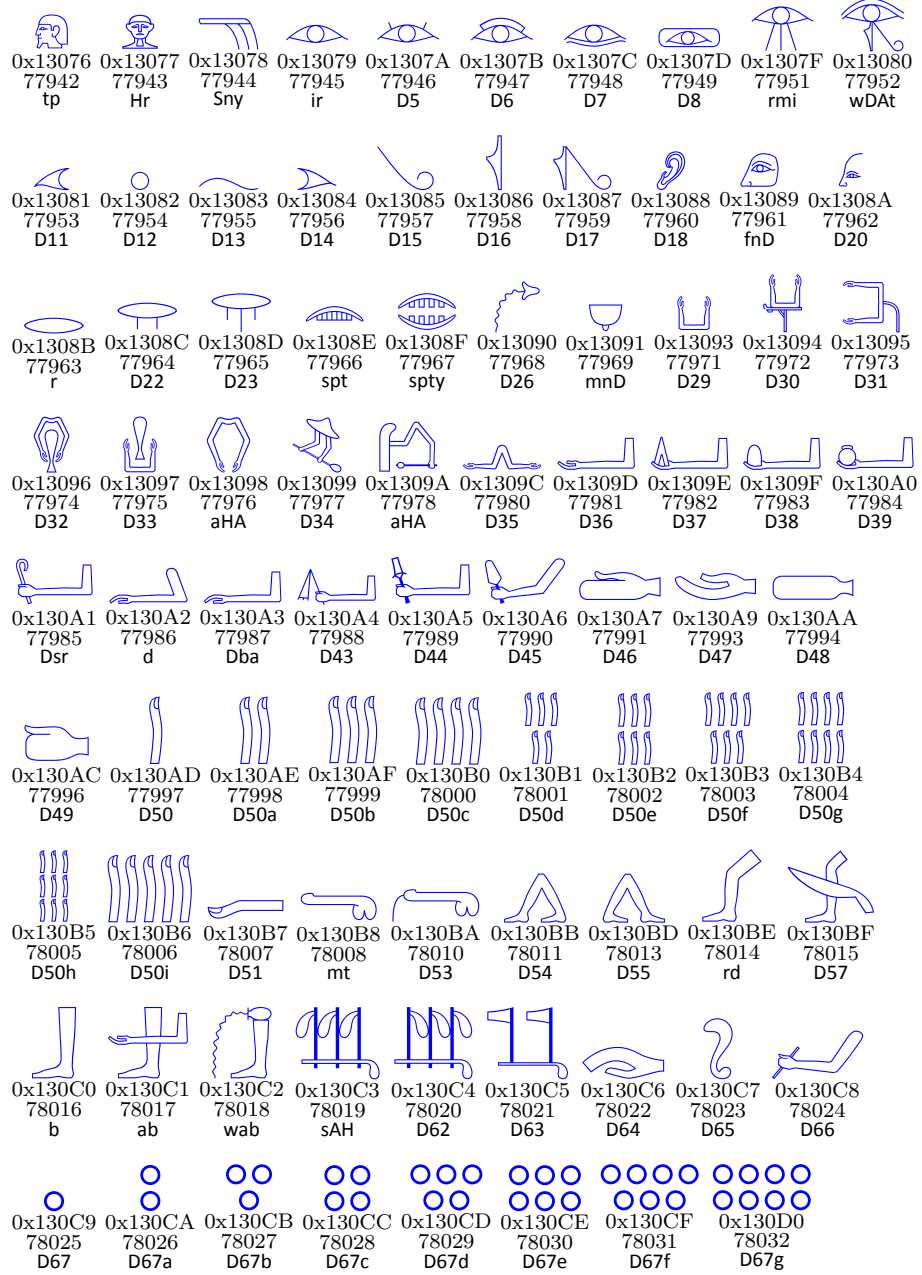


Figure 6: Mammals

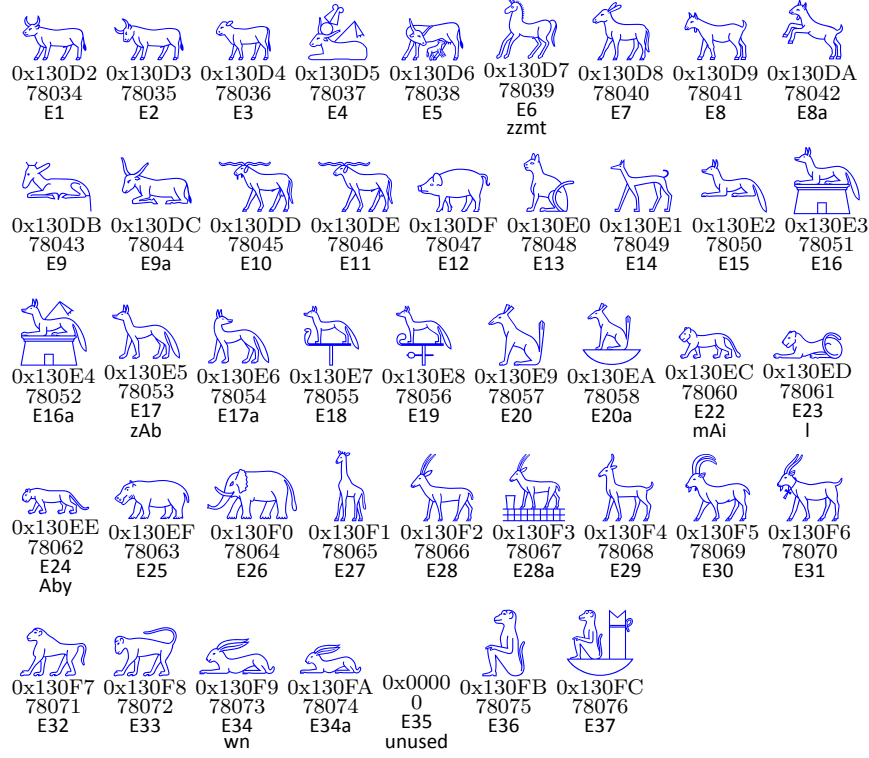
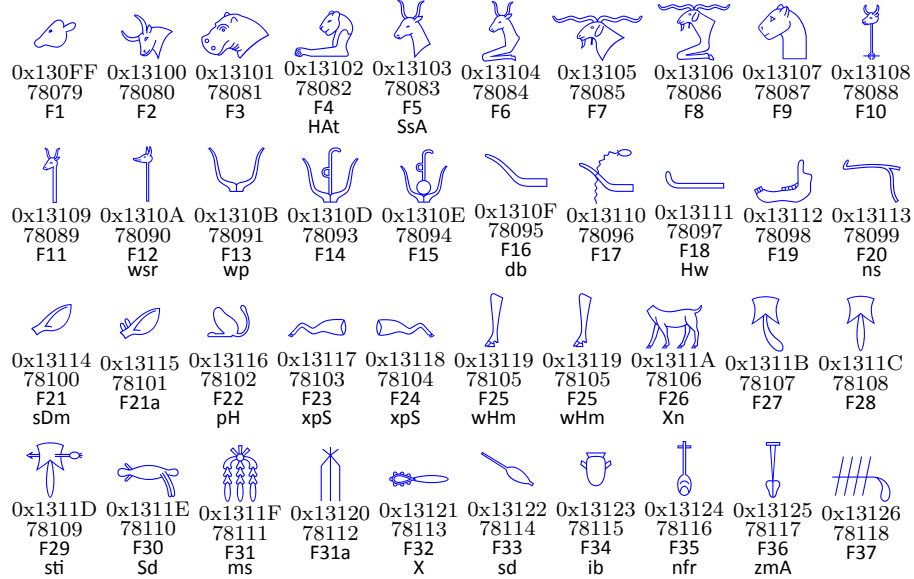


Figure 7: Parts of Mammals



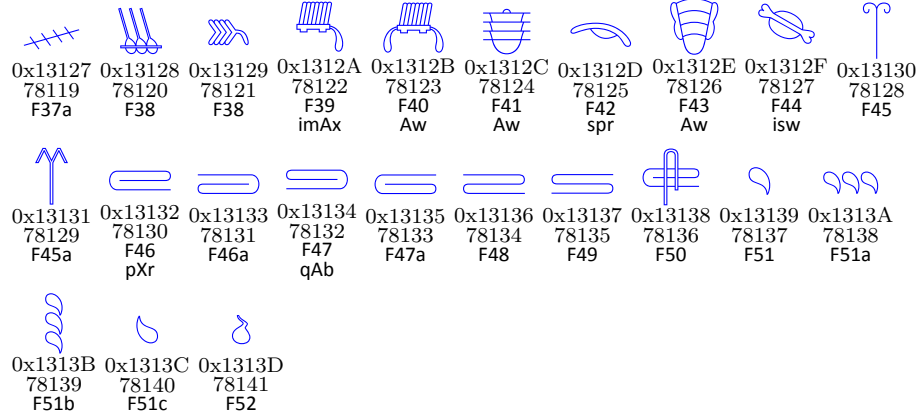


Figure 8: Birds

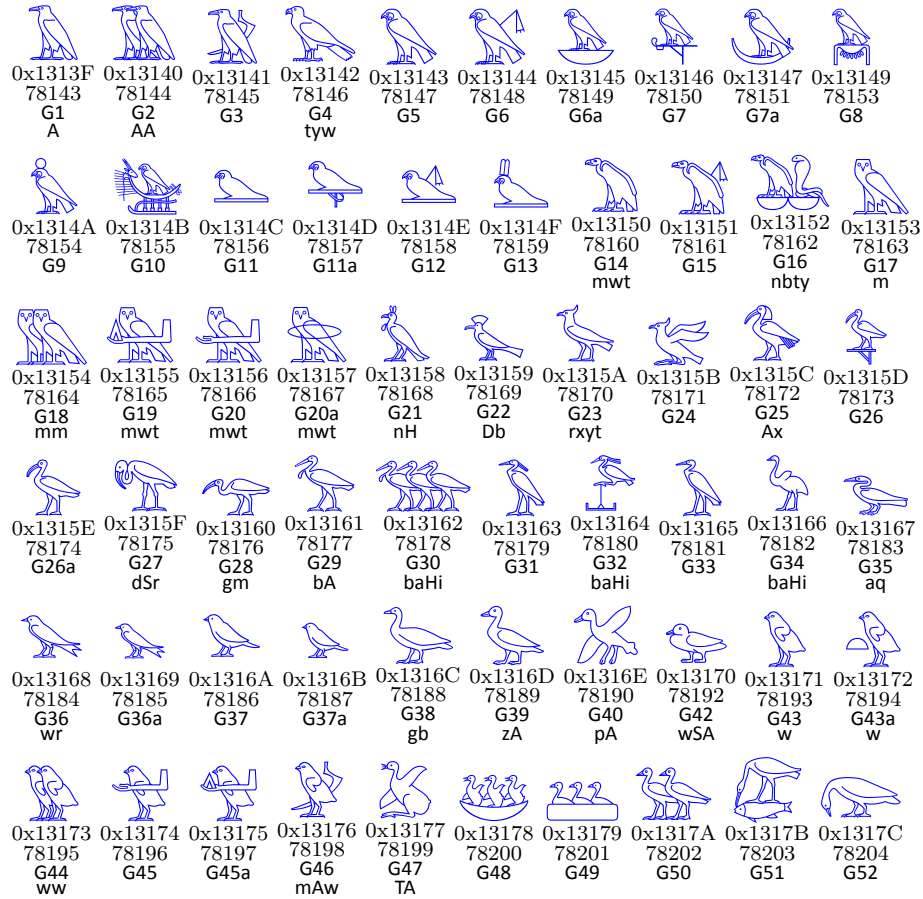




Figure 9: Parts of Birds

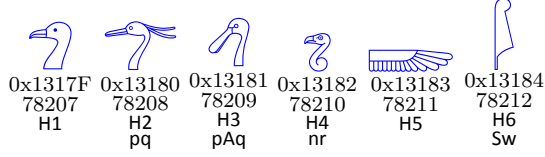


Figure 10: Amphibious Animals, Reptiles etc.

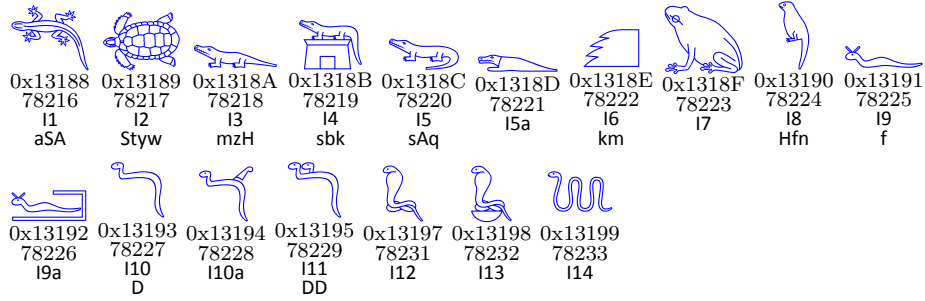


Figure 11: Fish and parts of fish

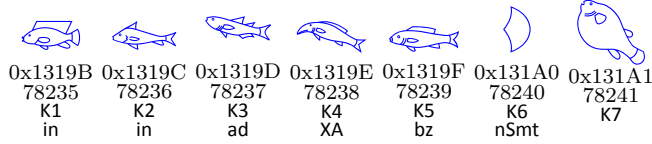


Figure 12: Invertebrates and lesser animals

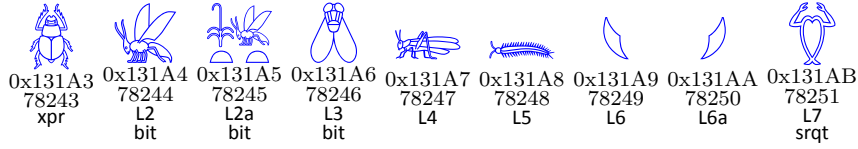
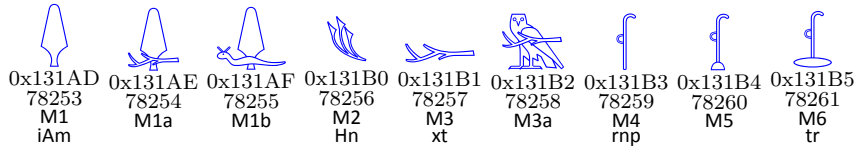


Figure 13: Trees and plants



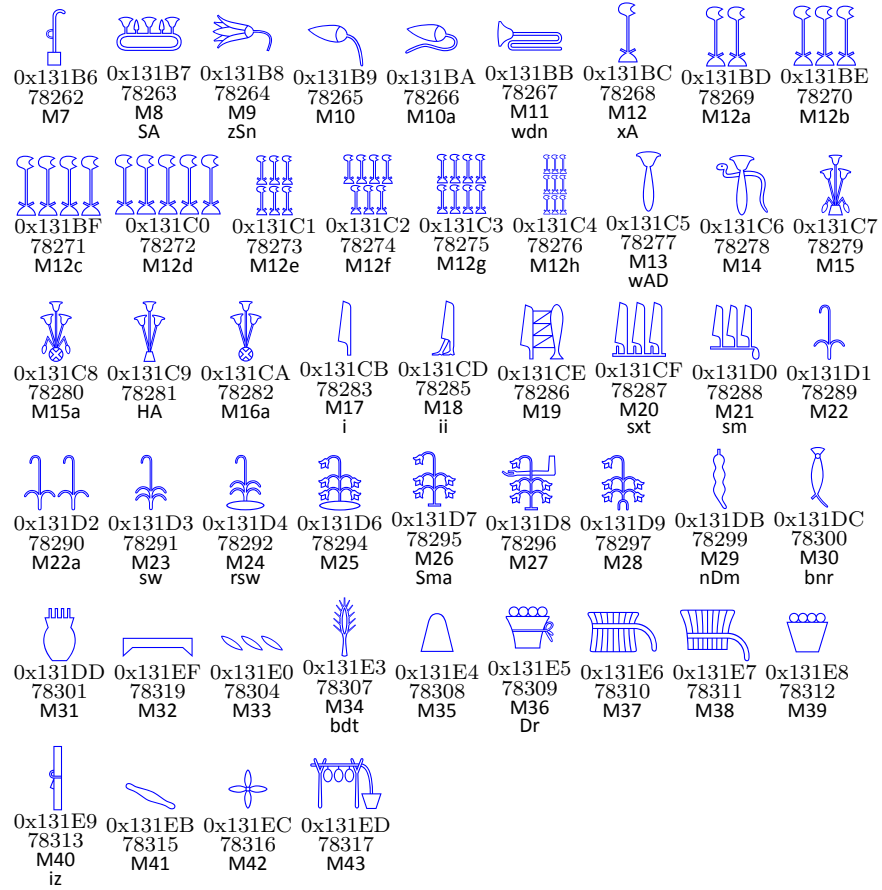
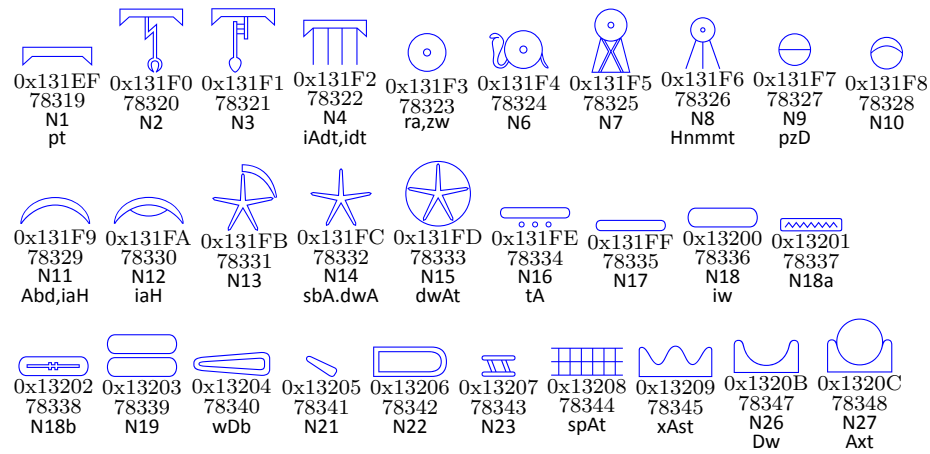


Figure 14: Sky, earth, water



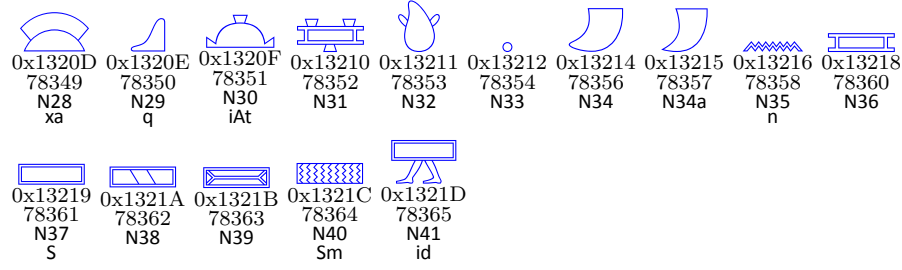
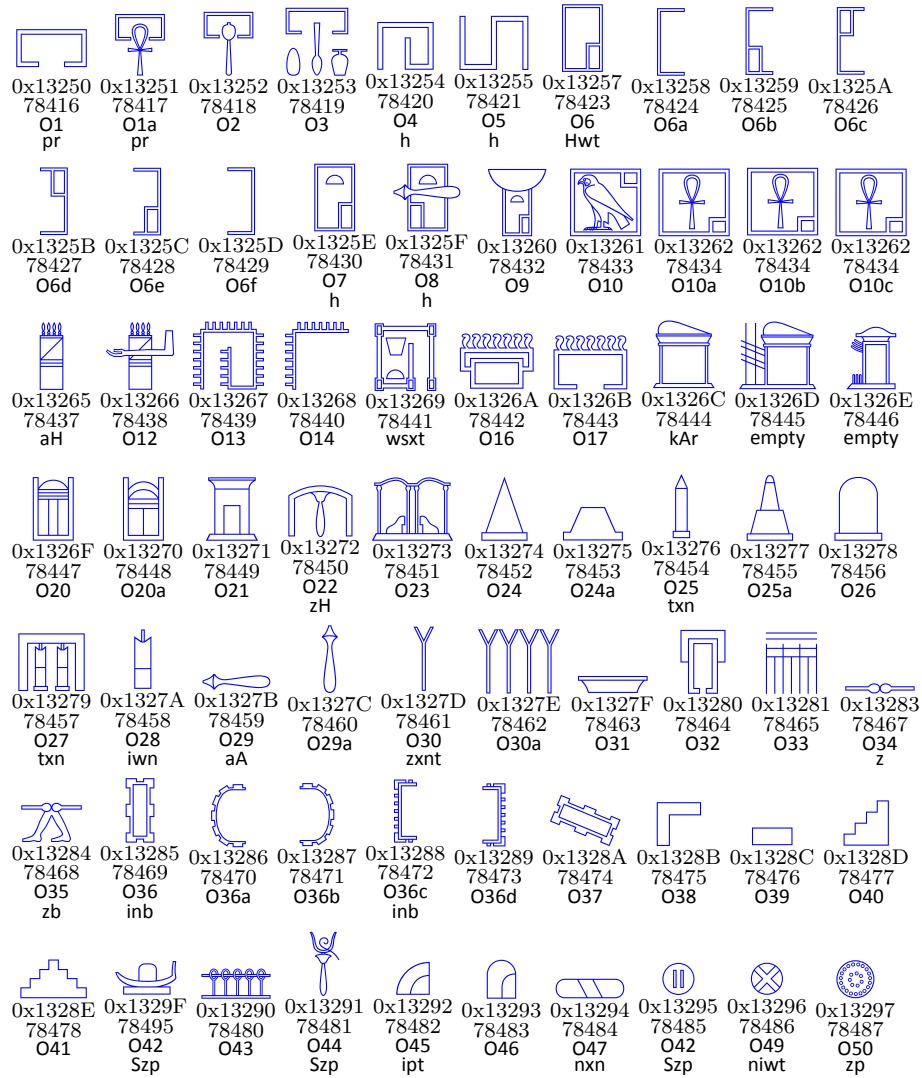


Figure 15: Buildings, parts of buildings



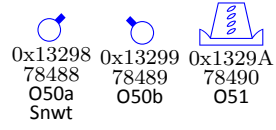


Figure 16: Ships and parts of ships

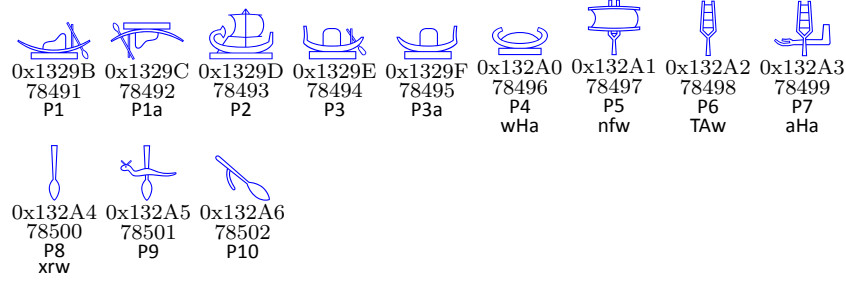


Figure 17: Domestic and funerary furniture

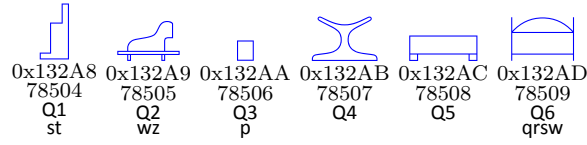


Figure 18: Temple furniture and sacred emblems

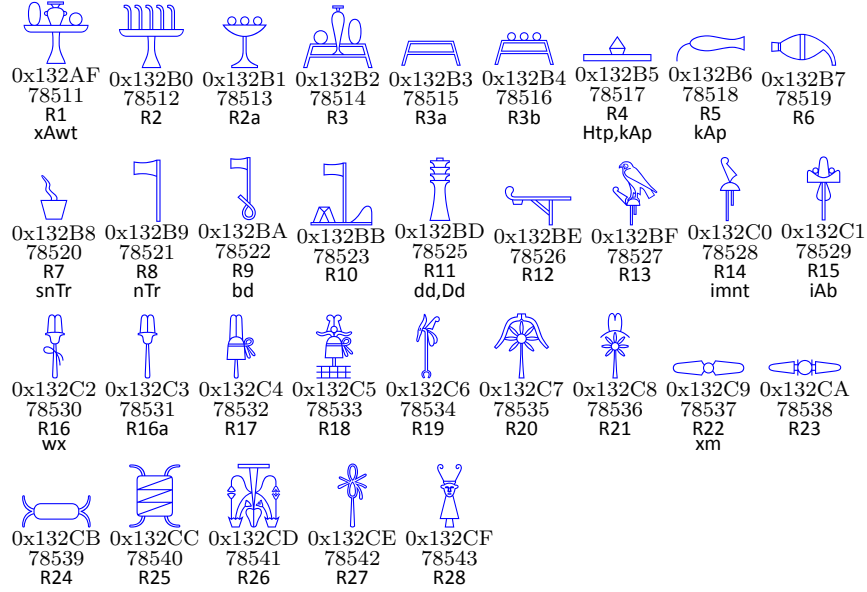


Figure 19: Crowns, dress, staves.

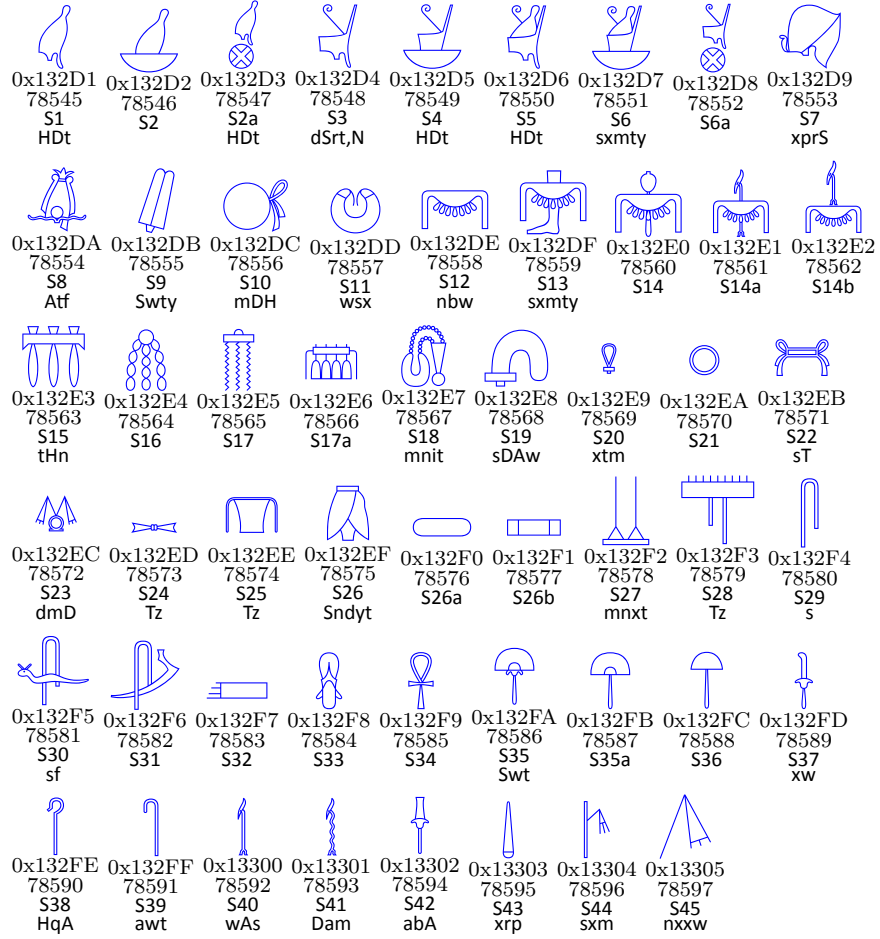
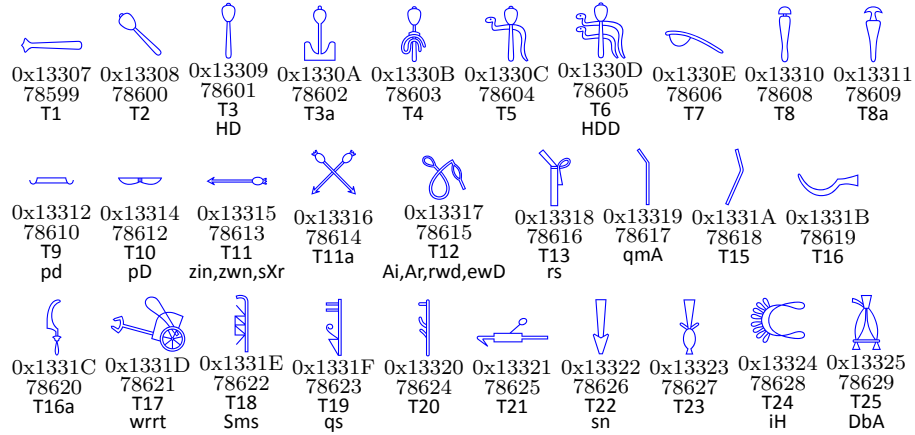


Figure 20: Warfare, hunting, butchery



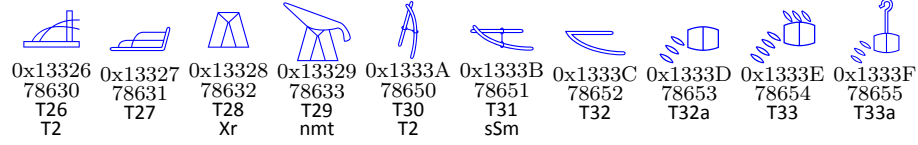


Figure 21: Agriculture, crafts and Professions

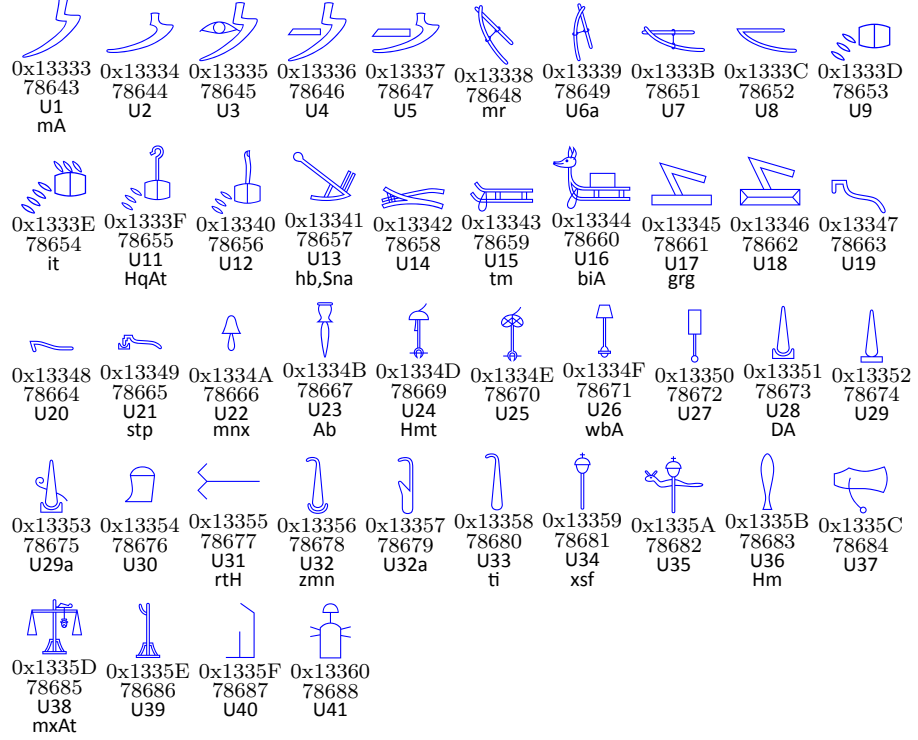
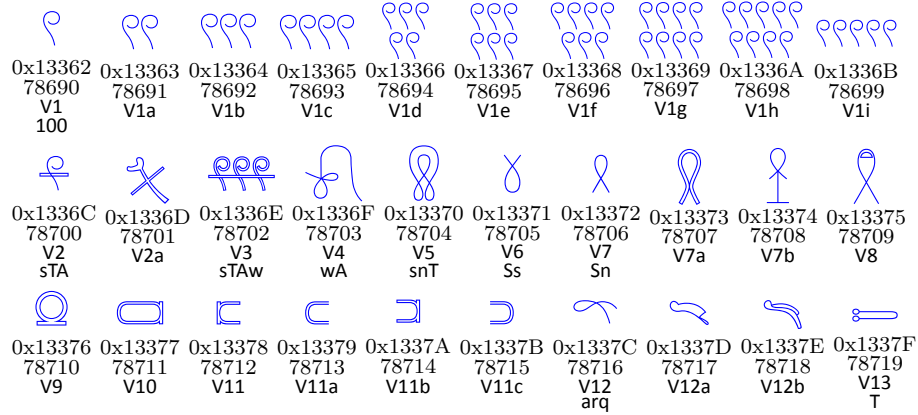


Figure 22: Rope, fiber, baskets, bags



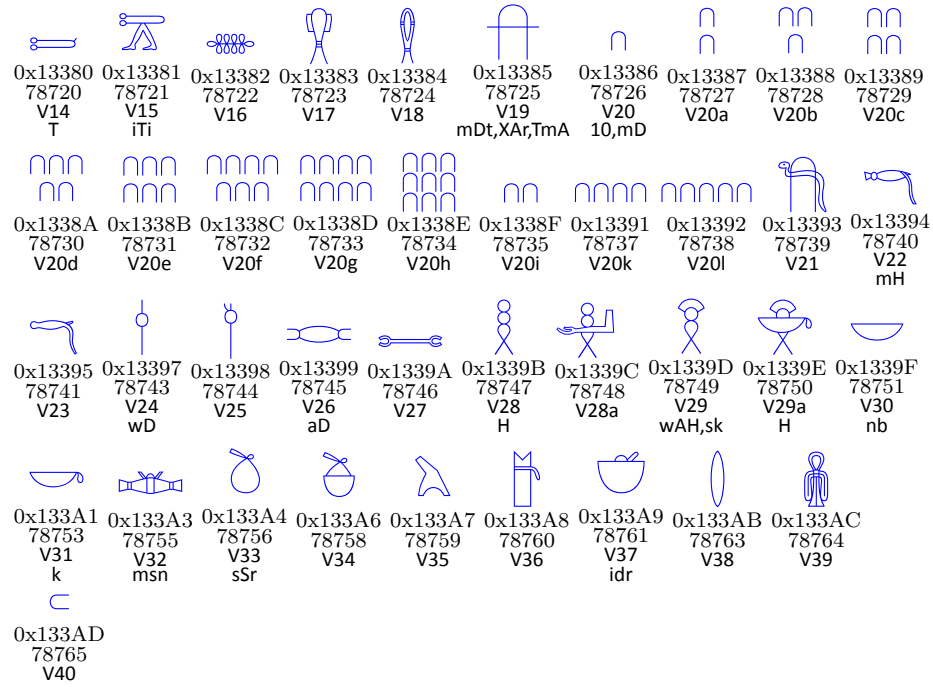


Figure 23: Vessels of stone and earthenware

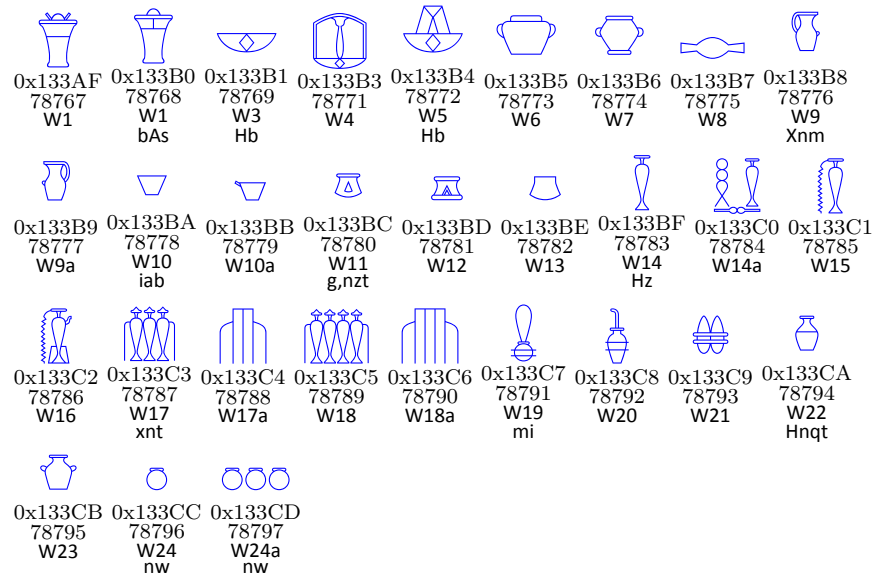


Figure 24: Loaves and cakes

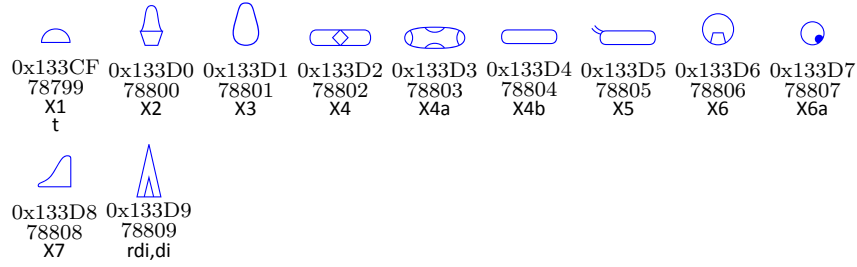


Figure 25: Writing, games, music

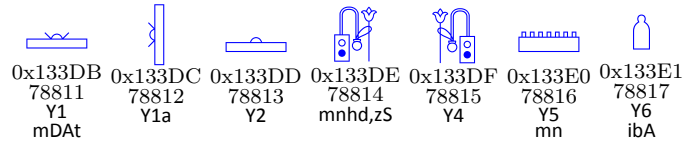
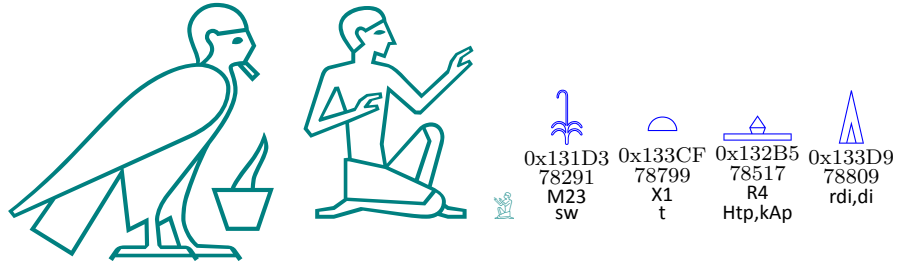
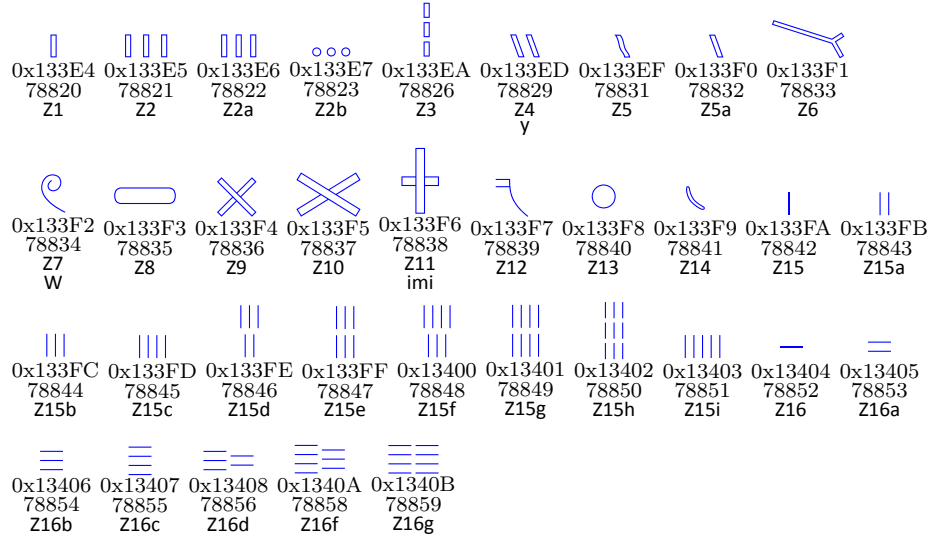
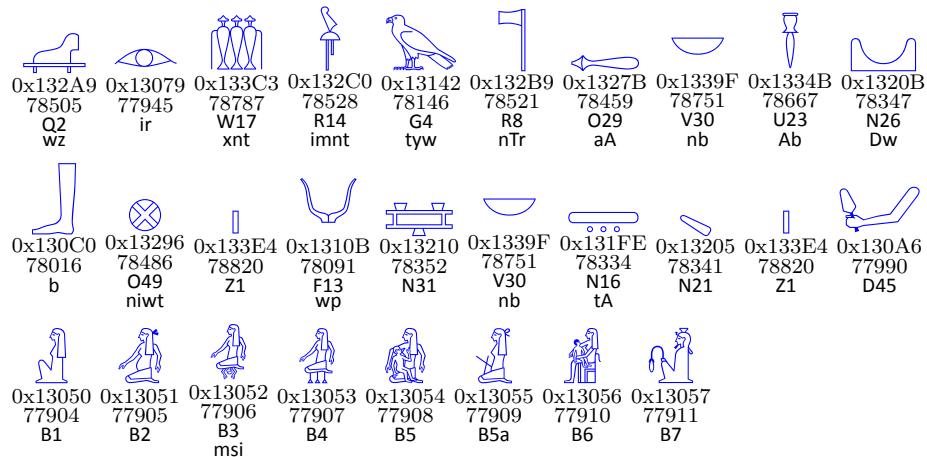
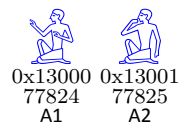


Figure 26: Strokes, signs derived from hieratic, geometrical figures





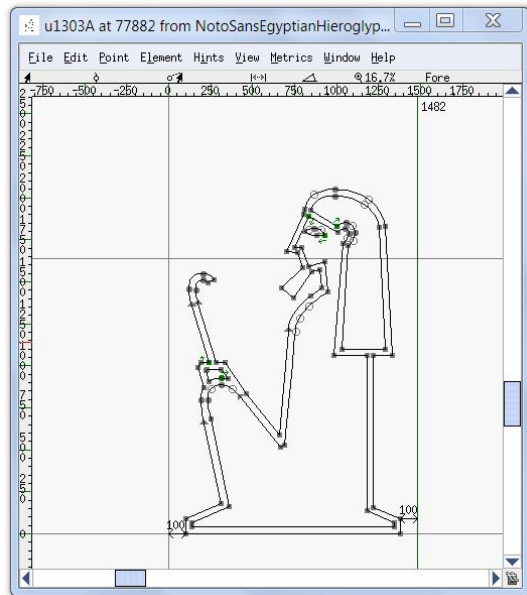
This file just tests the various commands available for manipulating hieroglyphics. We tried to generalize the commands, so they can be re-used for other type of hieroglyphics.



.;C:/Users/Georgio/AppData/Roaming/MiKTeX/2.9/fonts/opentype//;C:/Users/Georgio/AppData/Local

0 -655.36

We first load the table and convert the info to a Lua table. We use a font provide with an article by Paul called TestLibertine.otf.



head_optimized_for_cleartype number
 weight_width_slope_only number
 italicangle number
 familyname string
 uwidth number
 glyphs table
 modificationtime number
 fontname string
 fullname string
 strokewidth number
 descent number
 os2_version number
 map table
 units_per_em number
 upos number
 glyphcnt number
 issans number
 encodingchanged number
 kerns table
 extrema_bound number
 creationtime number
 xuid string
 sfd_version number
 private table
 names table
 fontstyle_name table

iss serif number
copyright string
weight string
design_range_top number
design_size number
onlybitmaps number
ascent number
use_typo_metrics number
gpos table
gsub table
anchor_classes table
design_range_bottom number
origname string
cidinfo table
pfminfo table
table_version string
mark_classes table
lookups table
uni_interp string
strokedfont number
serifcheck number
fontstyle_id number
hasvmetrics number
version string
glyphmax number
anchor_classes table
ascent number
cidinfo table
copyright string
creationtime number
descent number
design_range_bottom number
design_range_top number
design_size number
encodingchanged number
extrema_bound number
familyname string
fontname string
fontstyle_id number
fontstyle_name table
fullname string
glyphcnt number
glyphmax number
glyphs table
gpos table
gsub table

hasvmetrics number
 head_optimized_for_cleartype number
 issans number
 issarif number
 italicangle number
 kerns table
 lookups table
 map table
 mark_classes table
 modificationtime number
 names table
 onlybitmaps number
 origname string
 os2_version number
 pfminfo table
 private table
 serifcheck number
 sfd_version number
 strokedfont number
 strokewidth number
 table_version string
 uni_interp string
 units_per_em number
 upos number
 use_typo_metrics number
 uwidth number
 version string
 weight string
 weight_width_slope_only number
 xuid string
 backmax UnicodeBmp table
 backmap UnicodeBmp table
 enc_name UnicodeBmp table
 enccount UnicodeBmp table
 enc UnicodeBmp table
 encmax UnicodeBmp table
 map UnicodeBmp table
 builtin string 1
 is_unicdebmp string 1
 hidden string 1
 char_max string 0
 enc_name string UnicodeBmp
 high_page string 0
 low_page string 0
 only_1byte string 0
 has_2byte string 1

```

has_1byte string 0
char_cnt string 65536
Units per em 1000
version 5.1.1
glyph count 2340
design size 110
100 Test Libertine by Paul Isambert,a slightly modified version of Philipp H.
Poll's Linux Libertine (used as an illustration in a TUGboat article):Open
Font under Terms of following Free Software Licenses:GPL (General Public
License) with font-exception and OFL (Open Font License).Created with
FontForge (http://fontforge.sf.net)Sept 2003, 2004, 2005, 2006, 2007, 2008,
2009, 2010, 2011
36
uwidth 40
102 -18 619 569
boundingbox percent 102 !!!
bounding box[1] = 102
bounding box[2] = -18
bounding box[3] = 619
bounding box[4] = 569
zz
unicode percent 102 !!!
bounding box[1] = 102
bounding box[2] = -18
bounding box[3] = 619
bounding box[4] = 569
base zz
class percent 102 !!!
bounding box[1] = 102
bounding box[2] = -18
bounding box[3] = 619
bounding box[4] = 569
zz
width percent 102 !!!
bounding box[1] = 102
bounding box[2] = -18
bounding box[3] = 619
bounding box[4] = 569
percent zz
name percent 102 !!!
bounding box[1] = 102
bounding box[2] = -18
bounding box[3] = 619
bounding box[4] = 569
    boundingbox = {
        1 = 49

```

```

2 = -233
3 = 549
4 = 439
}
unicode = 121
lookups = {
    ss_l_16_s = {
        1 = {
            type = substitution
            specification = {
                variant = y.inferior
            }
        }
    }
    as_l_6_s = {
        1 = {
            type = alternate
            specification = {
                components = y.sc
            }
        }
    }
    ss_l_15_s = {
        1 = {
            type = substitution
            specification = {
                variant = y.superior
            }
        }
    }
    ss_l_10_s = {
        1 = {
            type = substitution
            specification = {
                variant = y.sc
            }
        }
    }
}
class = base
kerns = {
    1 = {
        off = -9
        char = odieresis
        lookup = {
            1 = pp_l_2_g_0

```

```

    2 = pp_l_2_k_1
}
}
2 = {
    off = -4
    char = adieresis
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
3 = {
    off = -9
    char = o
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
4 = {
    off = -9
    char = e
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
5 = {
    off = -9
    char = c
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
6 = {
    off = -4
    char = a
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
7 = {
    off = -40
    char = period

```

```

lookup = {
    1 = pp_l_2_g_0
    2 = pp_l_2_k_1
}
}
8 = {
    off = -11
    char = hyphen
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
9 = {
    off = -40
    char = comma
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
}
}
width = 503
anchors = {
    basechar = {
        Anchor-6 = {
            x = 368
            lig_index = 0
            y = -107
        }
        Anchor-2 = {
            x = 367
            lig_index = 0
            y = 644
        }
    }
}
name = y

```