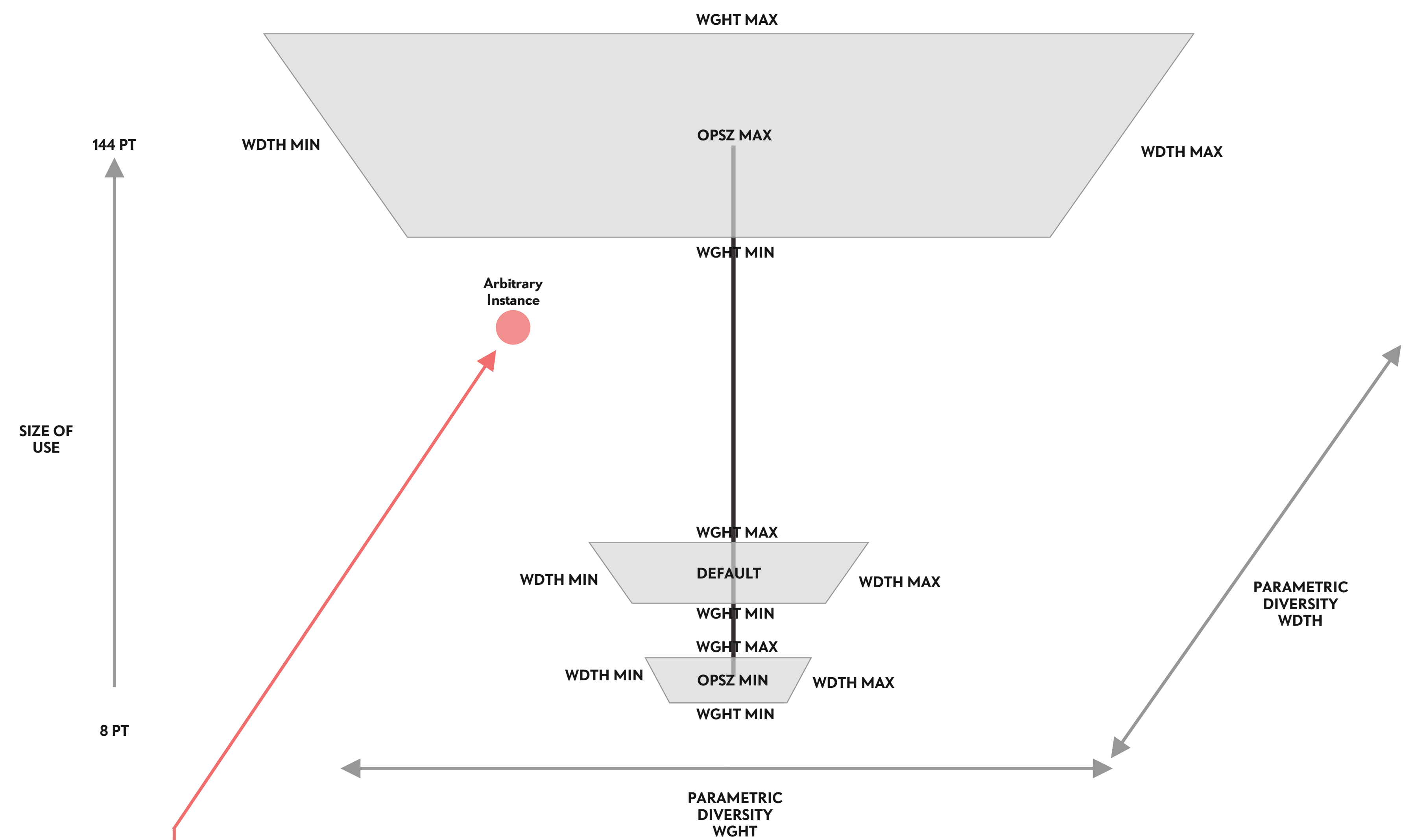
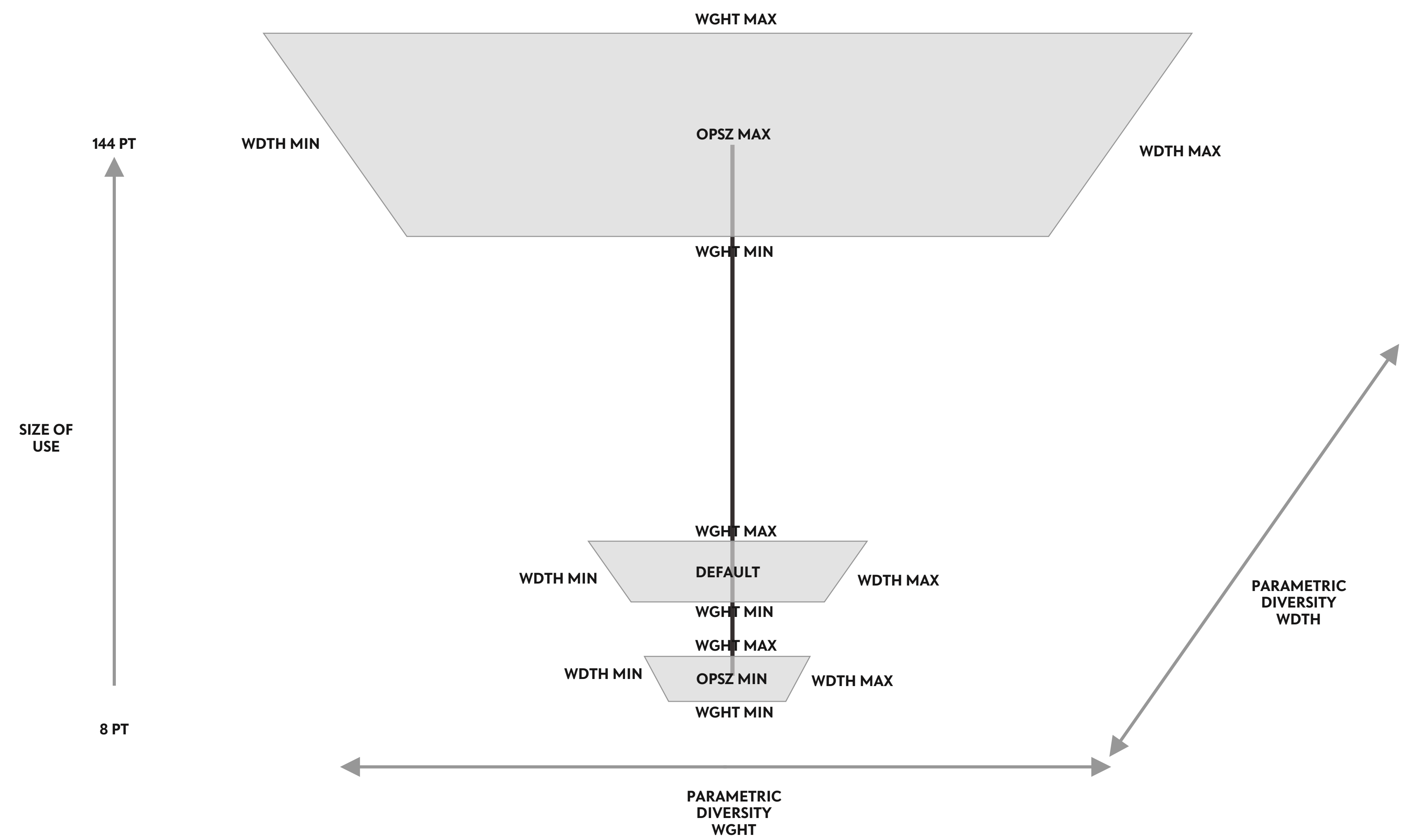


Design space overview



1. Reform registered axes (opsz, wght, wdth)
2. Create other blended axis GRAD
3. Create XTRA, XOPQ, YOPQ, limited to instance-appropriate adjustments.
4. Create YTLC, YTUC, YTFG, YTAS, YTDE, YTRA,
5. Define as needed YTOS, YTUS, YTAD, YTDD, XTAB, YTSE, VUID, VOTF, YTCH, XTCH, POPS, PWTH, PWHT, UDLN

With counters corrected by new XOPQ axes

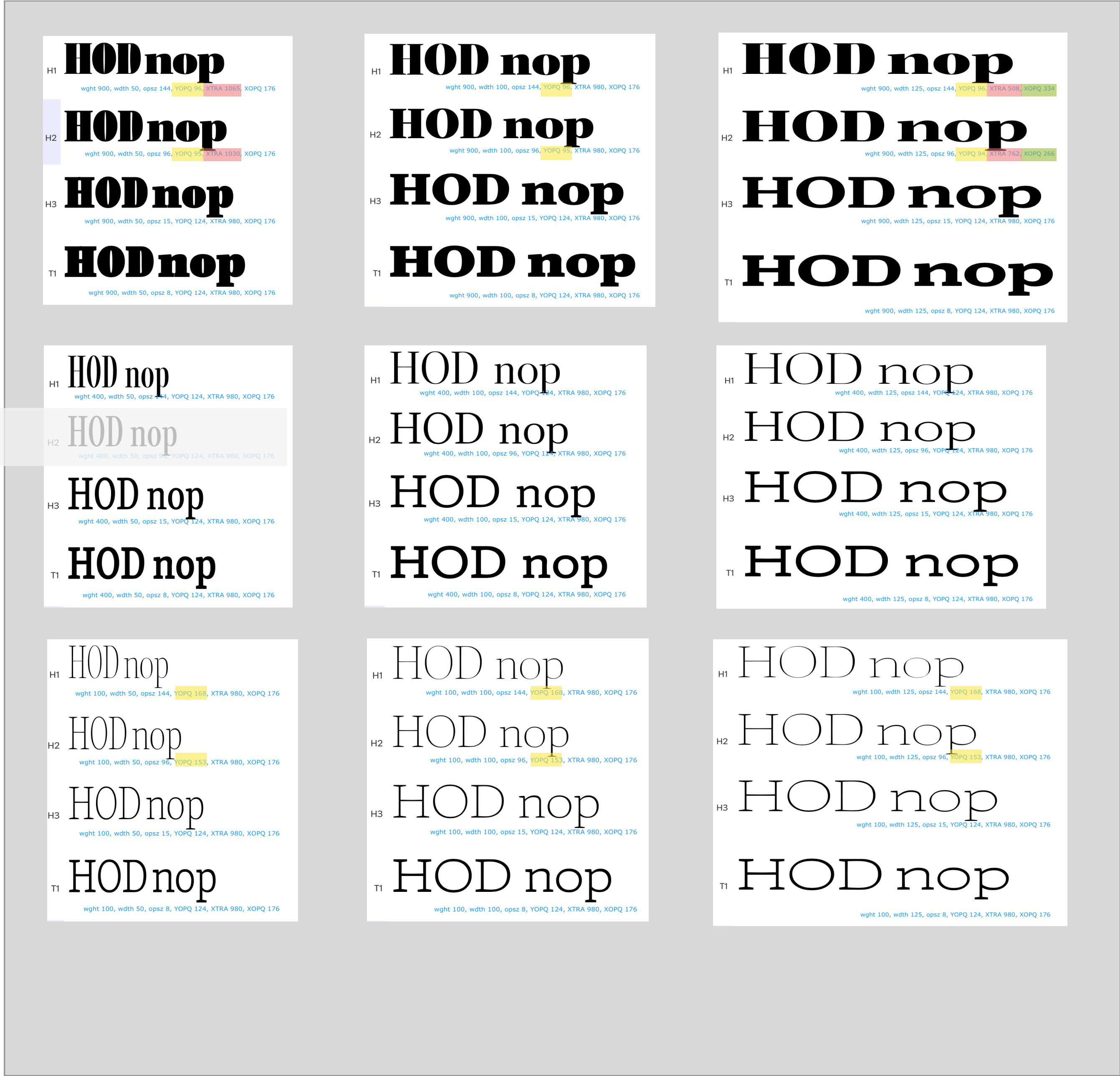
With hairline corrected by new YOPQ axes

With widths corrected by new XTRA axes

## Controls overview

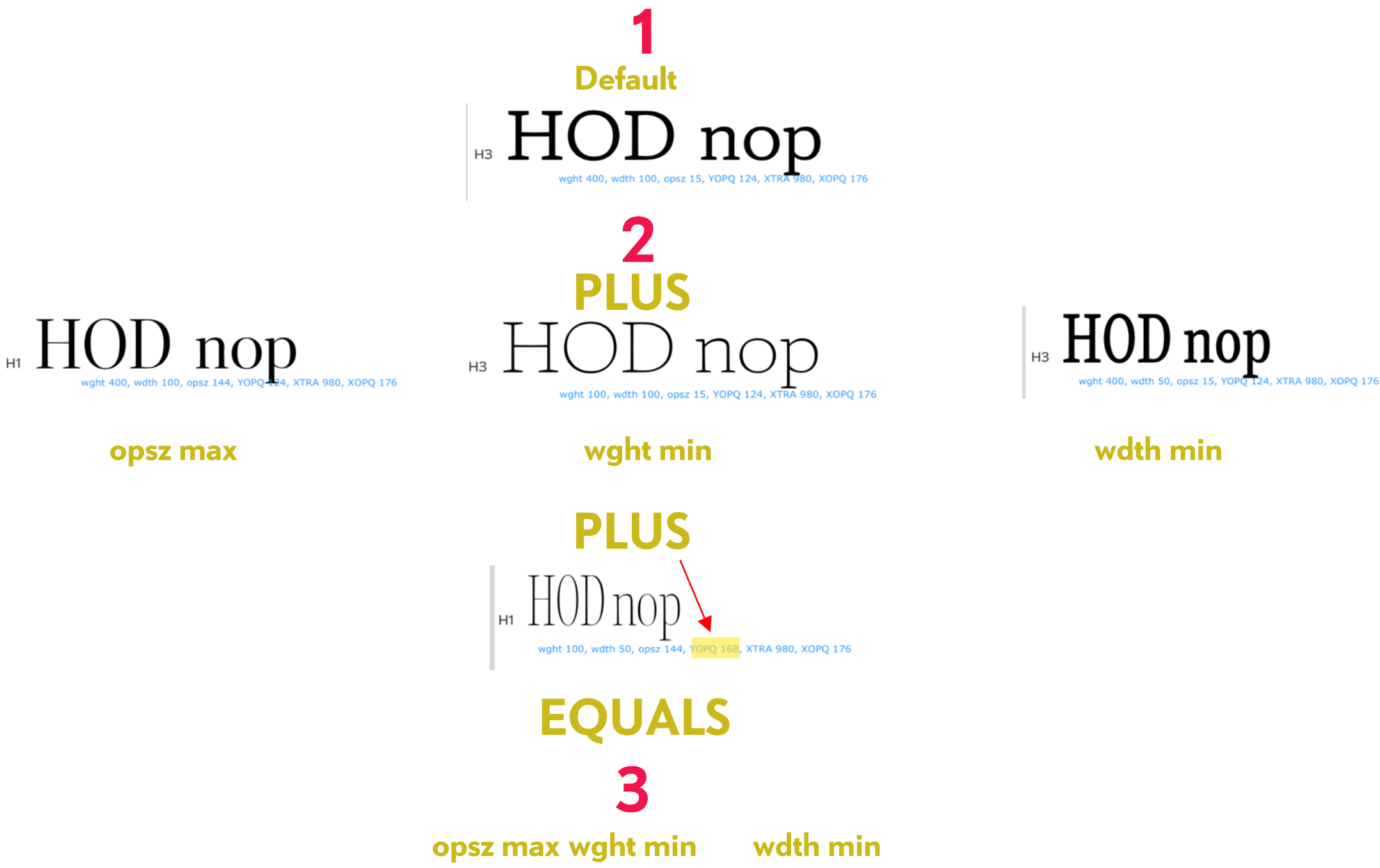
144 - HOD nop  
96 - HOD nop  
15 - HOD nop  
8 - HOD nop

These controls redrawn for better proportions of character width here



1. Reform registered axes (opsz, wght, wdth)
2. Created XTRA, XOPQ, YOPQ, to adjust opsz min and max to default's wdths and wghts
3. Created XTRA, XOPQ, YOPQ, limited to instance-appropriate adjustments.

## Example style formula for: Boldest weight, widest and largest size...



## Controls schematic



Drawn  
Trouble



### Legend

|    |         |    |         |
|----|---------|----|---------|
| 14 | H0D nop | 48 | H0D nop |
| 4  | H0D nop | 49 | H0D nop |
| 96 | H0D nop | 92 | H0D nop |
| 15 | H0D nop | 93 | H0D nop |
| 8  | H0D nop | 71 | H0D nop |

WDTH

WDTH

H1 **HOD nop**  
width: 32, offset: 1.4

H2 **HOD nop**  
width: 40, offset: 9.5

H3 **HOD nop**  
width: 100, offset: 1.5

T1 **HOD nop**  
width: 100, offset: 8

Needs more

Needs a bit more xopg, less

Needs a lot more xopg, lot less xtra.

| Font | Weight | Width | Style     |
|------|--------|-------|-----------|
| H1   | HOD    | 342   | normal    |
| H2   | HOD    | 176   | normal    |
| H3   | HOD    | 100   | normal    |
| T1   | HOD    | 100   | condensed |

### 1. Reform registered axes (opsz, wght, wdh)

2. Create XTRA, XOPQ, YOPQ, to adjust opsz min and max to default's wtds and wghts

3. Create XTRA, XOPQ, YOPQ, limited to instance-appropriate adjustments.

4. Create YTLC, YTUC, YTFG, YTAG, YTDE, YTRA,

5. Define as needed YTOS, YTUS, YTAD, YTDD, XTAB, YTSE,

VOID, VOTF, YTCH, XTCH, POPS, PWTH, PWHT, UDLN

## 144

14

8

## Drawn

**Trouble**

**Boldest weight, widest and largest size...**

**1**  
**Default**

### H3 *HOD* *nor*



opsz max

wght max

**wdth max**

### 3 EQUALS

opsz max wght max width max

H1 *HOD nop*

**Boldest weight, narrowest and largest size...**

## 1 Default

### HOD нор

**2  
PLUS**

opsz max

waht max

width min

### 3 EQUALS

opsz max wght max width max

**H1 HOD nop**