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# Typography in Alan Documentation

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This document is for previewing how fonts and typography in general will be rendered and styled in the final documentation, and for comparing quality and differences across all the supported output formats.

Some contents are format dependent and will vary according to the document's output format and the backend employed, providing additional information specific to that format and/or backend.

Currently, we are still in the process to choose the fonts that will be used in the final documents.

## 1. Fonts Specimens

Specimens of the three main fonts used for base body text, verbatim text, and headings.

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 + - \* /  
! ? | ( ) [ ] { } < > \$ @

```
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 + - * /  
! ? | ( ) [ ] { } < > $ %
```

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 + - \* /

! ? | ( ) [ ] { } < > \$ %

## 2. Font Styles Availability Checks

Now we need to check that every font is also available in **bold**, *italic* and ***bold+italic*** style.

In heading fonts:

Heading: **bold**, *italic* and ***bold+italic***

And in monospace fonts too: **bold**, *italic* and ***bold+italic***.

```
Verbatim: bold, italic and bold+italic.
```

## 3. Fonts Combination Preview

This section offers a preview of how the different fonts look like together. Shh! Knights, I bid you welcome to your new home. Let us ride to Camelot! I don't want to talk to you no more, you empty-headed animal food trough water! I fart in your general direction! Your mother was a hamster and your father smelt of elderberries! Now leave before I am forced to taunt you a second time!

```
The shore IsA location  
  Name Shore of Great Sea  
  Description "A beautifyl sea shore, probably Paradise lost."  
End The shore.  
  
Start at shore.
```

## Text Formatting

Let's test inline styling. Text Formatting: **bold** and *italic*, <sub>subscript</sub> and <sup>superscript</sup>, inline code (**bold**, *italic*, ***bold italic***), "double" and "single quotes". Styles with attributes: *highlighter*, small print and big text. Experimental features: keystrokes **Ctrl+Shift+N**.

## Headings

### Level 1 Heading

### Level 2 Heading

### Level 3 Heading

### Level 4 Heading

### Level 5 Heading

## Monty Python and the Holy Grail

Courtesy of [fillerama](http://fillerama.io/)<sup>1</sup>.

1. We want a shrubbery!!
2. You don't vote for kings.
3. Well, how'd you become king, then?

Listen. Strange women lying in ponds distributing swords is no basis for a system of government. Supreme executive power derives from a mandate from the masses, not from some farcical aquatic ceremony. And this isn't my nose. This is a false one.

## Miscellanea

Horizontal rule:

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<sup>1</sup> <http://fillerama.io/>

## 4. List Bullets

Here we test the availability of the different bullet chars that can be used in unordered lists as bullets. Some bullets characters might not be available in some backends, so depending on the font used by template it might be necessary to tweak the unordered list settings that control bullets characters.



### Asciidoctor Fopub

Bullet characters rely on the font having the right glyph, and the XSL-FO processor being able to find the font with that glyph.

Some common bullets types definitions:

entity	char	type
&#x2013;	–	endash
&#x2014;	—	emdash
&#x2022;	•	bullet
&#x2022;	•	disc
&#x2023;	#	triangle
&#x203A;	›	point
&#x25A0;	■	box
&#x25A0;	■	square
&#x25A1;	#	unchecked
&#x25A1;	#	whitesquare
&#x25AA;	#	smallblacksquare
&#x25AA;	#	square
&#x25AB;	#	smallwhitesquare
&#x25CB;	#	circle
&#x25CB;	#	opencircle
&#x25CF;	●	blackcircle
&#x25CF;	●	round
&#x25E6;	#	circle
&#x25E6;	#	whitebullet

These were the default bullets settting of asciidoctor-fopub:

entity	char	type
&#x2022;	•	disc
&#x25E6;	#	circle
&#x25AA;	#	square
&#x25A1;	#	unchecked

And here is a preview of how bulleted lists are being rendered by the current template:

- \* level 1
  - \* level 2
    - \* level 3
      - \* level 4
        - \* level 5

And these are the current bullets types by their name, and how the template renders them:

- checked.
- circle.
- disc.
- ◆ diamond (custom definition: &#x2666; ).
- square.
- \* star (custom definition).
- unchecked.

*fallback symbol* (unknow bullet types).

## 5. Ligatures Tests

Here we test if ligatures are being supported by the current backend and font.

## 5.1. Code Ligatures

Some fonts support source code related ligatures. We'll test these code related ligatures using a test file taken from Nikita Prokopov's [Fira Code](https://github.com/tonsky/FiraCode)<sup>2</sup> project.

First we'll test for ligatures inside a source code block. Here ligatures support could depend on the monospaced font, the backend or the syntax highlighter (which may or may not filter contents of the block).

```
. = .. = .- := :: = := == __
== != === !== =/= != =

<-< <<- <-- <- <-> -> --> ->> >->
<== <== <== <== <== <== <== <==
>>= >>= >- <~> -< -<< ==<
<~~ <~ <~ <~ <~>

<<< << <= <> >= >> >>>
{. { | [ | <: # :> | ] | } .}
<| | | <| | <| <|> |> | |> | | |>

<$ <$> $>
<+ <+> +>
<* <*> *>

\ \ \ /* */ /// //
</ <!-- </> --> />
0xF 9:45 m-x *ptr www

;; :: :::: !! ?? %% &&
|| .. ... ..< .? ?. ?:
-- --- ++ +++ ** ***

~ = ~- ~ ~@
^ = ? = / = / ==
- | _ | _ | - | = | | =
#! # = ## ### #####
#{ #[ ]# #( #? #_ #_(
```

```
a*b a*A B*b A*B *a *A a* A*
a-b a-A B-b A-B -a -A a- A-
a+b a+A B+b A+B +a +A a+ A+
a:b a:A B:b A:B :a :A a: A:
```

<sup>2</sup> <https://github.com/tonsky/FiraCode>

And now we'll carry out the test (part of it) in an example block, for here a different font is being used which may support code related ligatures. The example block below has not special substitutions settings.

### Example 1. Ligatures Test in Source Block

```
= ..= .- := ::= == _
== != === !== /= !=

<<< <- #- <-> -> -> >> >->
<=< <=< <=< <=< <=< <=< <=< <=<
>>= >>- >- <~> -< -<< =<<
<~~ <~ ~~~> ~~~>

<<< << <=< <=< <=< <=< <=< <=<
{. {| [| <: ✓ :> |] |} .}
<||| <|| <| <|> |> ||> |||>

<$ <$> $>
<+ <+> +>
<* <*> *>
```

## 6. Special Characters

### 6.1. Text Replacements

The following table is used for checking that default Asciidoctor textual symbols replacement works fine.

**Table 1. Textual symbol replacements**

Name	Syntax	Unicode Replacement	Rendered
Copyright	(C)	&#169;	©
Registered	(R)	&#174;	®
Trademark	(TM)	&#8482;	™
Em dash	--	&#8212;	—
ellipses	...	&#8230;	...
right single arrow	->	&#8594;	→

Name	Syntax	Unicode Replacement	Rendered
right double arrow	=>	&#8658;	⇒
left single arrow	<-	&#8592;	←
left double arrow	<=	&#8656;	⇐
apostrophe	Sam's	Sam's	Sam's



This table was taken and adapted from the [Asciidoctor Project Site](#)<sup>3</sup> repository, and it's Copyright © Asciidoctor Project, 2018. Content licensed under [CC BY 3.0](#)<sup>4</sup>.

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<sup>3</sup> [https://github.com/asciidoctor/asciidoctor.org/blob/master/docs/\\_includes/subs-symbol-repl.adoc](https://github.com/asciidoctor/asciidoctor.org/blob/master/docs/_includes/subs-symbol-repl.adoc)

<sup>4</sup> <https://creativecommons.org/licenses/by/3.0/>