

Figure 1: Man and his occupations

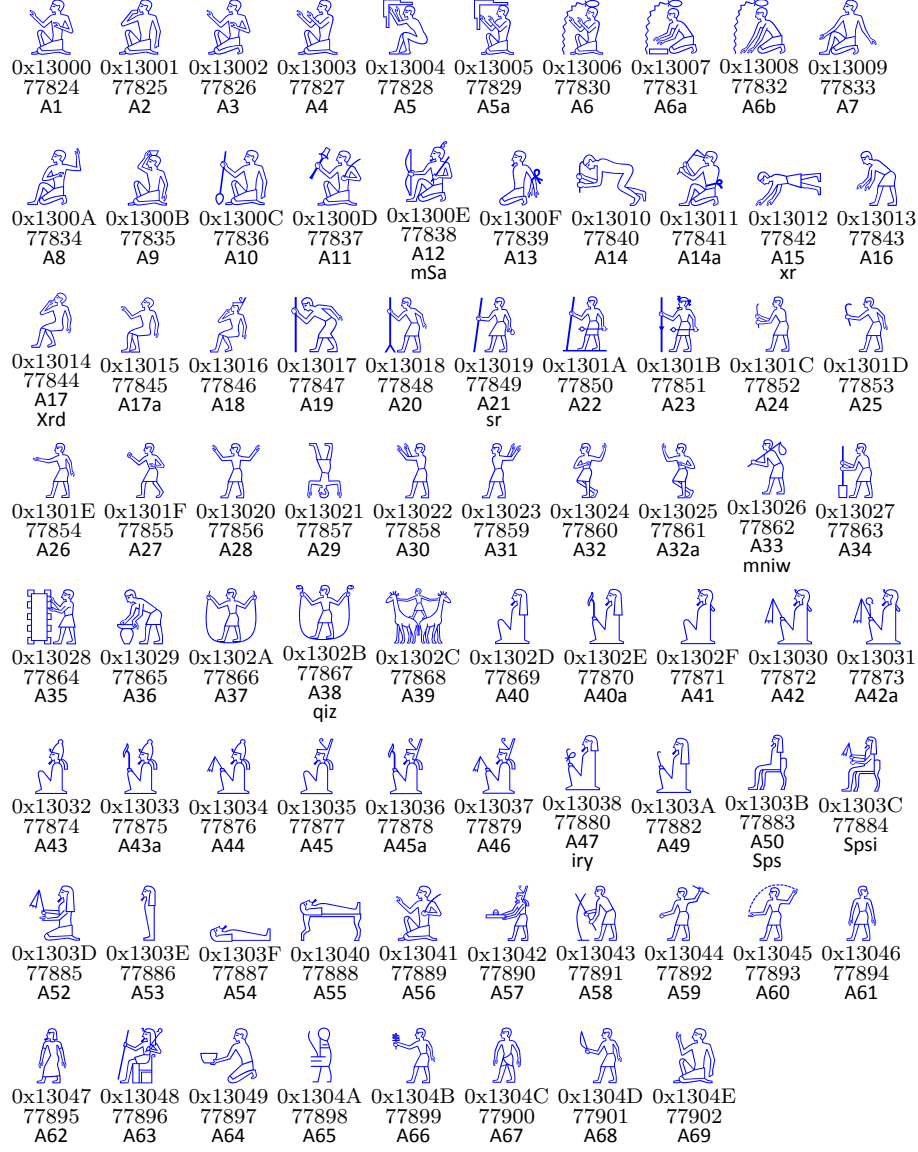


Figure 2: Unclassified

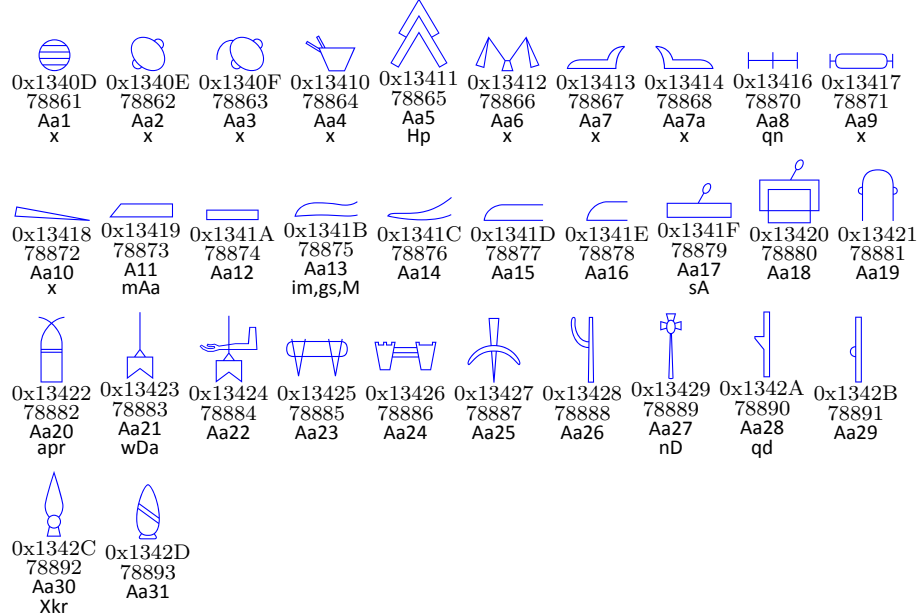


Figure 3: Woman and her occupations

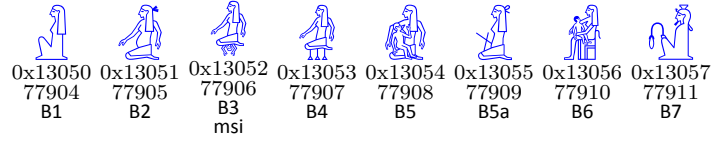


Figure 4: Anthropomorphic Deities

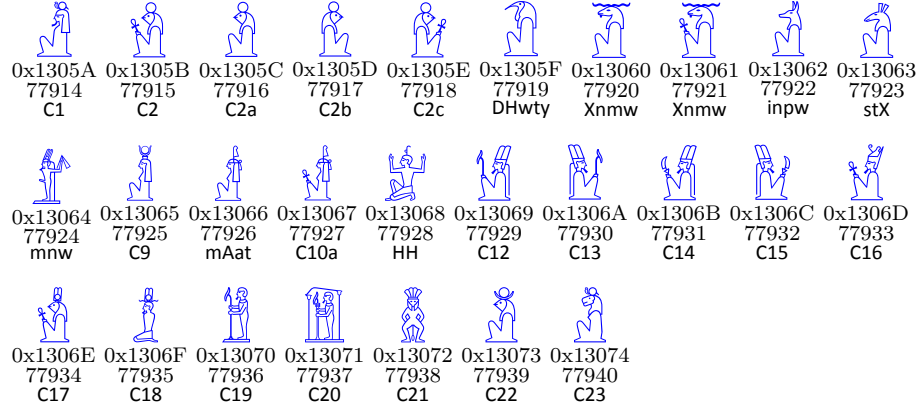


Figure 5: parts of the human body parts

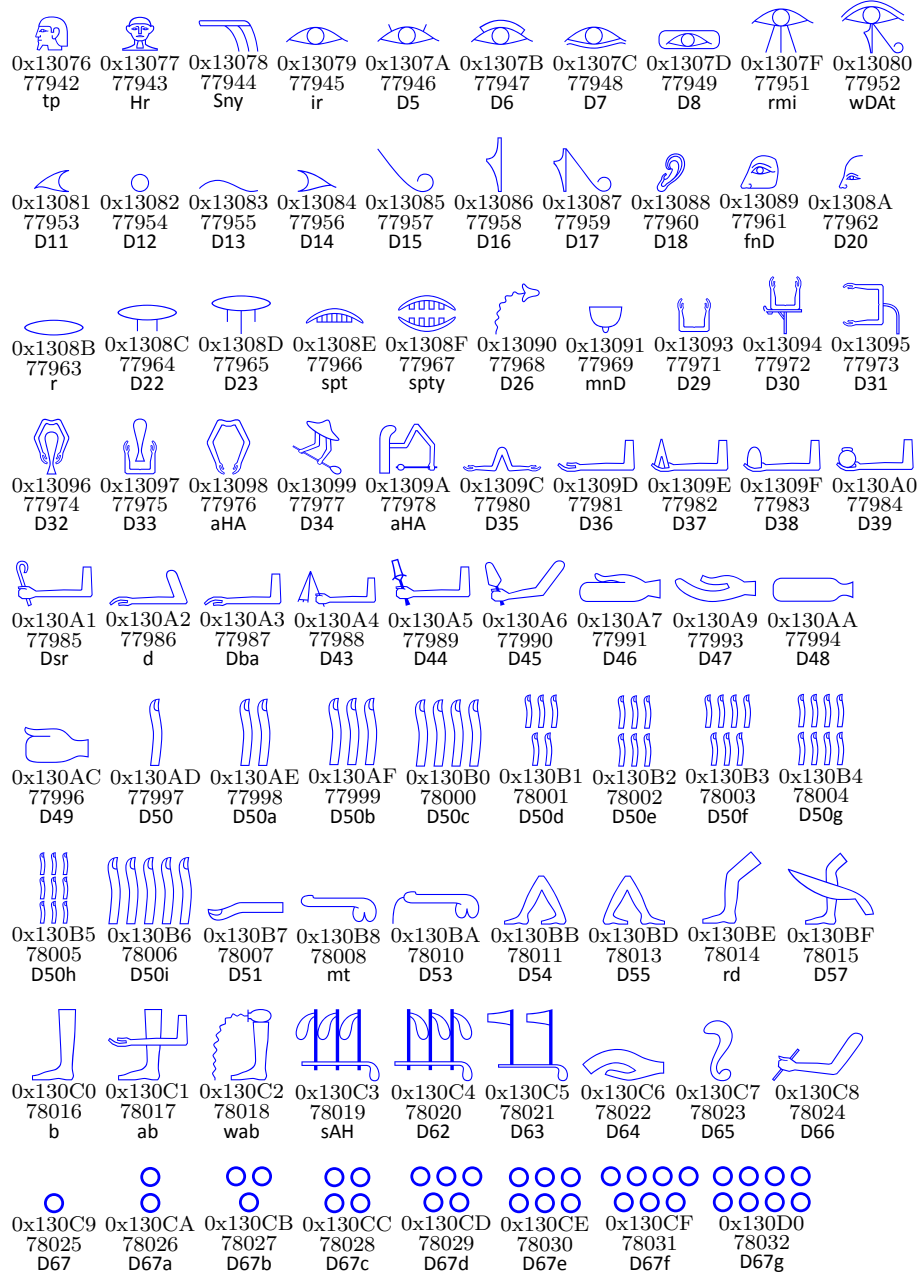


Figure 6: Mammals

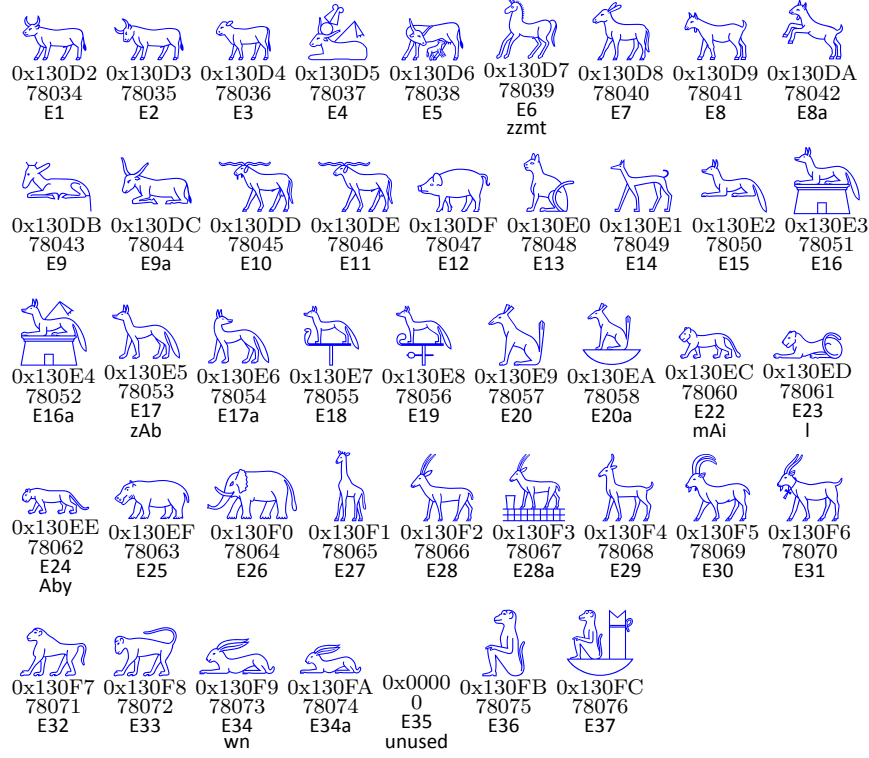
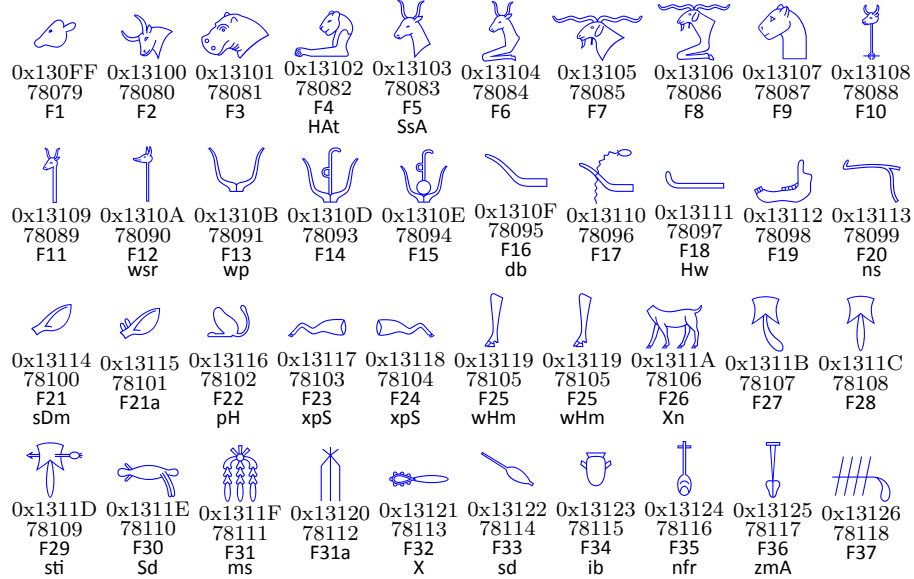


Figure 7: Parts of Mammals



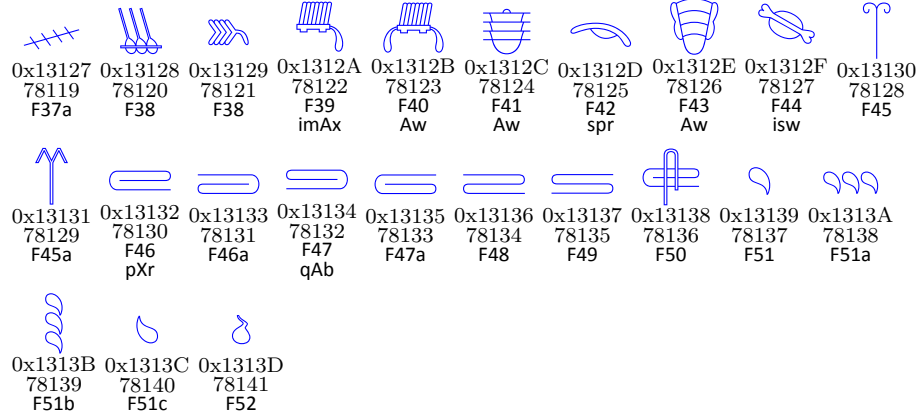


Figure 8: Birds

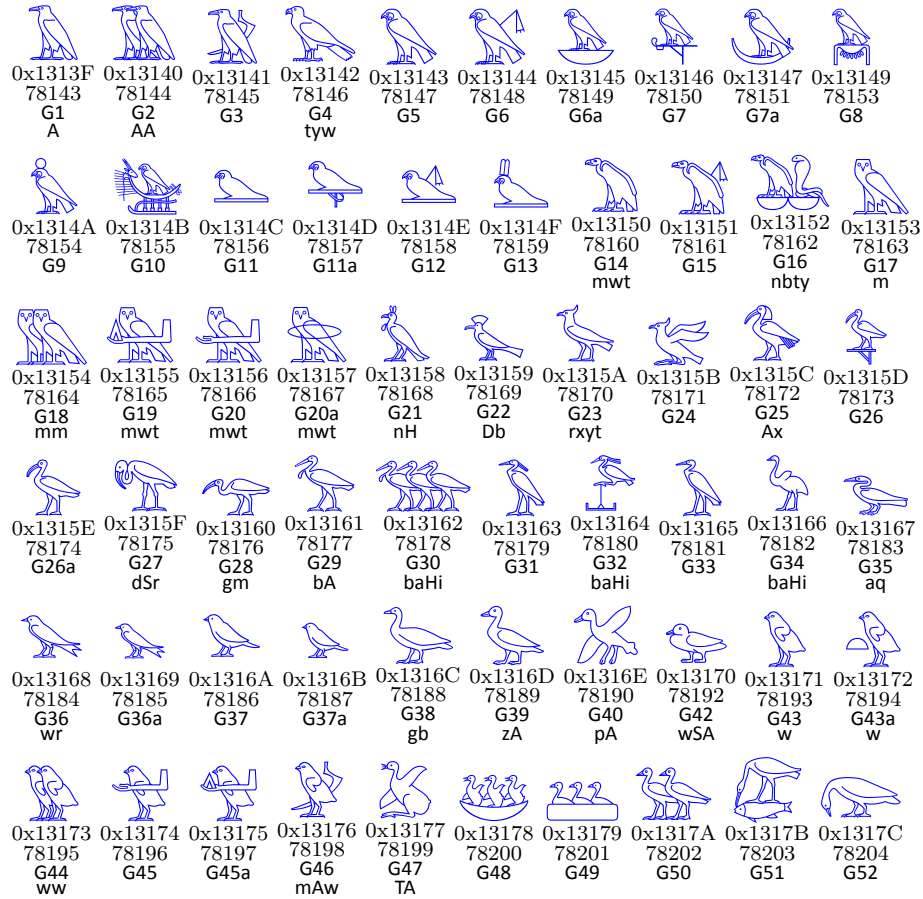




Figure 9: Parts of Birds

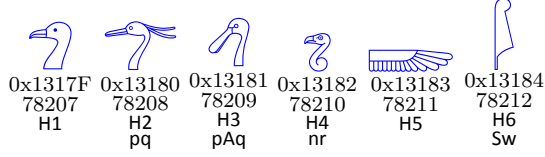


Figure 10: Amphibious Animals, Reptiles etc.

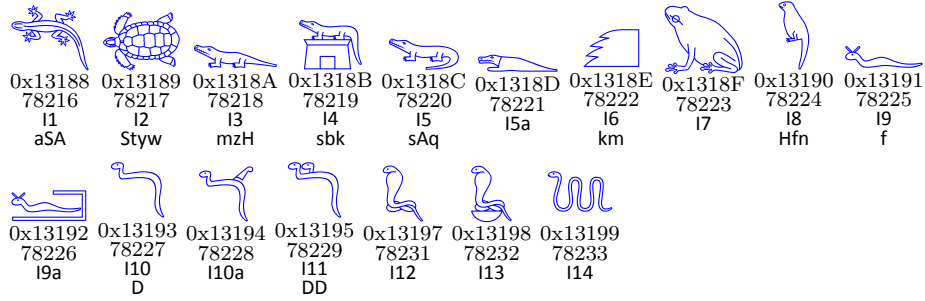


Figure 11: Fish and parts of fish

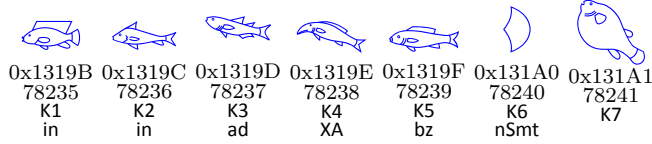


Figure 12: Invertebrates and lesser animals

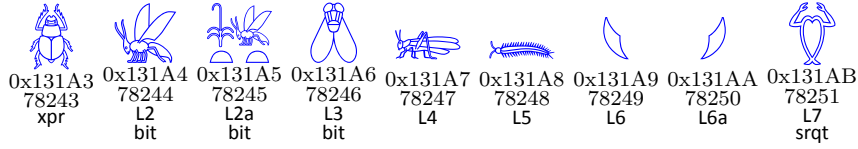
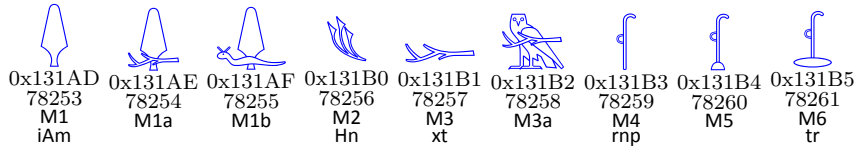


Figure 13: Trees and plants



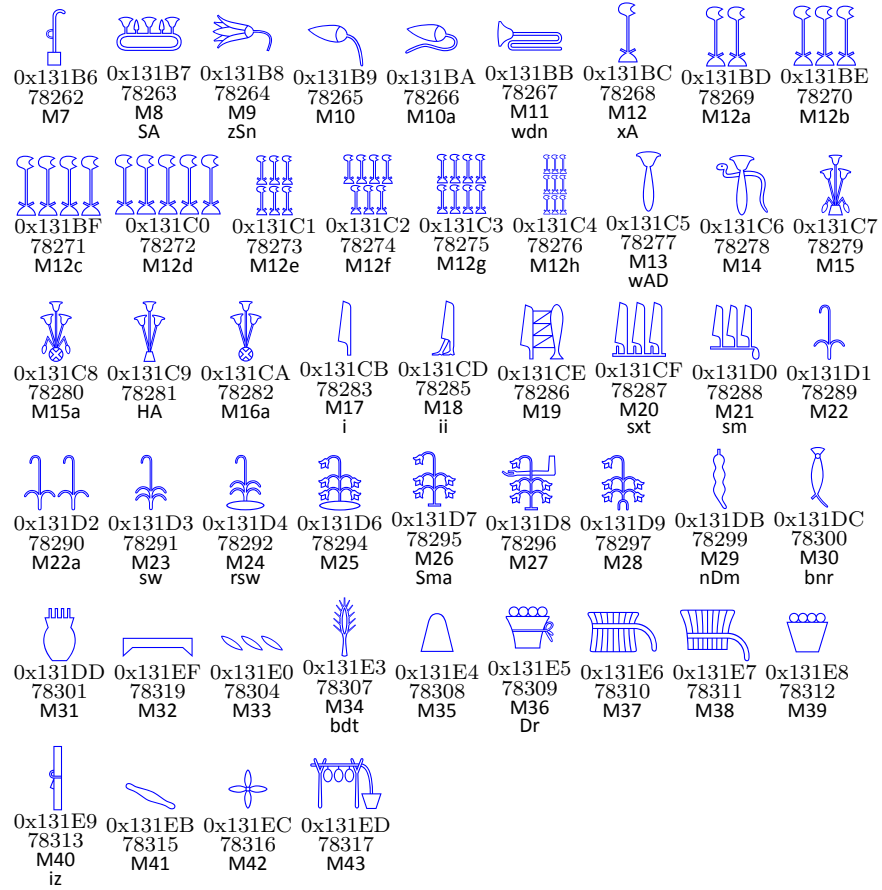
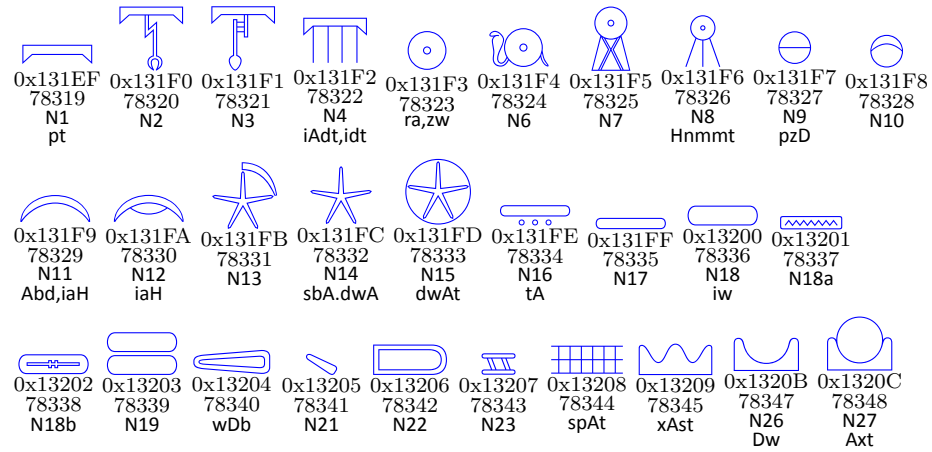


Figure 14: Sky, earth, water



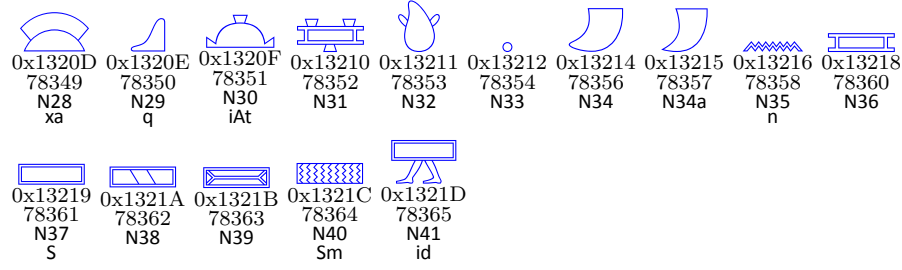
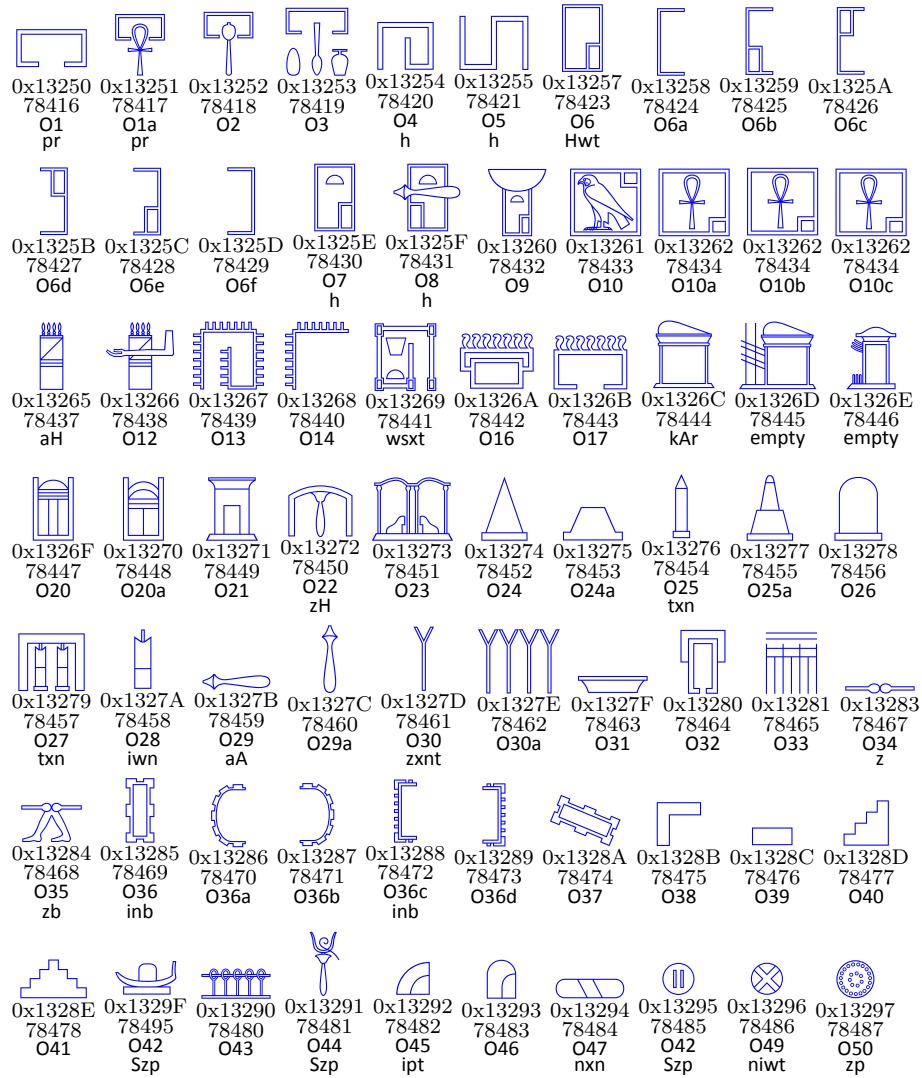


Figure 15: Buildings, parts of buildings



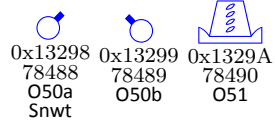


Figure 16: Ships and parts of ships

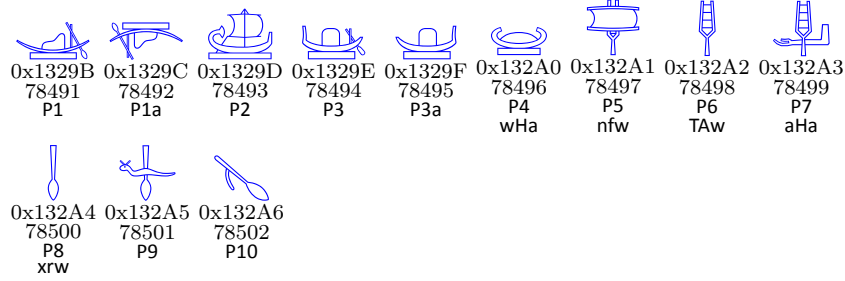


Figure 17: Domestic and funerary furniture

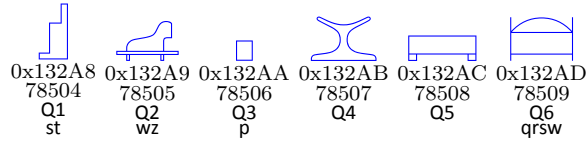


Figure 18: Temple furniture and sacred emblems

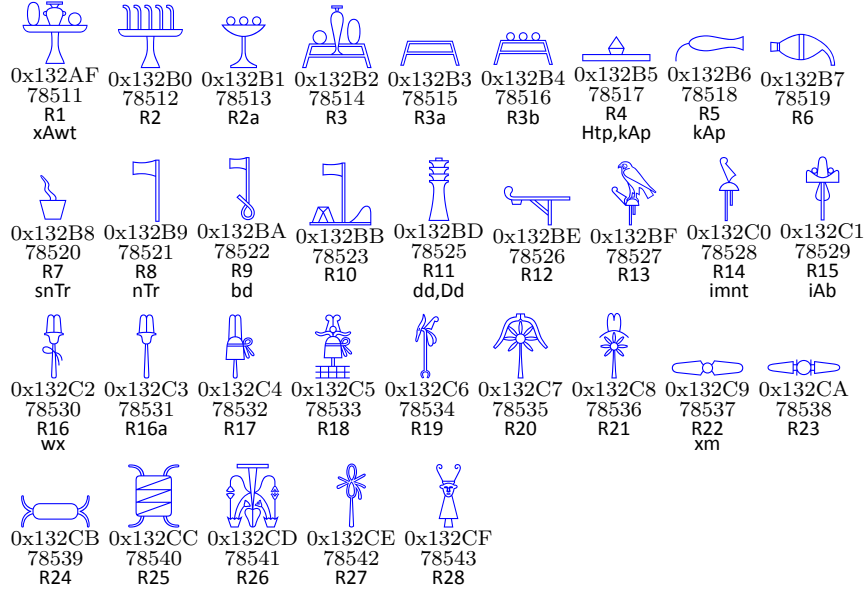


Figure 19: Crowns, dress, staves.

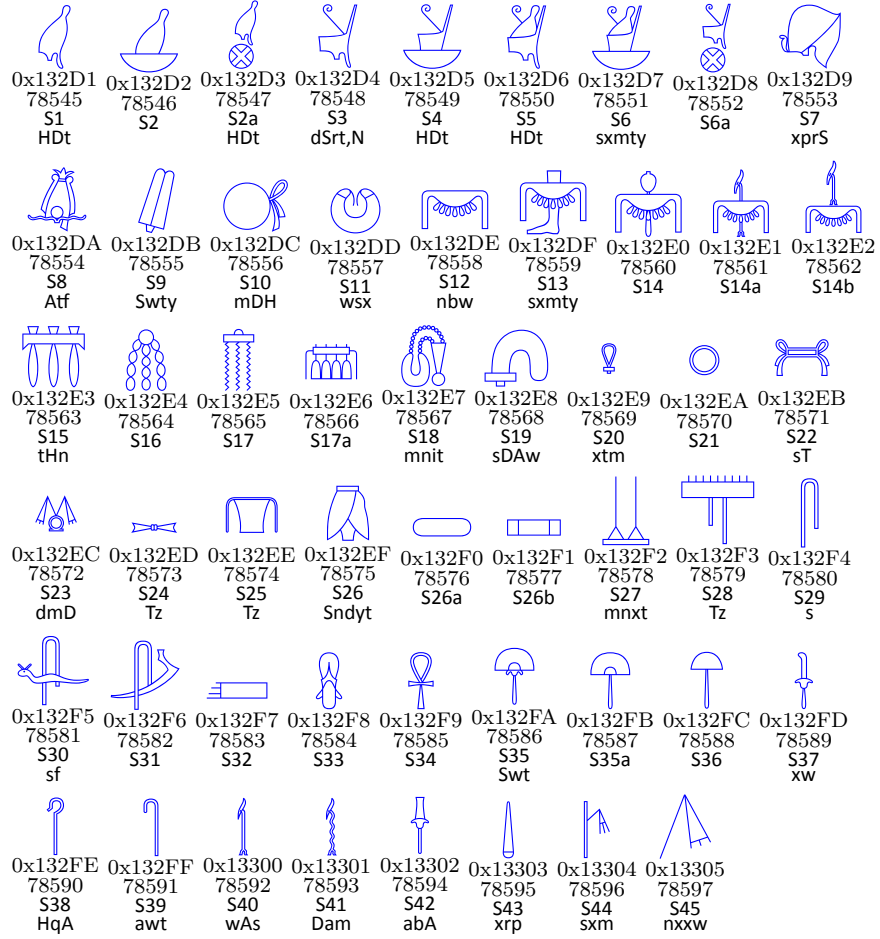
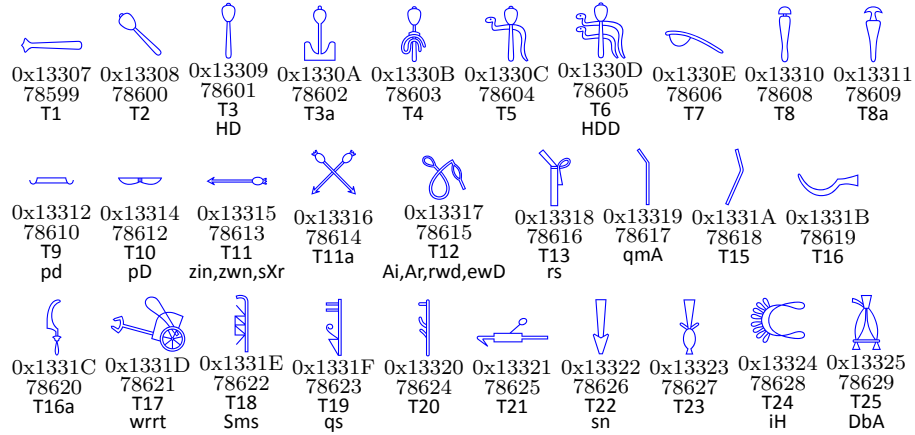


Figure 20: Warfare, hunting, butchery



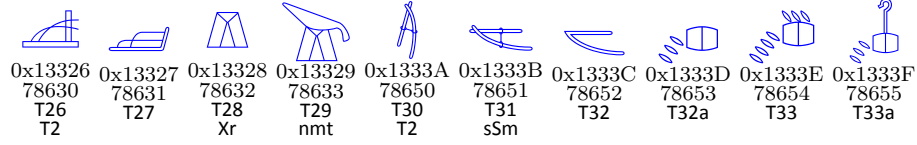


Figure 21: Agriculture, crafts and Professions

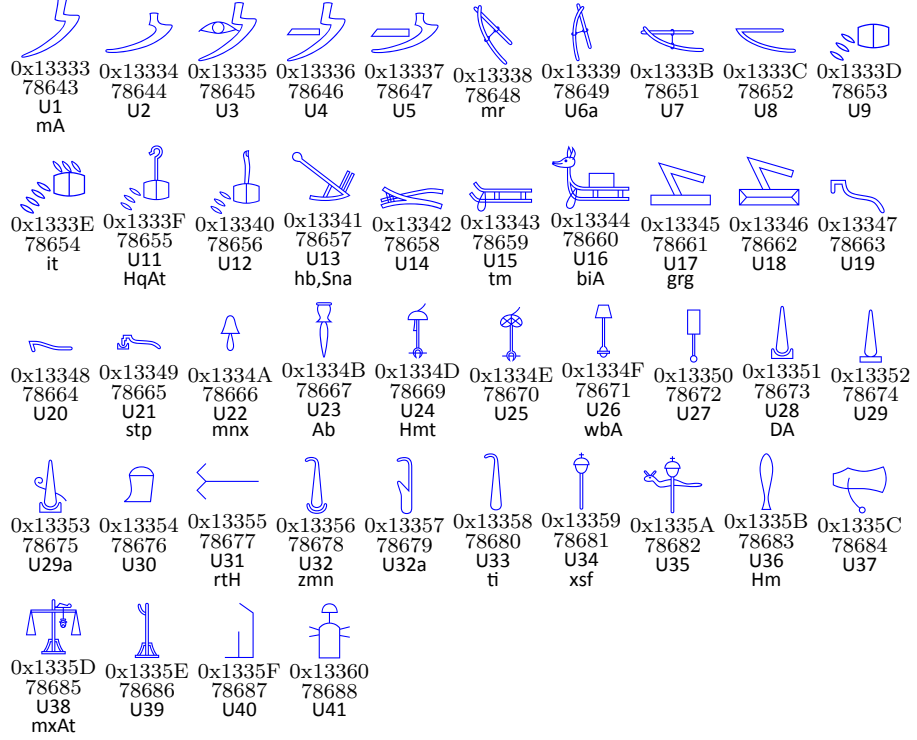
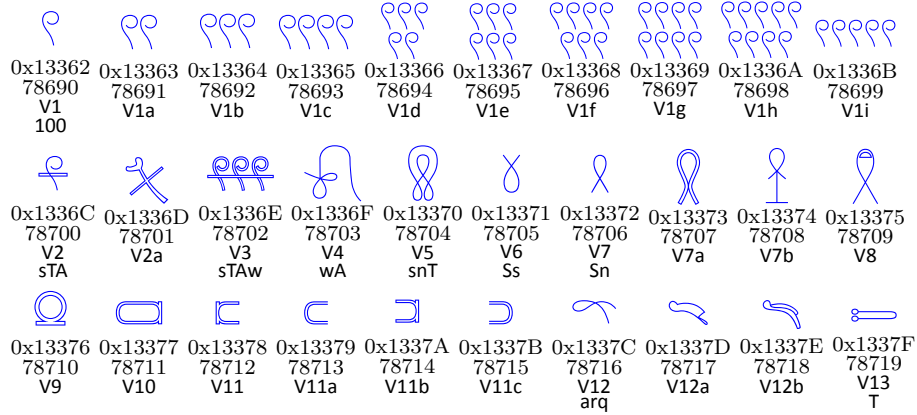


Figure 22: Rope, fiber, baskets, bags



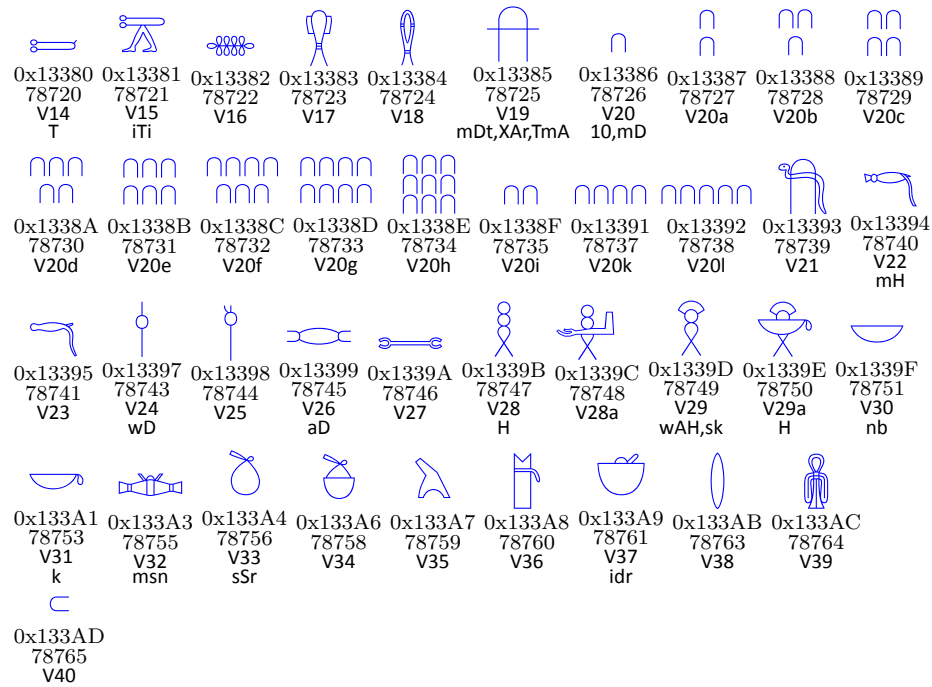


Figure 23: Vessels of stone and earthenware

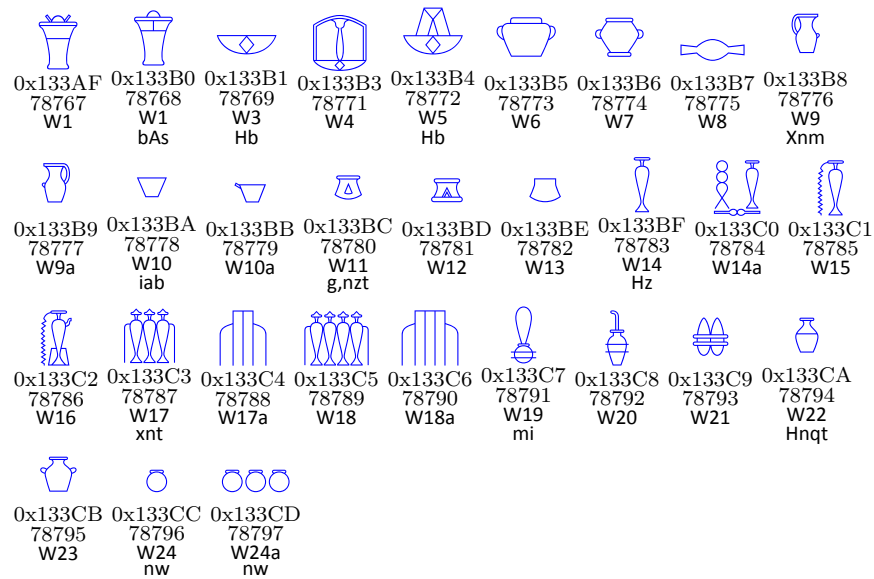


Figure 24: Loaves and cakes

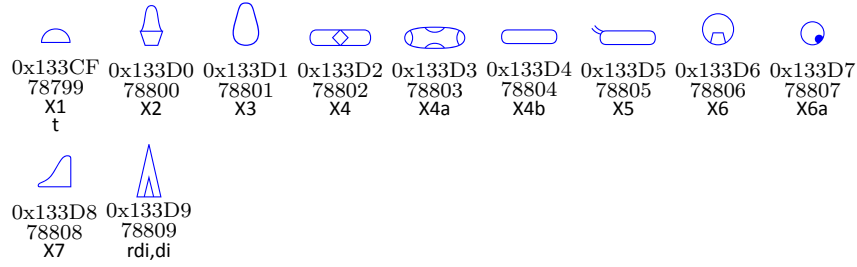


Figure 25: Writing, games, music

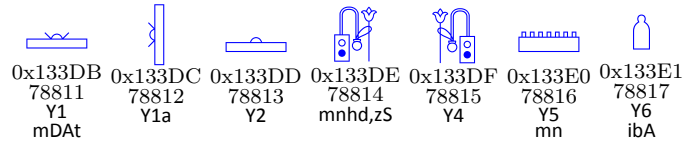
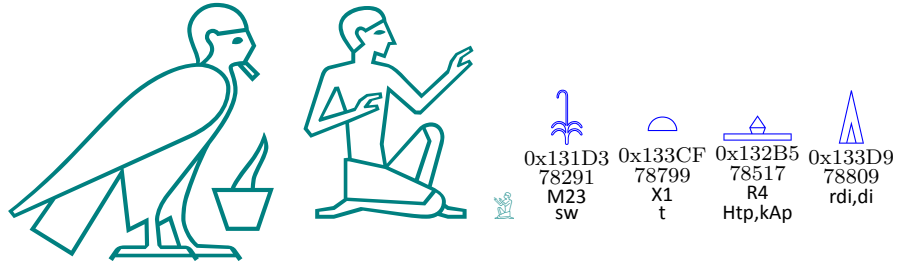
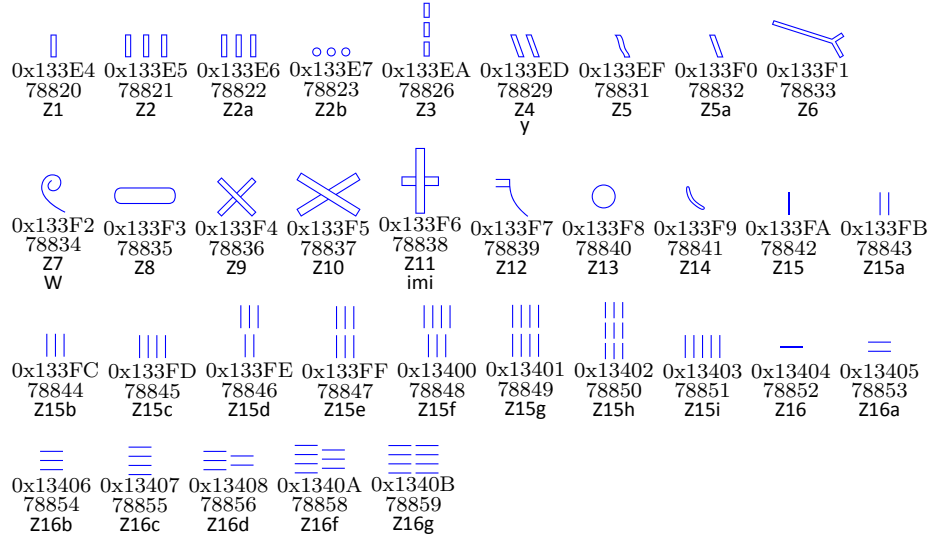
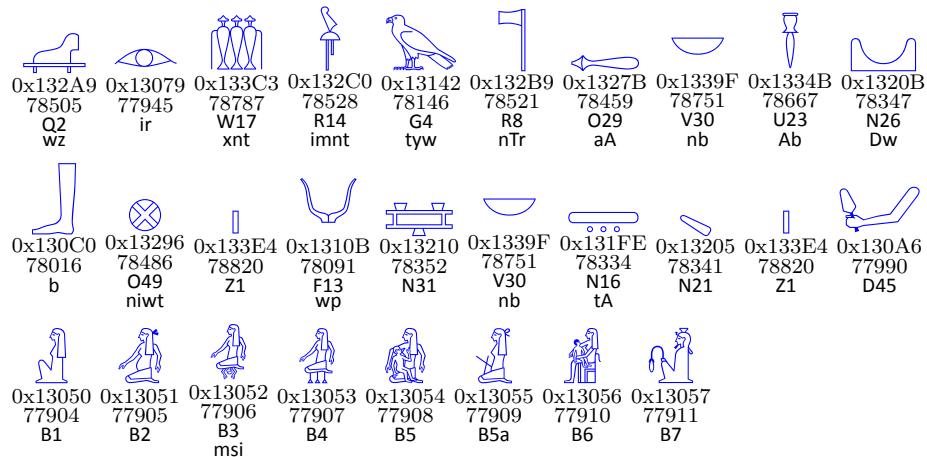
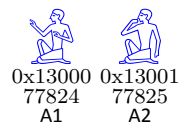


Figure 26: Strokes, signs derived from hieratic, geometrical figures





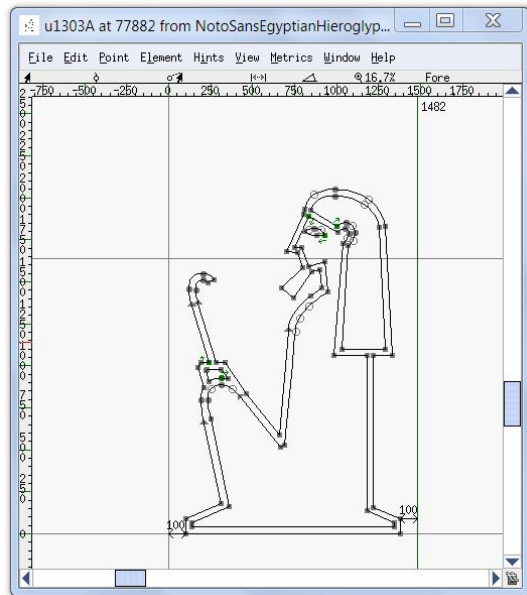
This file just tests the various commands available for manipulating hieroglyphics. We tried to generalize the commands, so they can be re-used for other type of hieroglyphics.



.;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.



os2_version number

xuid string
 uni_interp string
 strokedfont number
 use_typo_metrics number
 names table
 onlybitmaps number
 upos number
 oriname string
 sfd_version number
 isserif number
 extrema_bound number
 uwidth number
 cidinfo table
 creationtime number
 serifcheck number
 hasvmetrics number
 copyright string
 gsub table
 weight string
 mark_classes table
 strokewidth number
 issans number
 design_range_top number
 familynam string
 design_range_bottom number
 fullname string

fontstyle__name table
fontstyle__id number
design__size number
italicangle number
glyphmax number
anchor__classes table
glyphs table
map table
encodingchanged number
version string
table__version string
head__optimized_for__cleartype number
private table
units_per_em number
descent number
gpos table
kerns table
modificationtime number
fontname string
pfminfo table
weight__width__slope__only number
ascent number
lookups table
glyphcnt 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
 encmax UnicodeBmp table
 enc UnicodeBmp table
 map UnicodeBmp table
 enc_name UnicodeBmp table
 backmap UnicodeBmp table
 backmax UnicodeBmp table
 enccount UnicodeBmp table
 builtin string 1
 char_cnt string 65536
 has_1byte string 0
 low_page string 0
 only_1byte string 0
 char_max string 0
 is_unicodebmp string 1
 high_page string 0
 enc_name string UnicodeBmp
 has_2byte string 1

hidden string 1
 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
 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
 percent zz
 name percent 102 !!!
 bounding box[1] = 102
 bounding box[2] = -18
 bounding box[3] = 619
 bounding box[4] = 569
 102 -18 619 569
 boundingbox 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
 anchors = {
 basechar = {
 Anchor-2 = {

```

        y = 644
        x = 367
        lig_index = 0
    }
    Anchor-6 = {
        y = -107
        x = 368
        lig_index = 0
    }
}
}
lookups = {
    ss_l_10_s = {
        1 = {
            type = substitution
            specification = {
                variant = y.sc
            }
        }
    }
    ss_l_15_s = {
        1 = {
            type = substitution
            specification = {
                variant = y.superior
            }
        }
    }
    ss_l_16_s = {
        1 = {
            type = substitution
            specification = {
                variant = y.inferior
            }
        }
    }
    as_l_6_s = {
        1 = {
            type = alternate
            specification = {
                components = y.sc
            }
        }
    }
}
unicode = 121

```

```

class = base
kerns = {
  1 = {
    lookup = {
      1 = pp_l_2_g_0
      2 = pp_l_2_k_1
    }
    char = odieresis
    off = -9
  }
  2 = {
    lookup = {
      1 = pp_l_2_g_0
      2 = pp_l_2_k_1
    }
    char = adieresis
    off = -4
  }
  3 = {
    lookup = {
      1 = pp_l_2_g_0
      2 = pp_l_2_k_1
    }
    char = o
    off = -9
  }
  4 = {
    lookup = {
      1 = pp_l_2_g_0
      2 = pp_l_2_k_1
    }
    char = e
    off = -9
  }
  5 = {
    lookup = {
      1 = pp_l_2_g_0
      2 = pp_l_2_k_1
    }
    char = c
    off = -9
  }
  6 = {
    lookup = {
      1 = pp_l_2_g_0
      2 = pp_l_2_k_1
    }

```

```

    }
    char = a
    off = -4
}
7 = {
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
    char = period
    off = -40
}
8 = {
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
    char = hyphen
    off = -11
}
9 = {
    lookup = {
        1 = pp_l_2_g_0
        2 = pp_l_2_k_1
    }
    char = comma
    off = -40
}
}
name = y
boundingbox = {
    1 = 49
    2 = -233
    3 = 549
    4 = 439
}
width = 503

```