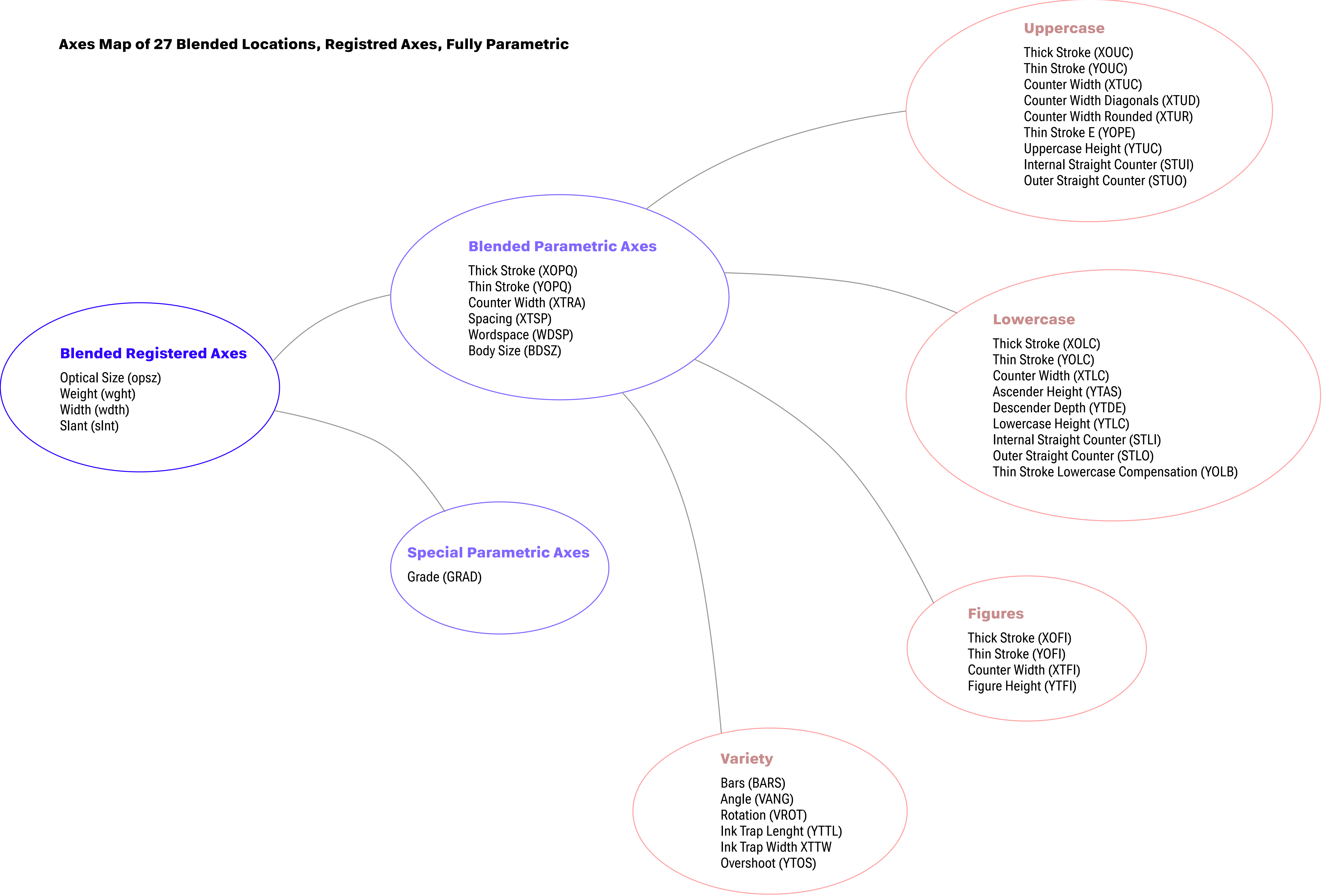


Axes Map of 27 Blended Locations, Registred Axes, Fully Parametric



The main advantage of AVAR2 is the ability to blend axes, meaning you can make an axis as a combination of multiple ones.

In Roboto Delta, the user axes Optical Size, Weight, & Width are a blend of the parametric axes XOPQ, YOPQ, & XTRA, which are also a blend of sub-axes split into Uppercase, lowercase, & figures.

Additonaly there are more axes which adds more typographyc flexibility, like Spacing, Wordspace, Grade, Lowercase Height, Ascender Height, Descender Depth.

There are some axes that are enabled only to support extreme cases, like the Light Condensed Display (144 25 100), in this case STUI, STUO, STLI, & STLO helps to add the squareness needed at this location, on top of all the other parametric blends.

Also, in the Black Condensed Display, the diagonals need to be a little more open than the XTRA controls at that location, XTUD helps with it. At another location (144 151 400) XTUR helps with the rounded glyphs.

In the Black Display locations, YOLB helps adding more weight in the middle bars of a & e related glyphs.

Other variety of axes helps in micro typography details, like overshoots, ink traps, angle, open or close bars (\$).