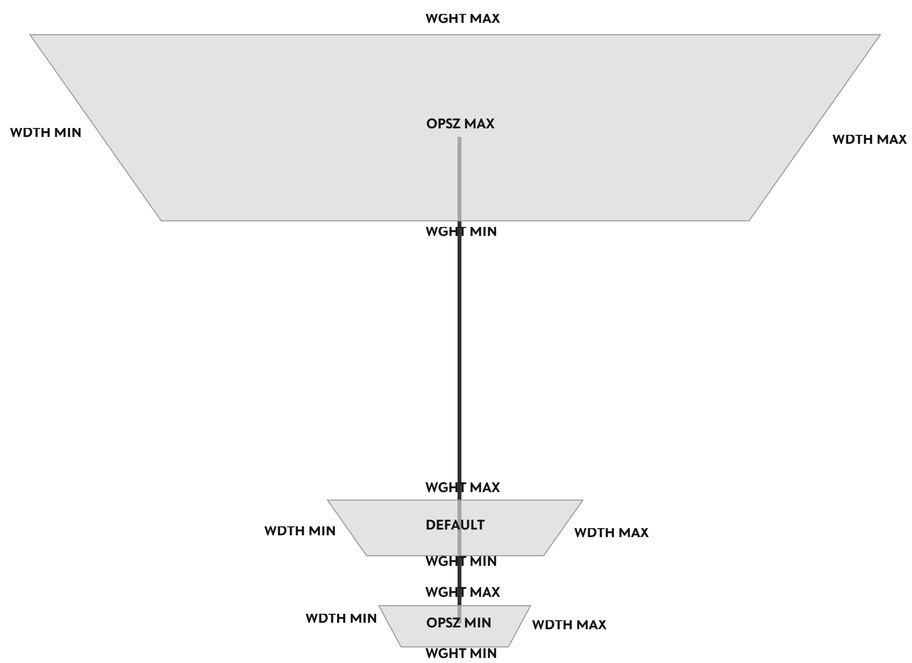

WGHT MAX
WDTH MIN
OPSZ MAX
WDTH MAX
WGHT MIN
WGHT MAX
WDTH MIN
DEFAULT
WDTH MAX
WGHT MIN
WGHT MAX
WDTH MIN
OPSZ MIN
WDTH MAX
WGHT MIN

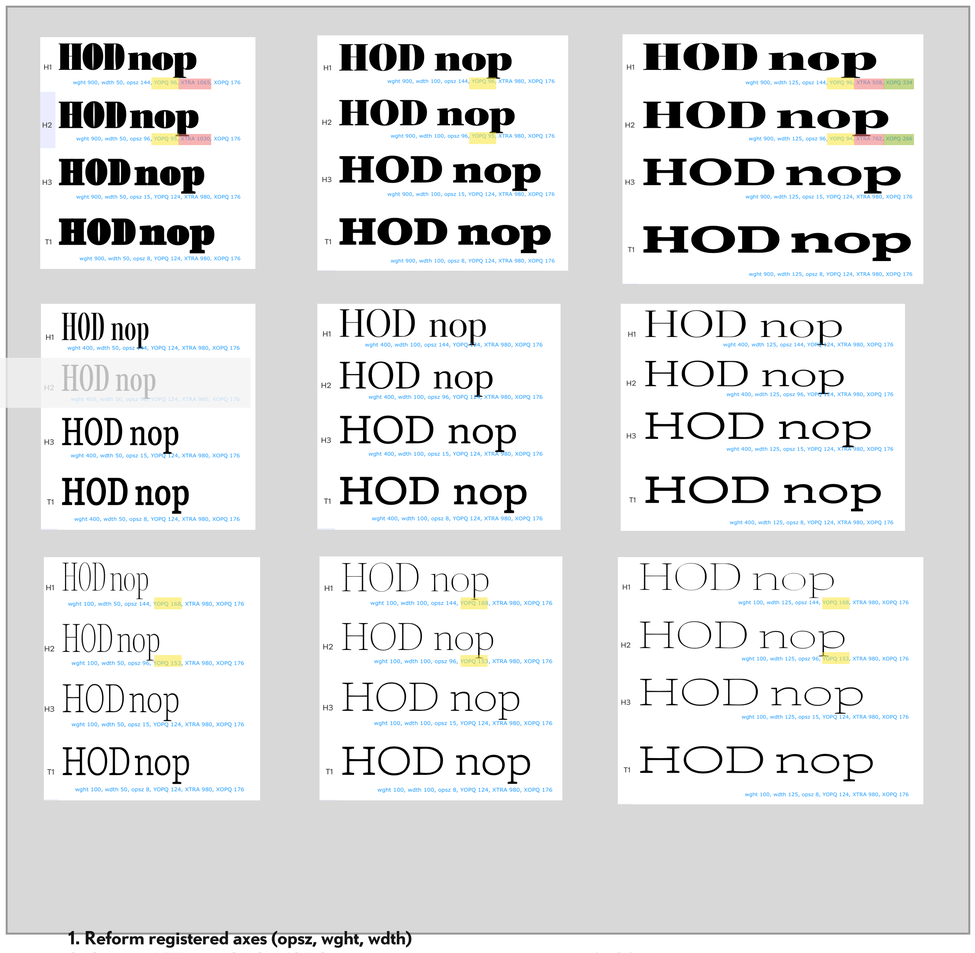
Controls overview

With counters corrected by new XOPQ axes

With hairline corrected by new YOPQ axes

With widths corrected by new XTRA axes

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...

1

Default

HOD nop

2

PLUS

HOD nop — opsz max

HOD nop — wght min

HOD nop — wdth min

PLUS

HOD nop

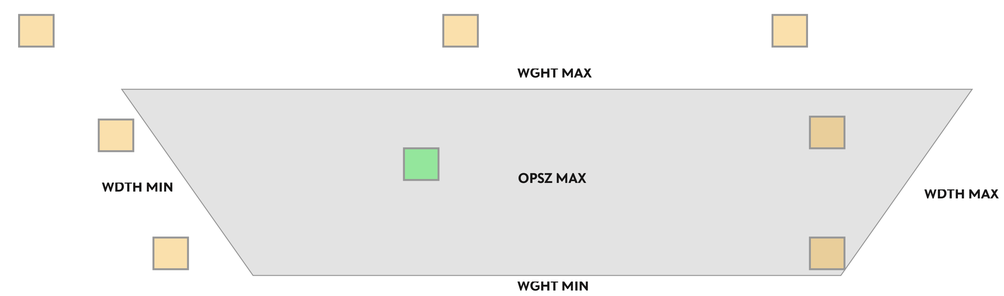
EQUALS

3

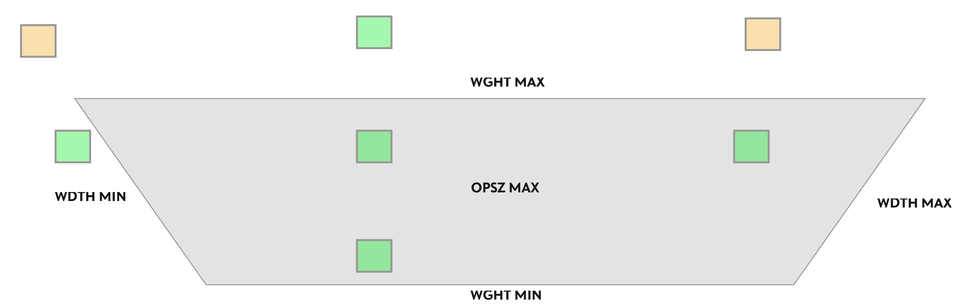
opsz max wght min wdth min

Controls schematic

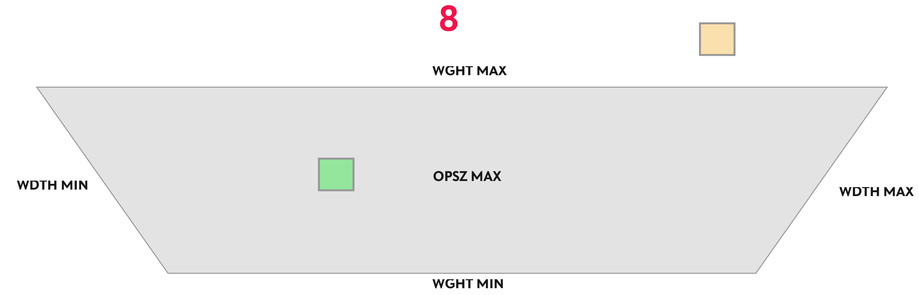
144



14



8



Drawn

Trouble

Controls overview

Legend

WGHT

14 HOD nop
4 HOD nop
96 HOD nop
15 HOD nop
8

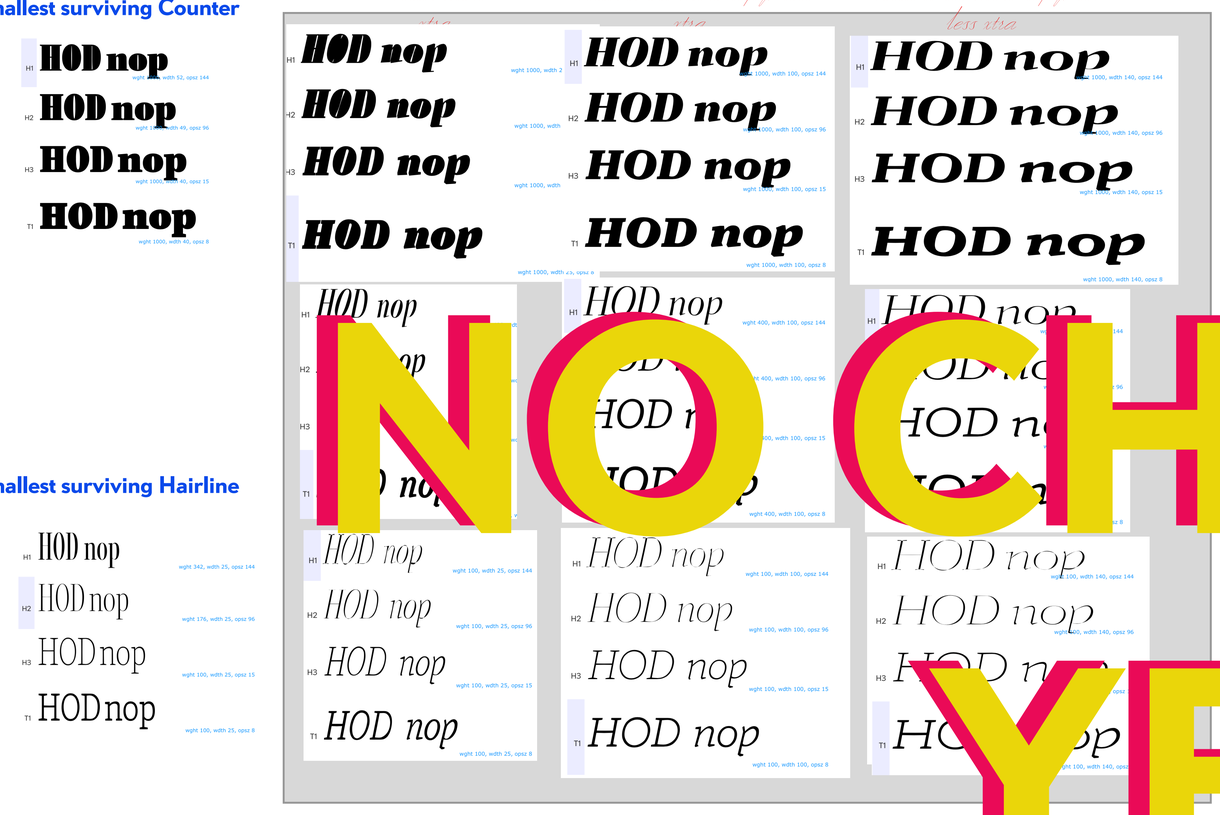
WDTH WDTH

WGHT

Needs more xtra | Needs a bit more xopq, less xtra | Needs a lot more xopq, lot less xtra

Smallest surviving Counter

Smallest surviving Hairline



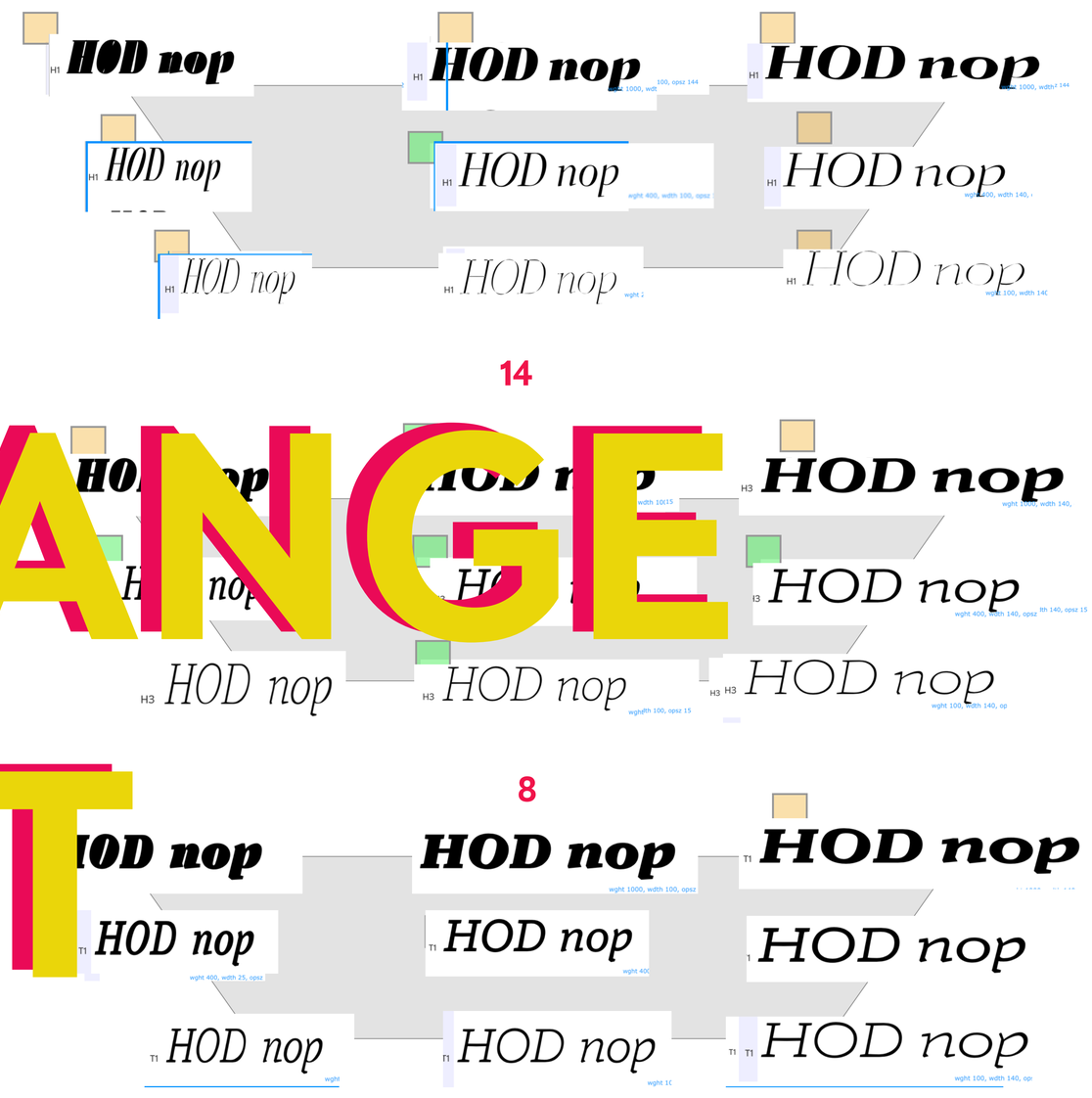
NO CHANGE YET

Controls schematic

144

14

8



Drawn

Trouble

1. Reform registered axes (opsz, wght, wdth)
2. Create XTRA, XOPQ, YOPQ, to adjust opsz min and max to default's wdths and wghts
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

Example style formula for:

Boldest weight, widest and largest size...

1
Default

HOD nop

2
PLUS

opsz max | wght max | wdth max

HOD nop | HOD nop | HOD nop

3
EQUALS

opsz max wght max wdth max

HOD nop

Example style formula for:

Boldest weight, narrowest and largest size...

1
Default

HOD nop

2
PLUS

opsz max | wght max | wdth min

HOD nop | HOD nop | HOD nop

3
EQUALS

opsz max wght max wdth max

HOD nop