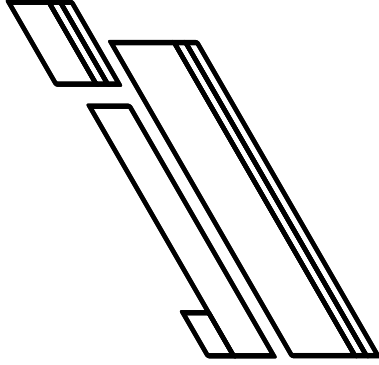
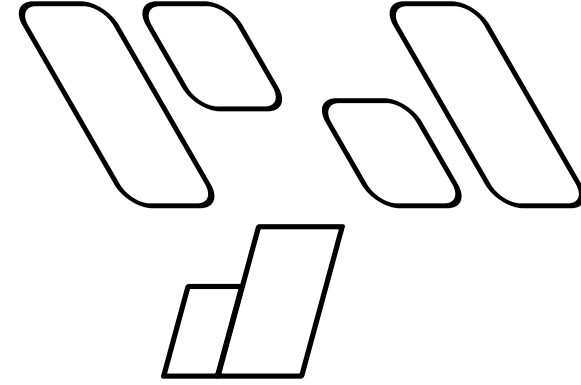


## Real time collaboration in Fontforge



*I think that a lot of designers work in small studios, they work with maybe one or two other people on things. And at the moment, when people share, they save the file, they close the program, they put the file into maybe some kind of shared folder system... And then other people can open the file. If two people open the same file at once, they can overwrite each other's changes and that's always very frustrating, when you lose work. To have that kind of collaboration built right into the tool so it's live, really speeds things up.*

Dave  
Crossland



*We're taking into account many more points of data so that the traditional method of making garments, using ratios of waist to hip... and if you have this size hip, then your leg size is going to be a certain one. That doesn't work. What we're doing is we're busting through even that limitation of the current garment industry. If you use a pattern created with our tool, the pattern will be 100% to your specifications with no ratios assumed. If your shoulder size is such and such, then your arm length will be... You know, it could be too short or too long. The only thing that stays the same in each pattern is the point of origin, where you start. And then all other points are derived in sequence from that point. And using the body measurements. So with any given instance of a pattern, the only thing that is the same between patterns is the relationship, the mapping measurement.*

Susan  
Spencer

## Open Source digital pattern making