
 AxByCz 

ABC tabular a/b/c par/space/ DEF stack d/e/f big/med/small kern Gg
smaller Hh reflect Ii fbox Jj cframe (blue) Kk rndframe (red) Ll raise Mm lower
Nn phantomh Oo phantomv Rr larger UEV bottom stack u/v thin vspace/ $\bar{A}\bar{a}$
bottom left $\tilde{A}\tilde{a}$ top right

This version uses adjustbox environments for layout. x

 : Gg Hh               

c021 =	d040 =	d066 =	e028a =	f031 =
c022 =	d041 =	d067 =	e029 =	f031a =
c023 =	d042 =	d067a =	e030 =	f032 =
c024 =	d043 =	d067b =	e031 =	f033 =
d001 =	d044 =	d067c =	e032 =	f034 =
d002 =	d045 =	d067d =	e033 =	f035 =
d003 =	d046 =	d067e =	e034 =	f036 =
d004 =	-d =	d067f =	e034a =	f037 =
d005 =	d046a =	d067g =	e036 =	f037a =
d006 =	d047 =	d067h =	e037 =	f038 =
d007 =	d048 =	e001 =	e038 =	f038a =
d008 =	d048a =	e002 =	f001 =	f039 =
d008a =	d049 =	e003 =	f001a =	f040 =
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d010 =	d050a =	e005 =	f003 =	f042 =
d011 =	d050b =	e006 =	f004 =	f043 =
d012 =	d050c =	e007 =	f005 =	f044 =
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d014 =	d050e =	e008a =	f007 =	f045a =
d015 =	d050f =	e009 =	f008 =	f046 =
d016 =	d050g =	e009a =	f009 =	f046a =
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d018 =	d050i =	e011 =	f011 =	f047a =
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d031a =	d064 =	-l =	f025 =	g006 =
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d033 =		e025 =	f027 =	g007 =
d034 =		e026 =	f028 =	g007a =
d034a =		e027 =	f029 =	g007b =
d035 =		e028 =	f030 =	

g008 =	g041 =	i013 =	m012f =	m041 =
g009 =	g042 =	i014 =	m012g =	m042 =
g010 =	g043 =	i015 =	m012h =	m043 =
g011 =	g043a =	k001 =	m013 =	m044 =
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	i011a =	m012c =	m039 =	n033 =
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		m012e =	m040a =	n034 =
				n034a =
				n035 =
				n035a =
				n036 =
				n037 =

n037a =		nu010a =		o011 =		o040 =		r008 =	
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n039 =		nu011a =		o013 =		o041 =		r010 =	
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nl019 =		o006c =		o031 =		p011 =		s002a =	
nl020 =		o006d =		o032 =		p008 =		s003 =	
nu001 =		o006e =		o033 =		p009 =		s004 =	
nu002 =		o006f =		o033a =		p010 =		s005 =	
nu003 =		o007 =		o034 =		p011 =		s006 =	
nu004 =		o008 =		o035 =		q001 =		s006a =	
nu005 =		o009 =		o036 =		q002 =		s007 =	
nu006 =		o010 =		o036a =		q003 =		s008 =	
nu007 =		o010a =		o036b =		q004 =		s009 =	
nu008 =		o010b =		o036c =		q005 =		s010 =	
nu009 =		o010c =		o036d =		q006 =		s011 =	
nu010 =				o037 =		q007 =		s012 =	
				o038 =		r001 =			
				o039 =		r002 =			
						r002a =			
						r003 =			
						r003a =			
						r003b =			
						r004 =			
						r005 =			
						r006 =			
						r007 =			

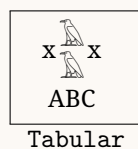
s013 =		t002 =		u001 =		u039 =		v020d =	
s014 =		t003 =		u002 =		u040 =		v020e =	
s014a =		t003a =		u003 =		u041 =		v020f =	
s014b =		t004 =		u004 =		u042 =		v020g =	
s015 =		t005 =		u005 =		v001 =		v020h =	
s016 =		t006 =		u006 =		v001a =		v020i =	
s017 =		t007 =		u006a =		v001b =		v020j =	
s017a =		t007a =		u006b =		v001c =		v020k =	
s018 =		t008 =		u007 =		v001d =		v020l =	
s019 =		t008a =		u008 =		v001e =		v021 =	
s020 =		t009 =		u009 =		v001f =		v022 =	
s021 =		t009a =		u010 =		v001g =		v023 =	
s022 =		t010 =		u011 =		v001h =		v023a =	
s023 =		t011 =		u012 =		v001i =		v024 =	
s024 =		t011a =		u013 =		v002 =		v025 =	
s025 =		t012 =		u014 =		v002a =		v026 =	
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s042 =		t031 =		u032 =		v014 =		v040 =	
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s045 =		t033 =		u034 =		v017 =		w002 =	
s046 =		t033a =		u035 =		v018 =		w003 =	
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		t035 =		u037 =		v020 =		w004 =	
		t036 =		u038 =		v020a =		w005 =	
						v020b =		w006 =	
						v020c =			

w007 =	w025 =	z002 =	z015e =	aa011 =
w008 =	x001 =	z002a =	z015f =	aa012 =
w009 =	-t =	z002b =	z015g =	aa013 =
w009a =	x002 =	z002c =	z015h =	aa014 =
w010 =	x003 =	z002d =	z015i =	aa015 =
w010a =	x004 =	z003 =	z016 =	aa016 =
w011 =	x004a =	z003a =	z016a =	aa017 =
w012 =	x004b =	z003b =	z016b =	aa018 =
w013 =	x005 =	z004 =	z016c =	aa019 =
w014 =	x006 =	z004a =	z016d =	aa020 =
w014a =	x006a =	z005 =	z016e =	aa021 =
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w017 =	x008a =	z007 =	z016h =	aa024 =
w017a =	y001 =	z008 =	aa001 =	aa025 =
w018 =	y001a =	z009 =	aa002 =	aa026 =
w018a =	y002 =	z010 =	aa003 =	aa027 =
w019 =	y003 =	z011 =	aa004 =	aa028 =
w020 =	y004 =	z012 =	aa005 =	aa029 =
w021 =	y005 =	z013 =	aa006 =	aa030 =
w022 =	y006 =	z014 =	aa007 =	aa031 =
w023 =	y007 =	z015 =	aa007a =	aa032 =
w024 =	y008 =	z015a =	aa007b =	
w024a =	z001 =	z015b =	aa008 =	
		z015c =	aa009 =	
		z015d =	aa010 =	

FS ns [ancient] TS ns [ancient] TS (egytran) bsn [egyptianhieroglyphs] fn [Noto Sans Egyptian Hieroglyphs]

Basic Layout Metacommands

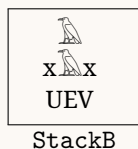
Stacking Tabulation can be done by stacking (when in horizontal runs), or by placing glyphs horizontally adjacent to each other (when in vertical runs).



A one-column centre-aligned tabular, with column specification of $\langle ehatabcolspec \rangle$, initially c , stacks items row by row. The A metacommand begins the tabular, and C ends it, while B marks the end of each row: $\overline{\triangle}$ (An001Bx001C). The environment is `ehatabular`.

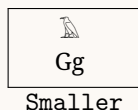


A vertically and horizontally centre-aligned short stack, with column specification hard-coded as cc, stacks items row by row. The D metaccommand begins the short stack, and F ends it, while E marks the end of each row: $\overbrace{\quad}^{\quad}$ (Dn001Ex001F). The environment is **ehabstack**.

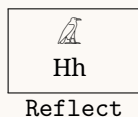


A vertically bottom-aligned and horizontally centre-aligned short stack, with column specification hard-coded as cb, stacks items row by row. The U metaccommand begins the short stack, and V ends it, while E marks the end of each row: $\overbrace{\quad}^{\quad}$ (Un001Ex001V). The environment is **ehabstackb**.

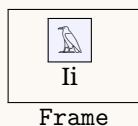
Transformations Scaling, mirroring and position-shifts are transformations that can be done with metaccommands.



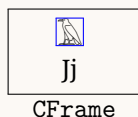
Scales the contents down to $\langle ehabscale \rangle$, initially 80%. The environment is **ehabscale**.



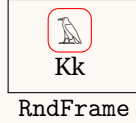
Reflects the contents horizontally, like a mirror. The environment is **ehabreflect**.



Frames the contents with an fbox with background colour of $\langle ehabframebg \rangle$, initially blue!5. The environment is **ehabframe**.

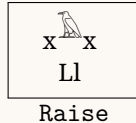


Tightly frames the contents with a frame of colour $\langle ehabcframecol \rangle$, initially blue. The environment is **ehabcfame**.



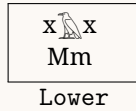
RndFrame

In emulation of a cartouche, frames its contents with a frame of colour $\langle ehabrndframecol \rangle$, initially red; margin of $\langle ehabrndframesep \rangle$, initially 3pt; rounded corners of factor $\langle ehabrndframern \rangle$, initially 4; and background colour of $\langle ehabrndframebg \rangle$, initially yellow!21!red!3. The environment is **ehabrndframe**.



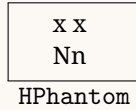
Raise

Raises its contents by $\langle ehraiseamount \rangle$, initially 0.8ex. The environment is **ehabraise**.



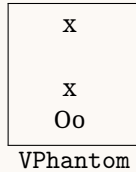
Lower

Lowers its contents by $\langle ehloweramount \rangle$, initially -0.4ex. The environment is **ehablowner**.



HPhantom

Converts its contents to a horizontal phantom. Intended for incremental spacing purposes, for example with ⋮ (z015). The environment is **ehabphantomh**.



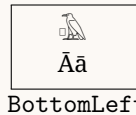
VPhantom

Converts its contents to a vertical phantom. Intended for incremental spacing purposes, for example with ⋮ (z015). The environment is **ehabphantomv**.



Larger

Scales the contents up to $\langle ehablargersc \rangle$, initially 1.2 times. The environment is **ehablarger**.



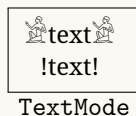
BottomLeft

Positions a glyph, $\langle a \rangle$, with scale of $\langle ehabblsc \rangle$, initially 0.72, and raising it by $\langle ehabblraise \rangle$, initially 0.32ex. The following glyph, $\langle B \rangle$, outside the environment, is kerned by $\langle ehabblkern \rangle$ amount, initially -0.4ex: \mathfrak{B} . The environment is **ehabbottomleft**.



TopRight

Positions a glyph, $\langle b \rangle$, with scale of $\langle ehabtrsc \rangle$, initially 0.42, and raising it by $\langle ehabtrraise \rangle$, initially 1.2ex and kerns the environment onto the preceding glyph, $\langle A \rangle$, by $\langle ehabtrkern \rangle$ amount, initially -0.6ex: \mathfrak{A} . The environment is **ehabtopright**.



Displays non-glyph text inline in a glyph stream in font `<ehtranslitfont>`, initially Noto Serif, small. To print an exclamation mark in text mode, use `<ehexclam>`: `!text!` (`!ehexclamtextehexclam!`). The environment is `ehtranslit`.

Nesting Within a quadrat string, items may be nested.

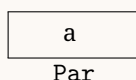


Double frame

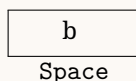


Cartouche, frame, larger, larger, reflected.

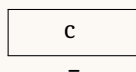
Adjustments x



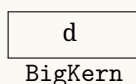
New paragraph: ¶¶
¶¶



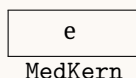
Insert a space: ¶¶ ¶¶



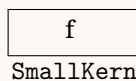
Unassigned



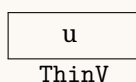
Insert a bigkern: ¶ ◌ > ¶



Insert a medkern: ¶ ◌ > ¶



Insert a smallkern: ¶ ◌ > ¶





Insert a thinvspace:
¶ > ¶ (Ag001Bx001Cb!>!bAg001uBx001C)




v

NegThinV



Insert a negthinvspace:



 >  (Ag001Bx001Cb!>!bAg001vBx001C)


Example  becomes 

Shrink (GG..gg) both  and : .

Put them into a table (A..B..C): .

Attach the table to  as bottom left ($\bar{A}..a$): .

Raise  a touch (L..l): .

Kern into the table ($..d..$): .

Lower the attached table a touch (M..m): .

Put the attached table into its own table (A..C) for some tiny spacing: .