OpenType Features Editor User Guide

A Windows application for generating and editing OpenType features.

Draft 1

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1. Main Application Window
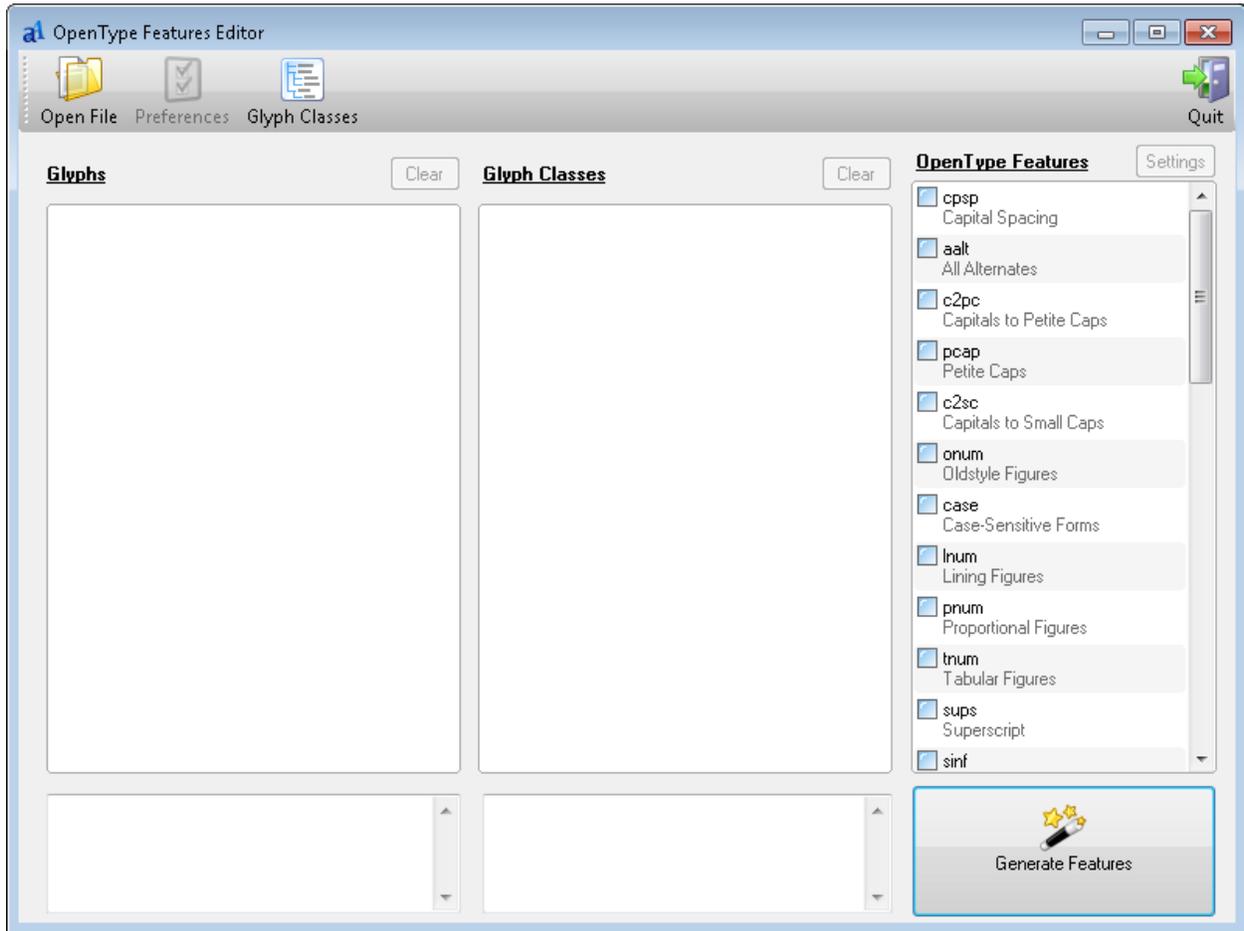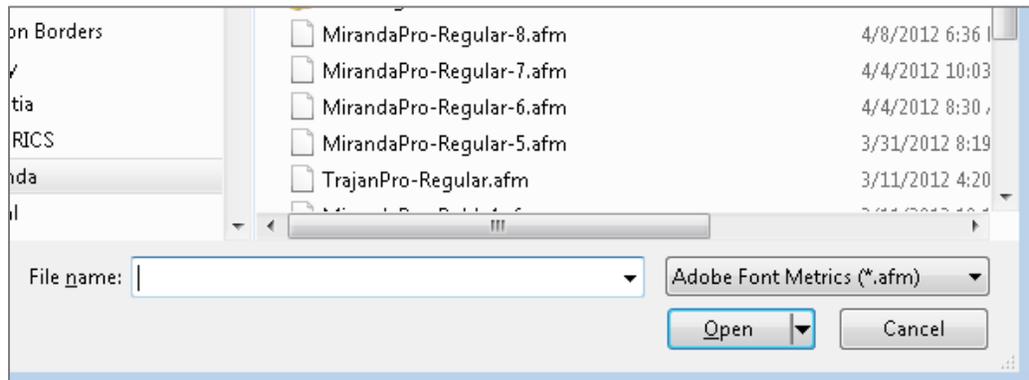

Figure 1: Main application window.

"Open File" Toolbar Button

Start here. Click this button to open a Windows file dialog where you can select an AFM (Adobe Font Metrics) file. When you open your

selected AFM file, the Editor will automatically populate the list of glyphs, automatically generate glyph classes based on glyph name suffixes and supported features and finally automatically generate OpenType features based on the glyphs available, the glyph classes and supported features.
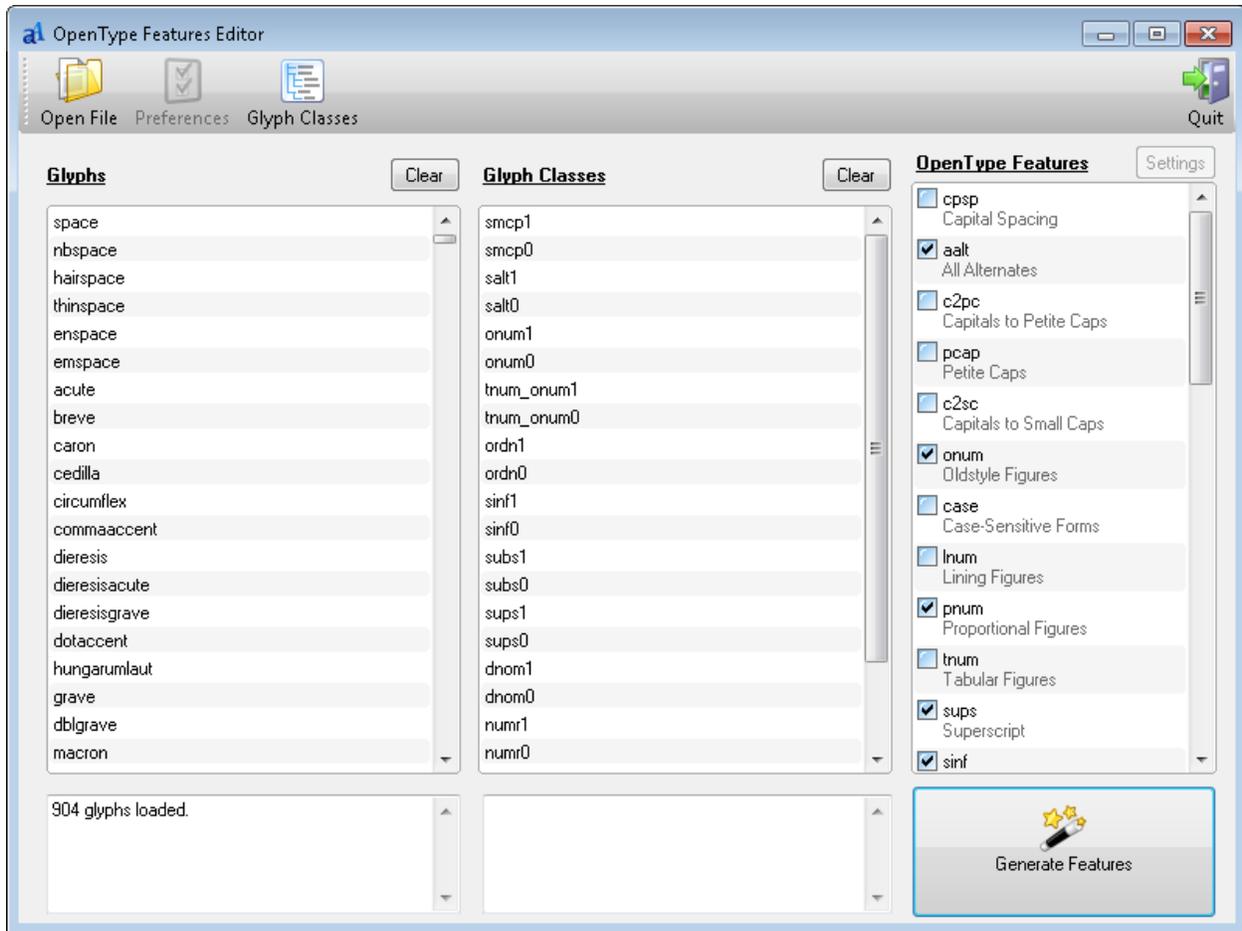
Figure 2: Main application window with glyphs loaded and classes and features generated.

"Glyph Classes" Toolbar Button

Click this button to clear the current list of glyph classes and regenerate the classes from the currently loaded glyphs. These classes can only be generated if glyphs have been loaded from an AFM file.

"Quit" Toolbar Button

Click this button to quit and exit the application.

"Glyphs" List Box

This list box displays all of the glyphs loaded from the selected AFM file. Click an individual glyph in the list to view more details about it in the box below.

"Glyph Classes" List Box

This list box displays all of the glyph classes generated by the application. Click an individual class in the list to view additional details in the box below.

"Clear" Buttons

Click these buttons to clear the list boxes each is adjacent to.

"OpenType Features" List Box

This list box displays all of the OpenType features supported by the application. Each feature with rules has a check in the checkbox next to it. These checked features will be included in the features file when generated. Double-click a feature in the list to view and edit its rules, or select a feature and click the "Settings" button above to do the same.

"Settings" Button

Select a feature in the "OpenType Features" list box and click this button to view and edit the selected feature's rules.
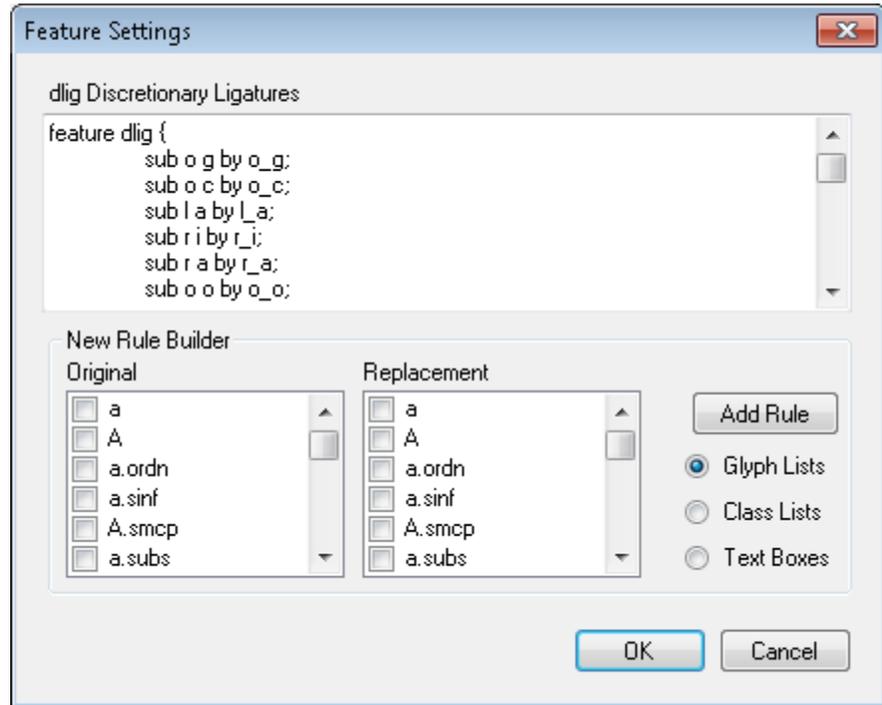

Figure 3: "Feature Settings" window.

"Generate Features" Button

Click this button to generate and view the features file. In the dialog that opens, you can also edit any part of the features file and then save it.

2. Feature Settings Window

The "Feature Settings" window allows you to view and edit rules within a feature. You can either add and modify rules directly in the textbox at the top of the window, or you can use the controls below the textbox to build rules and add them to the textbox.
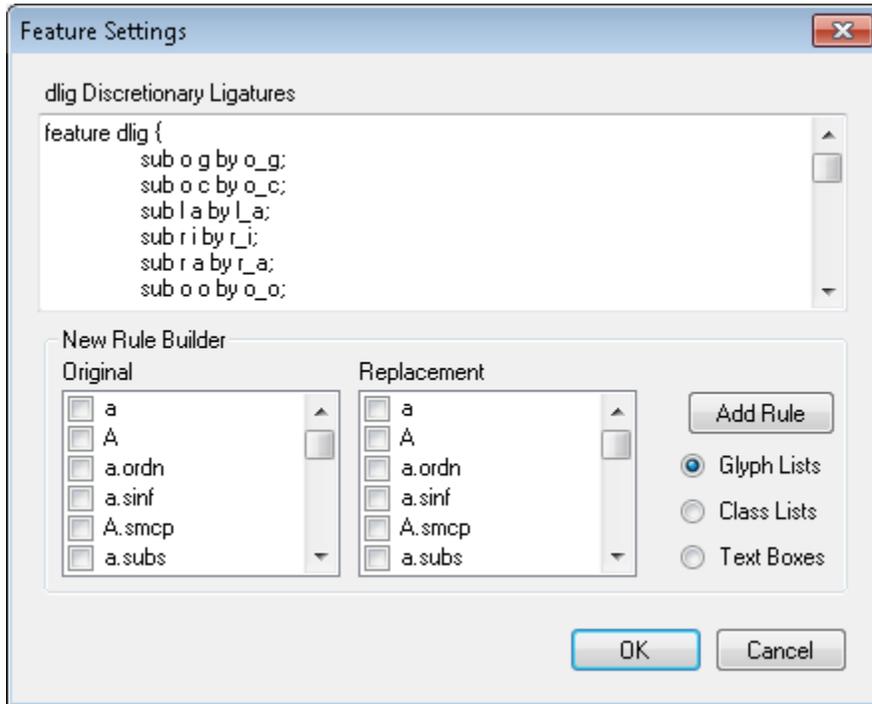
Figure 4: "Feature Settings" window.

"New Rule Builder"

Use the "New Rule Builder" to build and add rules to features. There are three different modes that you can work in: Glyph Lists, Class Lists and Text Boxes. Use the radio buttons on the right to change modes.

"Add Rule" Button

Click this button to add the new rule to the feature in the large textbox.

Glyph Lists

Use the Glyph Lists (shown in Fig. 4) to select specific glyphs in the construction of your substitution rules.

Class Lists

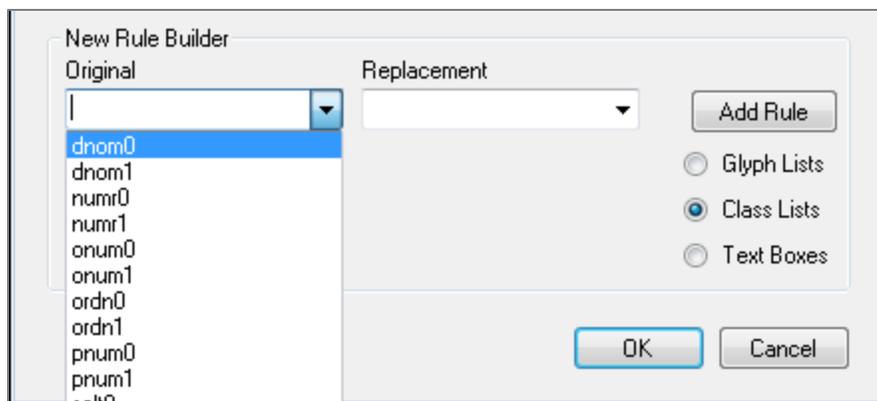Use the Class Lists to select automatically generated classes for your rule.

Text Boxes

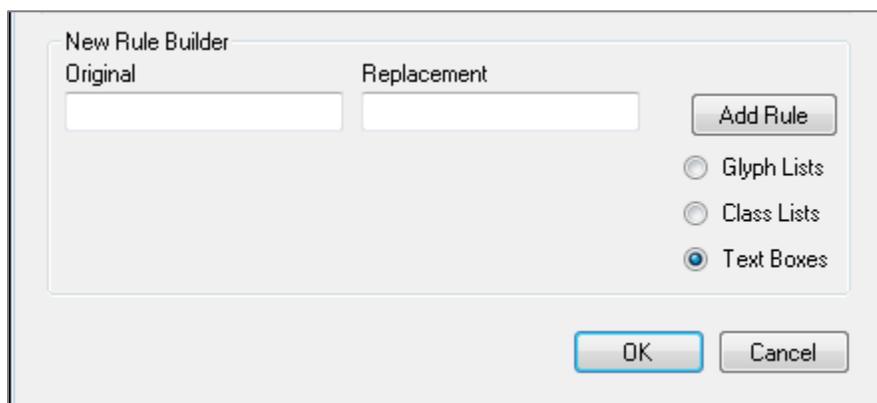Use the Text Boxes mode to type in the elements of your substitution rule.

"OK" Button

Click this button to save your changes and dismiss the window.

"Cancel" Button

Click this button to discard your changes and dismiss the window.

3. OpenType Features Window

The "OpenType Features" window is displayed when you click the "Generate Features" button in the main application window.
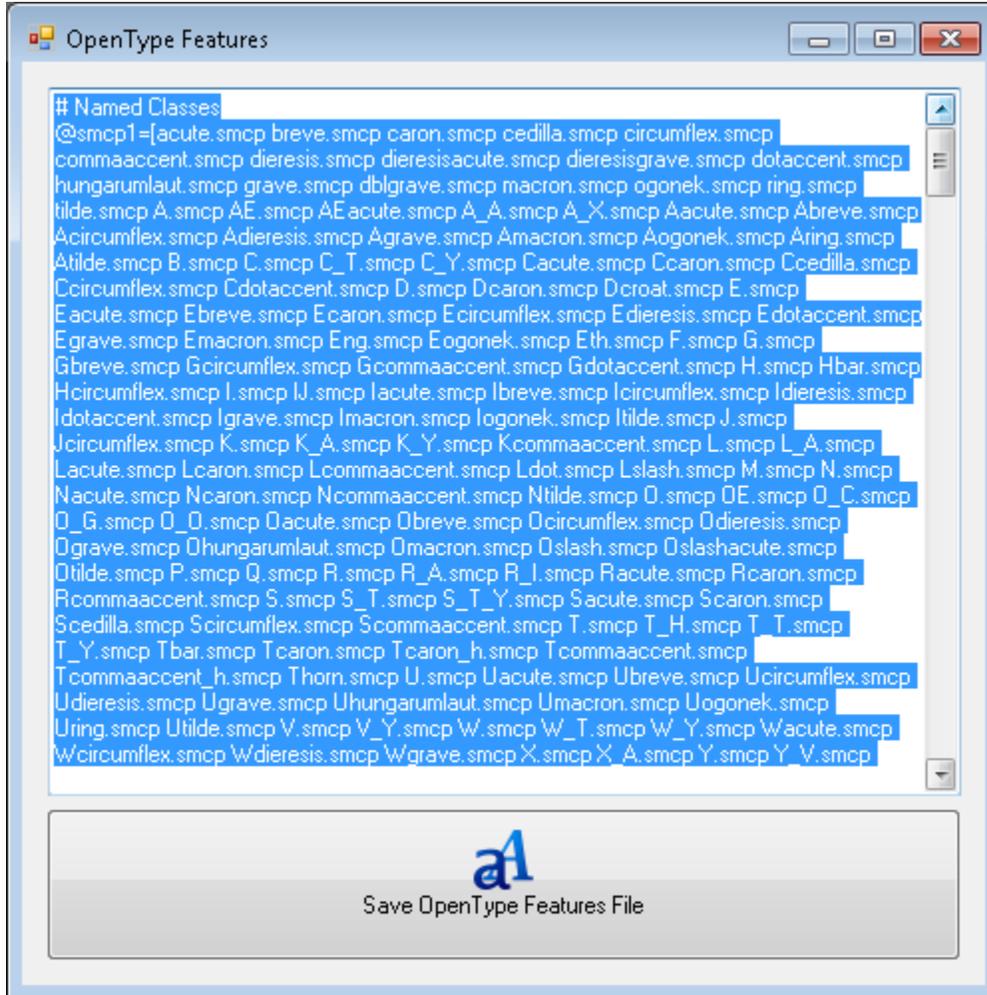

Figure 7: OpenType Features window

Use the large scrolling textbox to view and edit the generated feature code.

Click the "Save OpenType Features File" button to save your features code as a .fea file that you can import into your font development application (e.g., FontLab Studio).