

## *Detailed description and form of use*

### **Tengwar Elfica in the PC: Character Mapping according MS Win 1252 Latin 1 encoding**

Since Tengwar Elfica has True Type format, it was intended for working in the PC, although it can also be used in the Mc (to see next section).

In the present section the detailed table of the basic group of characters of the font is presented (main table of characters) that are in the characters range belonging to the MS Windows 1252 Latin 1 encoding.

For the first time a complete and detailed description is presented for the user to easily access the different characters whatever the keyboard or language of the OS.

The table shows a series of attributes for each character Tengwar defined in the font, which are detailed next:

- Decimal code
- Unicode
- Standard character name according to Unicode
- Latin character sample (Arial). The usefulness of this sample is to show the character access by means of the keyboard.
- Assigned Tengwar character (Tengwar Elfica)
- Access form to the character by key combination using ALT-0nnn method (MS Win), being nnn the decimal code
- Access form to the character by key combination using ALT-nnn method (MS Win), being nnn the decimal code
- Quenya name of the Tengwa and description

These attributes cover practically everything. Due to the detail degree, the detailed table is long. It can be found in the corresponding pdf document. This table does not contain the additional glyphs (decimal code > 255), which are given in a complementary table (see next section).

This document does not describe the keyboard layout explicitly, which has been carried out separately following Dan Smith's layout. This last document is similar to that of the first versions of Elfica. The detailed table presented is not only valid for Elfica but also for all Tengwar fonts created by Daniel Smith.

### **New Characters added to Version 3.0 Map of Additional Characters (PC and Mc)**

In the present version of Elfica 62 characters have been added to the font making use of the capacity of Unicode. Consequently, all the characters that before were included in the complementary font Elfica A are now included in Elfica. The additional characters are detailed in a separate detailed table. Although this splits the information of the font, I believe that it is convenient because it is possible that the group of additional characters will be increased or modified in the future and it is practical to maintain it separate.

This detailed table, along with the basic characters table, contains the complete information about the characters of the font. The novel feature is the access form to these characters indicated in this table, which works for all the programs that used (MS Office, Paint Shop Pro, etc.). The mentioned access is simply the Alt+0nnn method, but in this case nnn it is an integer greater than 255. The additional characters have been placed in the Unicode range known as Latin Extended A, using only a few places of this

range. There exists the possibility of including a big number of additional characters in the future.

## Keyboard Layout and Use of the Glyphs

As in the first version of Elfica, the font has a descriptive document containing the keyboard layout and additionally the access form for all characters that have no assigned key which can be accessed through Alt-Onnn key combinations. The novelty in this version is that the Spanish keyboard map has been also included. Absolutely all characters of Elfica have been included in this document.

Contrary to the documents including tables already mentioned (main characters table and additional characters table), this document groups the glyphs according their location in the keyboard and the rest of the characters are grouped according to their function. This document has the characteristics of an user manual and it is the fastest reference to know the font.

Regarding the use of the Tehtar, it can be said that there exist 4 versions of each Tehta as in Dan Smith's fonts:

- Version 1 Tehtar: Tehtar shifted toward the left for wide letters.
- Version 2 Tehtar: Tehtar for letters of normal width without upward extended stems (or downward extended stems for Tehtar located below the Tengwa) or for letters of normal width with upward extended stems on the right side.
- Version 3 Tehtar: Tehtar slightly shifted to the right for letters of normal width with upward extended stems (or downward for Tehtar located below the character) on the left side.
- Version 4 Tehtar: Tehtar shifted to the right for Carrier symbols.

The behavior of the Tehtar in Elfica is the same as in the fonts of Dan Smith. They are what I call retrocharacters. They are written after the letter which need the diacritic (Theta) and it is written backwards and do not introduce an extra space when you type it. For this reason, when it is selected in MS Word, you don't see anything (but it is indeed selected, what becomes evident if you enter Del, deleting it). The use can be a little bit tricky, but you have always the alternative of changing the font type during the writing process (from Elfica to Arial and vice versa, for example) to be able to clearly see the characters that correspond the Tehtar. This method is very useful in the case you want to identify the used version of the Tehta.

An additional document describes which Tehta optimally matches with each Tengwa of Elfica. For a limited number of glyphs this correspondence does not agree with the one defined for other Tengwar fonts.

## Different forms of access to the glyphs in MS Windows and in MS Word

The access to the characters of the font in MS Word XP can be achieved in the following way:

### *Using the Keyboard*

To insert characters available in the keyboard: just use the key

To insert any character (available in the keyboard or not):

1 Use the corresponding key combination ALT+0nnn (see tables)

2 Use the corresponding key combination ALT+nnn (see tables)

3 Use method of typing the hexadecimal code of the character and enter ALT-x, that is to say, type hhhh + ALT-x

### *Using Insert Symbol Menu*

Once the menu is activated, make sure that the character code field (bottom of the window) reads UNICODE. When the value UNICODE is set, a Subset field appears on the top of the window and then any character of the whole font can be inserted.

On the contrary, if one chooses ASCII for the code field, only the basic Latin characters are able to be inserted.

## Tengwar Elfica in the Mc: Character Map

Although the font is a True Type font and it was designed to work with MS Windows in a PC, it can in fact be used in the operative system of the Mc.

There are two different forms of use according whether the specific application is an Unicode application (newer program) or an non-Unicode application. If the program is new and it allows Unicode access, the Mc uses in fact the same encoding as the one for MS Windows, and what was said in the previous section relating the correspondence between characters and corresponding Unicodes holds.

The problem arises in non-Unicode applications, because the Mc uses a different encoding called Mc OS Roman that has another correspondence between characters and Unicodes. For this reason one can curiously observe that in the Mc a key can call a certain character if the application is an Unicode application and other different character if the application is a non-Unicode one. What a mess! This makes difficult the use of the font in Mc, especially if the application is non-Unicode.

But not everything has to be negative: The True Type format has a form of managing this and it does it using the cmap(1,0) table, that defines the character distribution in the Mc by assigning to each character a decimal code in the range 0 - 255. If you think that that's all, you are wrong!. Another problem exists: the character repertoire included in the MS Win 1252 Latin1 encoding (PC) does not the same encoding used in the Mc (Mc OS Roman), and I don't refer to the character sequence. The basic character set (decimal codes between 32 and 126) is identical in both encodings and the characters have the same sequence (same keys). This is not true for the rest of the characters, that can be grouped in several groups:

- Characters included in MS Win AND in Mc OS, but not defined in the same places
- Characters included in MS Win AND NOT in Mc OS
- Characters included in Mc OS AND NOT in MS Win

It is can be noted that the quantity of available space for glyphs in the Mc OS Roman encoding is greater than in MS Win 1252, so that there are more than enough places.

Since this is getting complicated, I don't want to go deeper. I am going simply to describe the adopted solution so that the Mc users can have a well distributed character repertoire whose distribution matches MS Windows layout as best as possible.

The proposal used in Elfica is detailed in a table that can be downloaded.