Font Encoding

Additionally to the information given in section 1 the basic notions regarding the character encoding will be given now in order to understand the characteristics of Elfica.

When a text is introduced in the computer, a conversion operation should exist from characters to codes, so that the computer can understand what we have entered. This means that a text in the computer is a collection of codes which are integer numbers.

A Character Encoding Standard (CES) is a list of definitions of correspondence between characters and codes used to represent characters in the computer. Many standards exist according to the different languages. Differences also exist in the size of the code: one byte encodings, double byte encodings and multiple byte encodings. A one byte CES only uses 8 bits to represent a character, so that there are only 256 characters available. The MS Windows operating systems many places are reserved for control functions, so that in fact only 215 characters are available, like in the first versions of Elfica. A double byte CES uses 16 bits for each character therefore 65536 characters can be mapped. A well-known example of this type is Unicode. In the current version of Tengwar Elfica Unicode has been used keeping the keyboard layout of previous versions, which was originally defined by Daniel Smith. To access the additional characters the usual ALT 0nnn method can be used, where nnn is an integer that now can be greater than 256. This are good news, we have more space!, really much more than the one that we could use.