
**Information technology — Coding of
audio-visual objects —**

**Part 22:
Open Font Format**

Technologies de l'information — Codage des objets audiovisuels —

Partie 22: Format de police de caractères ouvert

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Contents

Page

Foreword	viii
Introduction.....	x
1 Scope	1
2 Normative references	2
3 Abbreviated terms	2
4 The Open font file format.....	3
4.1 Description	3
4.2 Filenames	3
4.3 Data types	3
4.4 Table version numbers	4
4.5 Open font structure	5
4.5.1 Table directory	5
4.5.2 Calculating checksums.....	6
4.6 Font collections	6
4.6.1 The Font Collection file structure	7
4.6.2 TTC header	7
5 Open font tables	8
5.1 General	8
5.2 Required common tables.....	8
5.2.1 cmap – Character to glyph index mapping table	9
5.2.2 head – Font header	20
5.2.3 hhea – Horizontal header	22
5.2.4 hmtx – Horizontal metrics	23
5.2.5 maxp – Maximum profile.....	23
5.2.6 name – Naming table.....	24
5.2.7 OS/2 – Global font information table	43
5.2.8 Font class parameters - see informative Annex B for details.....	65
5.2.9 post – PostScript	65
5.3 TrueType outline tables	67
5.3.1 cvt – Control value table	68
5.3.2 fpgm – Font program	68
5.3.3 glyf – Glyph data.....	68
5.3.4 loca – Index to location.....	71
5.3.5 prep – Control value program	72
5.3.6 gasp – Grid-fitting and scan conversion procedure	72
5.4 PostScript outline tables	74
5.4.1 CFF – PostScript font program (Compact Font Format) table.....	74
5.4.2 VORG – Vertical origin table	74
5.5 Table for SVG glyph outlines	76
5.5.1 SVG – The SVG (Scalable Vector Graphics) table	76
5.5.2 Color Palettes	77
5.5.3 Glyph Identifiers	77
5.5.4 Glyph Semantics and Metrics	78
5.5.5 Glyph Rendering.....	78
5.6 Bitmap glyph tables	80
5.6.1 EBDT – Embedded bitmap data table.....	80
5.6.2 EBLC – Embedded bitmap location table	84
5.6.3 EBSC – Embedded bitmap scaling table	91
5.6.4 CBDT – Color bitmap data table	92

5.6.5	CBLC – Color bitmap location table	94
5.7	Optional tables	95
5.7.1	DSIG – Digital signature table	96
5.7.2	hdmx – Horizontal device metrics	98
5.7.3	kern – Kerning	99
5.7.4	LTSH – Linear threshold	102
5.7.5	PCLT – PCL 5 table	103
5.7.6	VDMX – Vertical device metrics	111
5.7.7	vhea – Vertical header table	114
5.7.8	vmtx – Vertical metric table	117
5.7.9	COLR – Color Table	119
5.7.10	CPAL – Palette Table	121
6	Advanced Open Font layout tables	123
6.1	Advanced Open Font layout extensions	123
6.1.1	Overview of advanced typographic layout extensions	123
6.1.2	TrueType versus OFF layout	125
6.1.3	OFF layout terminology	125
6.1.4	Text processing with OFF layout	128
6.2	OFF layout common table formats	129
6.2.1	Overview	129
6.2.2	Table organization	131
6.2.3	Scripts and languages	132
6.2.4	Features and lookups	134
6.2.5	Common table examples	143
6.3	Advanced typographic tables	152
6.3.1	BASE Baseline table	152
6.3.2	GDEF – The glyph definition table	173
6.3.3	GPOS – The glyph positioning table	186
6.3.4	GSUB – The glyph substitution table	246
6.3.5	JSTF – The justification table	286
6.3.6	MATH – The mathematical typesetting table	298
6.4	Layout tag registry	313
6.4.1	Scripts tags	313
6.4.2	Language tags	317
6.4.3	Feature tags	338
6.4.4	Baseline tags	402
7	Recommendations for OFF fonts	407
7.1	Byte ordering	407
7.2	'sfnt' version	407
7.3	Mixing outline formats	407
7.4	Filenames	407
7.5	Table alignment and length	407
7.6	First four glyphs in fonts	408
7.7	Shape of .notdef glyph	408
7.8	'BASE' table	408
7.9	'cmap' table	409
7.10	'cvt' table	409
7.11	'fpgm' table	409
7.12	'glyf' table	409
7.13	'hdmx' table	409
7.14	'head' table	410
7.15	'hhea' table	410
7.16	'hmtx' table	410
7.17	'kern' table	410
7.18	'loca' table	411
7.19	'LTSH' table	411
7.20	'maxp' table	411
7.21	'name' table	411
7.22	'OS/2' table	413

7.23	sTypoAscender, sTypoDescender and sTypoLineGap.....	413
7.24	'post' table.....	413
7.25	'prep' table.....	414
7.26	'VDMX' table.....	414
7.27	TrueType Collections.....	414
8	General recommendations.....	414
8.1	Optimized table ordering.....	414
8.2	Non-standard (Symbol) fonts.....	414
8.3	Device resolutions.....	415
8.4	Baseline to baseline distances.....	415
8.5	Style bits.....	416
8.6	Drop-out control.....	416
8.7	Embedded bitmaps.....	416
8.8	OFF CJK font guidelines.....	417
Annex A	(informative) Patent Statements.....	418
Annex B	(informative) Font Class and Font Subclass parameters.....	419
B.1	Introduction.....	419
B.2	sFamilyClass.....	419
B.3	Class ID=0 No Classification.....	419
B.4	Class ID=1 Oldstyle Serifs.....	419
B.4.1	Subclass ID = 0 : No Classification.....	419
B.4.2	Subclass ID = 1 : IBM Rounded Legibility.....	420
B.4.3	Subclass ID = 2 : Galalde.....	420
B.4.4	Subclass ID = 3 : Venetian.....	420
B.4.5	Subclass ID = 4 : Modified Venetian.....	420
B.4.6	Subclass ID = 5 : Dutch Modern.....	420
B.4.7	Subclass ID = 6 : Dutch Traditional.....	420
B.4.8	Subclass ID = 7 : Contemporary.....	420
B.4.9	Subclass ID = 8 : Calligraphic.....	420
B.4.10	Subclass ID = 9-14 : (reserved for future use).....	420
B.4.11	Subclass ID = 15 : Miscellaneous.....	421
B.5	Class ID=2 Transitional Serifs.....	421
B.5.1	Subclass ID = 0 : No Classification.....	421
B.5.2	Subclass ID = 1 : Direct Line.....	421
B.5.3	Subclass ID = 2 : Script.....	421
B.5.4	Subclass ID = 3-14 : (reserved for future use).....	421
B.5.5	Subclass ID = 15 : Miscellaneous.....	421
B.6	Class ID=3 Modern Serifs.....	421
B.6.1	Subclass ID = 0 : No Classification.....	421
B.6.2	Subclass ID = 1 : Italian.....	422
B.6.3	Subclass ID = 2 : Script.....	422
B.6.4	Subclass ID = 3-14 : (reserved for future use).....	422
B.6.5	Subclass ID = 15 : Miscellaneous.....	422
B.7	Class ID=4 Clarendon Serifs.....	422
B.7.1	Subclass ID = 0 : No Classification.....	422
B.7.2	Subclass ID = 1 : Clarendon.....	422
B.7.3	Subclass ID = 2 : Modern.....	422
B.7.4	Subclass ID = 3 : Traditional.....	422
B.7.5	Subclass ID = 4 : Newspaper.....	423
B.7.6	Subclass ID = 5 : Stub Serif.....	423
B.7.7	Subclass ID = 6 : Monotone.....	423
B.7.8	Subclass ID = 7 : Typewriter.....	423
B.7.9	Subclass ID = 8-14: (reserved for future use).....	423
B.7.10	Subclass ID = 15 : Miscellaneous.....	423
B.8	Class ID=5 Slab Serifs.....	423
B.8.1	Subclass ID = 0 : No Classification.....	423
B.8.2	Subclass ID = 1 : Monotone.....	423
B.8.3	Subclass ID = 2 : Humanist.....	424

B.8.4	Subclass ID = 3 : Geometric	424
B.8.5	Subclass ID = 4 : Swiss	424
B.8.6	Subclass ID = 5 : Typewriter	424
B.8.7	Subclass ID = 6-14 : (reserved for future use)	424
B.8.8	Subclass ID = 15 : Miscellaneous	424
B.9	Class ID=6 (reserved for future use)	424
B.10	Class ID=7 Freeform Serifs	424
B.10.1	Subclass ID = 0 : No Classification	424
B.10.2	Subclass ID = 1 : Modern	425
B.10.3	Subclass ID = 2-14 : (reserved for future use)	425
B.10.4	Subclass ID = 15 : Miscellaneous	425
B.11	Class ID=8 Sans Serifs	425
B.11.1	Subclass ID = 0 : No Classification	425
B.11.2	Subclass ID = 1 : IBM Neo-grotesque Gothic	425
B.11.3	Subclass ID = 2 : Humanist	425
B.11.4	Subclass ID = 3 : Low-x Round Geometric	425
B.11.5	Subclass ID = 4 : High-x Round Geometric	425
B.11.6	Subclass ID = 5 : Neo-grotesque Gothic	426
B.11.7	Subclass ID = 6 : Modified Neo-grotesque Gothic	426
B.11.8	Subclass ID = 7-8 : (reserved for future use)	426
B.11.9	Subclass ID = 9 : Typewriter Gothic	426
B.11.10	Subclass ID = 10 : Matrix	426
B.11.11	Subclass ID = 11-14 : (reserved for future use)	426
B.11.12	Subclass ID = 15 : Miscellaneous	426
B.12	Class ID=9 Ornaments	426
B.12.1	Subclass ID = 0 : No Classification	426
B.12.2	Subclass ID = 1 : Engraver	426
B.12.3	Subclass ID = 2 : Black Letter	427
B.12.4	Subclass ID = 3 : Decorative	427
B.12.5	Subclass ID = 4 : Three Dimensional	427
B.12.6	Subclass ID = 5-14 : (reserved for future use)	427
B.12.7	Subclass ID = 15 : Miscellaneous	427
B.13	Class ID=10 Scripts	427
B.13.1	Subclass ID = 0 : No Classification	427
B.13.2	Subclass ID = 1 : Uncial	427
B.13.3	Subclass ID = 2 : Brush Joined	427
B.13.4	Subclass ID = 3 : Formal Joined	428
B.13.5	Subclass ID = 4 : Monotone Joined	428
B.13.6	Subclass ID = 5 : Calligraphic	428
B.13.7	Subclass ID = 6 : Brush Unjoined	428
B.13.8	Subclass ID = 7 : Formal Unjoined	428
B.13.9	Subclass ID = 8 : Monotone Unjoined	428
B.13.10	Subclass ID = 9-14 : (reserved for future use)	428
B.13.11	Subclass ID = 15 : Miscellaneous	428
B.14	Class ID=11 (reserved for future use)	429
B.15	Class ID=12 Symbolic	429
B.15.1	Subclass ID = 0 : No Classification	429
B.15.2	Subclass ID = 1-2 : (reserved for future use)	429
B.15.3	Subclass ID = 3 : Mixed Serif	429
B.15.4	Subclass ID = 4-5 : (reserved for future use)	429
B.15.5	Subclass ID = 6 : Oldstyle Serif	429
B.15.6	Subclass ID = 7 : Neo-grotesque Sans Serif	429
B.15.7	Subclass ID = 8-14 : (reserved for future use)	429
B.15.8	Subclass ID = 15 : Miscellaneous	430
B.16	Class ID=13 Reserved	430
B.17	Class ID=14 Reserved	430
Annex C	(informative) Earlier versions of OS/2 – OS/2 and Windows metrics	431
C.1	OS/2 - OS/2 and Windows metrics (version 0)	431
C.2	OS/2 - OS/2 and Windows metrics (version 1)	450

C.3	OS/2 - OS/2 and Windows metrics (version 2)	471
C.4	OS/2 - OS/2 and Windows metrics (version 3)	490
C.5	OS/2 - OS/2 and Windows metrics (version 4)	509
Annex D (informative) OFF Mirroring Pairs List		531
Annex E (normative) Registration of Media Type: application/font-sfnt		538
Bibliography		541

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[ISO/IEC 14496-22:2015](https://standards.iteh.ai/catalog/standards/sist/75c0e52c-8e5b-495e-97e1-b36447494531/iso-iec-14496-22-2015)

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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT), see the following URL: [Foreword — Supplementary information](http://www.iso.org/standard/75c0e52c-8e5b-495e-97e1-b36447494531/iso-iec-14496-22-2015)

The committee responsible for this document is ISO/IEC JTC 1, *Information technology*, Subcommittee SC 29, *Coding of audio, picture, multimedia and hypermedia information*.

This third edition cancels and replaces the second edition (ISO/IEC 14496-22:2009), which has been technically revised. It also incorporates ISO/IEC 14496-22:2009/Cor 1:2010, ISO/IEC 14496-22:2009/Amd 1:2010 and ISO/IEC 14496-22:2009/Amd 2:2010.

ISO/IEC 14496 consists of the following parts, under the general title *Information technology — Coding of audio-visual objects*:

- *Part 1: Systems*
- *Part 2: Visual*
- *Part 3: Audio*
- *Part 4: Conformance testing*
- *Part 5: Reference software*
- *Part 6: Delivery Multimedia Integration Framework (DMIF)*
- *Part 7: Optimized reference software for coding of audio-visual objects*
- *Part 8: Carriage of ISO/IEC 14496 contents over IP networks*

- *Part 9: Reference hardware description*
- *Part 10: Advanced Video Coding*
- *Part 11: Scene description and application engine*
- *Part 12: ISO base media file format*
- *Part 13: Intellectual Property Management and Protection (IPMP) extensions*
- *Part 14: MP4 file format*
- *Part 15: Carriage of network abstraction layer (NAL) unit structured video in ISO base media file format*
- *Part 16: Animation Framework eXtension (AFX)*
- *Part 17: Streaming text format*
- *Part 18: Font compression and streaming*
- *Part 19: Synthesized texture stream*
- *Part 20: Lightweight Application Scene Representation (LAsER) and Simple Aggregation Format (SAF)*
- *Part 21: MPEG-J Graphics Framework eXtensions (GFX)*
- *Part 22: Open Font Format* (standards.iteh.ai)
- *Part 23: Symbolic Music Representation*
- *Part 24: Audio and systems interaction*
- *Part 25: 3D Graphics Compression Model*
- *Part 26: Audio conformance*
- *Part 27: 3D Graphics conformance*
- *Part 28: Composite Font Representation*
- *Part 29: Web video coding*
- *Part 30: Timed text and other visual overlays in ISO base media file format*

The following part is in preparation:

- *Part 30: Video coding for browsers*

A future part dealing with Internet video coding is planned.

Introduction

The International Organization for Standardization (ISO) and International Electrotechnical Commission (IEC) draw attention to the fact that it is claimed that compliance with this document may involve the use of a patent.

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Information technology — Coding of audio-visual objects — Part 22: Open Font Format

1 Scope

This part of ISO/IEC 14496 specifies the Open Font Format (OFF) specification, the TrueType™ⁱ and Compact Font Format (CFF) outline formats, and the TrueType hinting language. Many references to both TrueType and PostScript exist throughout this document, as Open Font Format fonts combine the two technologies.

NOTE This specification is based on the OpenType®ⁱⁱ font format specification, and is technically equivalent to that specification.

Multimedia applications require a broad range of media-related standards. In addition to the typical audio and video applications, multimedia presentations include scalable 2D graphics and text supporting all languages of the world. Faithful reproduction of scalable multimedia content requires additional components including scalable font technology. The Open Font Format is an extension of the TrueType font format, adding support for PostScript font data. OFF fonts and the operating system services which support OFF fonts provide users with a simple way to install and use fonts, whether the fonts contain TrueType outlines or CFF (PostScript) outlines.

The Open Font Format addresses the following goals:

- broader multi-platform support
- excellent support for international character sets
- excellent protection for font data
- smaller file sizes to make font distribution more efficient
- excellent support for advanced typographic control

PostScript®ⁱⁱⁱ data included in OFF fonts may be directly rasterized or converted to the TrueType outline format for rendering, depending on which rasterizers have been installed in the host operating system. But the user model is the same: OFF fonts just work. Users will not need to be aware of the type of outline data in OFF fonts. And font creators can use whichever outline format they feel provides the best set of features for their work, without worrying about limiting a font's usability.

OFF fonts can include the OFF Layout tables, which allow font creators to design broader international and high-end typographic fonts. The OFF Layout tables contain information on glyph substitution, glyph positioning, justification, and baseline positioning, enabling text-processing applications to improve text layout.

As with TrueType fonts, OFF fonts allow the handling of large glyph sets using Unicode encoding. Such encoding allows broad international support, as well as support for typographic glyph variants.

Additionally, OFF fonts may contain digital signatures, which allows operating systems and browsing applications to identify the source and integrity of font files, including embedded font files obtained in web documents, before using them. Also, font developers can encode embedding restrictions in OFF fonts which cannot be altered in a font signed by the developer.

2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO/IEC 10646, *Information technology — Universal Coded Character Set (UCS)*

ISO/IEC 14496-18, *Information technology — Coding of audio-visual objects — Part 18: Font compression and streaming*

ISO/IEC 15948:2004, *Information technology — Computer graphics and image processing — Portable Network Graphics: Functional specification (also available as W3C Recommendation[15])*

IEC 61966-2-1/Amd 1:2003, *Multimedia systems and equipment — Colour measurement and management — Part 2-1: Colour management — Default RGB colour space — sRGB.*

TrueType Instruction Set, <<http://www.microsoft.com/typography/otspec/ttinst.htm>>

Unicode 7.0, <<http://www.unicode.org/versions/Unicode7.0.0/>>

Scalable Vector Graphics (SVG) 1.1 (2nd edition), W3C Recommendation, 16 August 2011
<<http://www.w3.org/TR/SVG11/>>

3 Abbreviated terms

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List of abbreviated terms.

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ACF	Average Character Face
ANSI	American National Standards Institute
ASCII	American Standard Code for Information Interchange
ATM	Adobe Type Manager
BMP	[Unicode] Basic Multilingual Plane (also known as UCS-2)
BTBD	Baseline To Baseline Distance
CFF	Compact Font Format
CID	Character Identifier
CJK	Chinese Japanese Korean [characters, ideographs, fonts, etc.]
CJKV	Chinese Japanese Korean and Vietnamese
CV	Control Value
CVT	Control Value Table
DLL	Dynamically Linked Library
FDEF	Function Definition
GID	Glyph ID
ICF	Ideographic Character Face
IDEF	Instruction Definition
IETF	Internet Engineering Task Force
JIS	Japanese Industrial Standard
LTR	Left To Right

NLC	National Language Council of Japan
OFF	Open Font Format
OMPL	OFF Mirroring Pairs List
OTF	OpenType Font
PCL	Printer Control Language
PPM, PPEM	Pixels Per EM
PRC	People's Republic of China
RTL	Right To Left
TTC	TrueType Collection
TTF	TrueType Font
UCS	Universal Character Set
UTF	Unicode Transformation Format
UVS	Unicode Variation Sequence
VM	Virtual Memory
W3C	World Wide Web Consortium

4 The Open font file format

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4.1 Description

An Open font file contains data, in table format, that comprises either a TrueType or a PostScript outline font. Rasterizers use combinations of data from the tables contained in the font to render the TrueType or PostScript glyph outlines. Some of this supporting data is used no matter which outline format is used; some of the supporting data is specific to either TrueType or PostScript.

4.2 Filenames

For filename extension conventions, see the "Filenames" section in clause 7 "Recommendations".

4.3 Data types

The following data types are used in the OFF font file. All OFF fonts use big-endian (network byte order):

Data Type	Description
BYTE	8-bit unsigned integer.
CHAR	8-bit signed integer.
USHORT	16-bit unsigned integer.
SHORT	16-bit signed integer.
UINT24	24-bit unsigned integer.
ULONG	32-bit unsigned integer.

LONG	32-bit signed integer.
Fixed	32-bit signed fixed-point number (16.16)
FUNIT	Smallest measurable distance in the em space.
FWORD	16-bit signed integer (SHORT) that describes a quantity in FUnits.
UFWORD	16-bit unsigned integer (USHORT) that describes a quantity in FUnits.
F2DOT14	16-bit signed fixed number with the low 14 bits of fraction (2.14).
LONGDATETIME	Date represented in number of seconds since 12:00 midnight, January 1, 1904. The value is represented as a signed 64-bit integer.
Tag	Array of four uint8s (length = 32 bits) used to identify a script, language system, feature, or baseline
GlyphID	Glyph index number, same as uint16 (length = 16 bits)
Offset	Offset to a table, same as uint16 (length = 16 bits), NULL Offset = 0x0000

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The F2DOT14 format consists of a signed, 2's complement integer and an unsigned fraction. To compute the actual value, take the integer and add the fraction. Examples of 2.14 values are:

Decimal Value	Hex Value	Integer	Fraction
1.999939	0x7fff	1	16383/16384
1.75	0x7000	1	12288/16384
0.000061	0x0001	0	1/16384
0.0	0x0000	0	0/16384
-0.000061	0xffff	-1	16383/16384
-2.0	0x8000	-2	0/16384

4.4 Table version numbers

Most tables have version numbers, and the version number for the entire font is contained in the Table Directory. It should be noted that there are two different table version number types, each with its own numbering scheme. USHORT version numbers always start at zero (0). Fixed version numbers start at one (1.0 or 0x00010000), except where noted (EBDT, EBLC and EBSC tables).

Implementations reading tables must include code to check version numbers so that if and when the format and therefore the version number changes, older implementations will reject newer versions gracefully, if the changes are incompatible.

When a Fixed number is used as a version, the upper 16 bits comprise a major version number and the lower 16 bits a minor. Tables with non-zero minor version numbers always specify the literal value of the version number since the normal representation of Fixed numbers is not necessarily followed. For example, the version number of 'maxp' table version 0.5 is 0x00005000, and that of 'vhea' table version 1.1 is 0x00011000. If an implementation understands a major version number, then it can safely proceed reading the table. The minor version number indicates extensions to the format that are undetectable by implementations that do not support them.

The only exception to this is the Offset Table's sfnt version. This serves solely to identify whether the OFF font contains TrueType outlines (a value of 1.0) or CFF data (the tag 'OTTO'), as described in subclause 4.5, 'Open Font Structure.'

When a USHORT number is used to indicate version, it should be treated as though it were a minor version number; i.e., all format changes are compatible extensions.

4.5 Open font structure

A key characteristic of the OFF format is the TrueType sfnt "wrapper", which provides organization for a collection of tables in a general and extensible manner.

The OFF font starts with the Offset Table. If the font file contains only one font, the Offset Table will begin at byte 0 of the file. If the font file is a TrueType collection, the beginning point of the Offset Table for each font is indicated in the TTCHeader.

Offset Table		
Type	Name	Description
Fixed	sfnt version	0x00010000 for version 1.0 or 'OTTO'.
USHORT	numTables	Number of tables.
USHORT	searchRange	(Maximum power of 2 \leq numTables) x 16.
USHORT	entrySelector	Log2(maximum power of 2 \leq numTables).
USHORT	rangeShift	NumTables x 16-searchRange.

OFF fonts that contain TrueType outlines should use the value of 1.0 for the sfnt version. OFF fonts containing CFF data should use the tag 'OTTO' as the sfnt version number.

4.5.1 Table directory

The Offset Table is followed immediately by the Table Record entries. Entries in the Table Record must be sorted in ascending order by tag. Offset values in the Table Record are measured from the start of the font file.

Table Record		
Type	Name	Description
ULONG	tag	4 -byte identifier.
ULONG	checksum	Checksum for this table.
ULONG	Offset	Offset from beginning of TrueType font