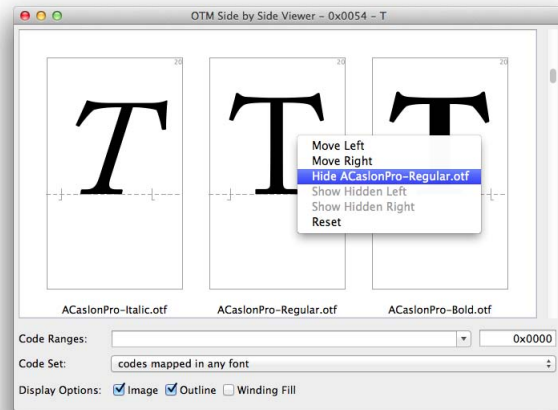


Side by Side Viewer

The Side by Side Viewer shows, for a given character, the corresponding glyphs from all fonts that are currently opened in OTMaster.



Use the scrollbar to the right of the review area to navigate through the available or selected range of characters.

As with other viewers too, use the scrollbar to navigate through the character set.

Code Ranges allows you to select a range of characters offered for review by stating single, or ranges of, Unicode codepoints.

Code Set helps you narrow down the selection of characters offered for a visual comparison: **codes mapped in any font** shows characters even if they do not exist in one or more of the fonts, **codes mapped in all fonts** shows characters only if present in all fonts, **codes mapped in [...] but unmapped in other fonts** shows all characters present in the according font even if they do not exist in one or more of the other fonts.

Display Options are: Show a filled glyph **Image**. Show a glyph's **Outline**. Determine whether fill, i.e. what is black and white in the glyph image, is calculated using the non-zero **Winding Fill** rule. ▶ **www** If the latter option is deactivated, fill is calculated using the even-odd rule. ▶ **www**

A right-click into a specific glyph's box brings up a context menu whose functions help rearranging the displayed glyph. It can be moved to the left or right or can be hidden, and shown again. The manual arrangement can be reset to restore the default arrangement.

A double-click into a glyph's box will open it in the ▶ *Glyph Viewer*.

A **SHIFT**+click into a glyph's box will open it in the ▶ *Glyph Editor*.

Unicode codepoints are expected to be hexa-decimal numbers, without leading zeros but preceded by '0x' (0x31, 0xB5).

You can provide a single identifier (0x20), a comma-separated list of identifiers (0x20, 0x61), a range delimited by first and last identifier (0x20-0x61), or a combination thereof (0x20, 0x40-0x61, 0xB5).

Confirm with **RETURN**.