baskervaldadf

Clea F. Rees*

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Abstract

Hirwen Harendal, Arkandis Digital Foundry (ADF) has produced the Baskervald ADF font collection. This guide outlines the TEX/LATEX support provided by baskervaldadf for version 1.016 of the fonts.

Contents

*Bug tracker: codeberg.org/cfr/nfssext/issues | Code: codeberg.org/cfr/nfssext | Mirror: github.com/cfr42/nfssext

1 Introduction

This document explains how to use the TEX/LATEX support provided for version 1.016 of the Baskervald ADF font collection developed by Hirwen Harendal of the Arkandis Digital Foundry (ADF). baskervaldadf includes copies of the fonts in postscript type 1 format. Further information about the fonts themselves and alternative font formats for use with other programmes can be found at http://arkandis.tuxfamily.org/adffonts.html. The fonts are released under the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or any later version, with font exception. For details, see NOTICE.txt and CTAN.

2 Requirements

Apart from such obvious requirements as LATEX 2_ε, the LATEX support provided by baskervald .sty requires nfssext-cfr. Without this, you will get errors complaining that the package cannot be found and you will not be able to use any of the additional font commands described in section 4 on page 4.

The documentation requires in addition:

- array
- babel

- bookmark
- booktabs
- caption
- csquotes
- enumitem
- fancyhdr
- fancyref
- fixfoot
- geometry
- hyperref
- lm
- microtype
- xcolor
- xurl

Note that creating the font files, as opposed to just the package and documentation files, *requires* l3build and a set of custom lua scripts available on codeberg. More specifically, if you want to build the font definition files (.fd) yourself, you *must* use l3build fnttarg and this requires files available from the code repository, but not included in this package.

The reason for this is that fontinst provides no way[1] to enable variable scaling. While it is entirely possible to scale a font by any factor you please, it is not, as far as I can tell, possible to enable scaling by any factor a user later pleases. In particular, while it is possible to define shapes and families to use a variable factor, it is not possible to write a definition of that factor into the font definition file, which is the way variable scaling is usually configured.

In order to enable this functionality, lua is used to inject the relevant code into the .fd files after fontinst has generated them. If you simply process the relevant TEX files by hand, you will create broken definition files, since the code produced by fontinst assumes the relevant lines have been injected.

[1] Or no way I've yet discovered.

3 The support package

3.1 Encodings

The package supports modified EC/T1 and Text Companion (TS1) encodings. Most characters in the EC encoding are available and the fonts provide a small number of characters from the TS1 encoding as well, including the €. The regular version of the EC/T1 encoding (`t1-baskervald.enc`) reassigns two slots which would otherwise be empty due to missing glyphs which fontinst cannot fake. In the T1 encoding, these slot are standardly used for the Sami Eng/eng characters (Ŋ/ŋ) . `t1-baskervald.enc` uses these slots for the non-standard ligatures 'fj' and 'ffj'. The fonts also lack the unfakable per thousand zero. Although this slot remains in the regular version of the encoding, it is empty due to the lack of a suitable glyph.

The 'ligature' version of the EC/T1 encoding (`t1-baskervald-lig.enc`) provides access to the full range of ligatures available: 'ct', 'sp' and 'st'. Because further slots are required to accommodate the relevant glyphs, a number of characters normally available in the EC encoding are unavailable. These are the ASCII tilde (~), the ASCII upward-pointing arrow head (^) and the 'neutral' double quotation mark ("). Attempting to access these characters while using the ligature versions of the fonts may result in errors of various kinds and will certainly produce unexpected output even though the characters are provided by the fonts, as the previous sentence demonstrates. To access these glyphs, ensure that the regular version of the fonts is active.

3.2 LaTeX package

To use the fonts in a LaTeX document, add `\usepackage{baskervald}` to your document preamble. This will set the default serif/roman family to ybv (baskervald) and enable access to the additional glyphs available in the other family. The package supports the single option lig. Loading baskervald with this option will select the 'ligature' version as the default serif/roman family. ***This option is not recommended unless you are* certain *you do not wish to access any of the characters described in section 3.1.*** You should also note that this option will mean all of the additional ligatures will be active, which may not be what you want.

Note that loading `baskervald.sty` will not affect the default sans-serif or typewriter families.

4 Additional font selection commands

The LaTeX package baskervald loads nfssext-cfr which is an extension of the package nfssext supplied by Philipp Lehman as part of The Font Installation Guide. The file extends the font selection commands to facilitate access to various font features. Both the original and the extension are designed for use with a wide range of fonts. For this reason, only a subset of the additional commands are relevant to any particular font support package. Those relevant to baskervaldadf are described below.

Table 1: Weights

weight	weight command	text command
heavy	\ebweight	\texteb{}

Table 2: Styles

style	style command	text command	effect
ligature/script/swash	\swashstyle	\textswash{}	additional ligatures

See nfssext-cfr for further details, caveats and changes affecting use on post-2020 kernels.

4.1 nfssext-cfr

These commands are available when baskervald is loaded. If for some reason you wish to make them available when no relevant package is loaded, use \usepackage{nfssext-cfr} in your document preamble.

4.1.1 Weights

The commands in table 1 work in the same way as the standard LaTeX commands for switching to bold text, for example.

```
\texteb{Heavy and \textsl{heavy oblique}}
```

produces:

Heavy and *heavy oblique*

4.1.2 Styles

\swashstyle and \textswash{} switch to the 'ligature' family (ybvw) (table 2). Within the scope of these commands:

- ct, sp and st will typeset the corresponding ligature (ct͡/sp͡/st͡);
- attempting to typeset certain standard characters will produce unexpected results (see section 3.1 on the preceding page).

For example, suppose that baskervald was loaded and the following commands set up:

```
\newcommand{\fytext}{%
```

```
   Sphinx of black quartz, judge my vow.\smallskip\par
   Somewhat splendid fjords act last.}
  \newcommand{\fytest}{%
   \fytext\smallskip\par
   \textit{\fytext}}
```

Then:

```
\begin{center}
  --- 'regular' ---\smallskip\par
  \fytest\medskip\par
  --- 'ligature' ---\smallskip\par
  \swashstyle
  \fytest
\end{center}
```

produces:

— 'regular' —

Sphinx of black quartz, judge my vow.

Somewhat splendid fjords act last.

Sphinx of black quartz, judge my vow.

Somewhat splendid fjords act last.

— 'ligature' —

Sphinx of black quartz, judge my vow.

Somewhat ſplendid fjords acſt laſt.

Sphinx of black quartz, judge my vow.

Somewhat ſplendid fjords acſt laſt.

4.2 The slashed zero (Ø)

Both of the modified T1 encodings used by baskervaldadf include a non-standard ligature to accommodate the slashed zero. Provided baskervald is loaded and the default serif/roman family is active, \zeroslash will produce the slashed zero (Ø).

A Installation

The vast majority of users should IGNORE this section entirely. baskervaldadf is included in all major TEX distributions and should be installed as part of your TEX installation. Installing the package yourself should be done only as a last resort or an educational exercise.

Note, in particular, that this version of baskervaldadf should **not** be installed on older LATEX kernels as it is designed to work with the (New) New Font Selection Scheme, as updated around 2020[2]. Use the initial release of baskervaldadf if your installation of LATEX predates those changes.

Installation varies with TEX distribution so you should consult the documentation which came with your system for details. In most cases, you will need to perform three steps:

1. move or copy the package files to appropriate locations on your system;
2. refresh the TEX database;
3. incorporate the included map file fragments for the different engines your distribution supports.

The following instructions assume you are using TEX Live[3]. They should not be too difficult to adapt if you are using a different distribution.

A.1 Install the files

The files should be installed in one of two locations: *either* the local system-wide TEX tree *or* your personal tree. If the package is installed system-wide, all users will have access to it. On the other hand, you may need privileges you do not have to do this in which case you must use your personal tree.

There are serious disadvantages to installing the package into your personal tree. In particular, these pertain to use of `updmap –user` **rather than** `updmap –sys`**. If you are not aware of these disadvantages, please ensure you are fully cognisant of them before proceeding[4]. Merely removing the package from your personal tree at a later point will *not* undo the effects.**

For TEX Live, `kpsewhich -var-value TEXMFLOCAL` will return the path to the local tree and `kpsewhich -var-value TEXMFHOME` the path to your personal tree. The package already includes a hierarchy of files to help you install them correctly. Ignoring any symbolic

[2]The package should™ work fine on older kernels, but the new version is bound to have some bugs and there is no reason to use it on these systems. The sole purpose of the update is to accommodate the breaking changes made to font selection. If you don't have those changes installed locally, nothing should be broken and the newer version of baskervaldadf offers no advantage at all.

[3]This includes MacTEX for OS X users.

[4]See, for example, Why shouldn't I use getnonfreefonts to install additional fonts? Why shouldn't I use updmap when installing or removing fonts?.

link in the top directory, move or copy the files in `doc`, `fonts` and `tex` into the appropriate locations. If the tree is initially empty, you can simply move or copy the directories in as they are. If the tree already contains other packages, you may need to merge the package hierarchy with the pre-existing one. For example, if you already have a `doc/fonts` directory, move or copy `doc/fonts/baskervald` into `doc/fonts/`. If you have a `doc` directory but not a `doc/fonts`, move `doc/fonts` into `doc/`.

A.2 Refresh the database

Again, this depends on your distribution. For TEX Live, `mktexlsr <path to directory>` for the directory you used in the first step should do the trick. Note that you *may* be able to skip this step if you install into your personal tree. Whether this is so depends on the details of your set-up. As a test, move to a directory containing none of the package files and try `kpsewhich baskervald.sty`. If the file is found, you don't need to refresh the database; otherwise use `mktexlsr` and then try again.

A.3 Install the map fragments

For TEX Live, there are at least two ways of doing this. The second method varies according to the version of TEX Live and instructions are provided accordingly. Both methods depend on whether you installed into TEXMFLOCAL or TEXMFHOME. If you installed system-wide, the choice is relatively straightforward — it obviously makes sense in that case to update the font maps system-wide as well.

If, on the other hand, you installed into your personal tree, the matter is more complex. On the one hand, updating the system-wide maps may create difficulties or confusion for other users because while the map files will list the fonts as available, they will not be able to access them. On the other hand, maintaining personal font map files can produce difficulties and confusions of its own[5]. Whether it is to be preferred or not is a complex issue and depends on the details of your TEX distribution, local configuration and personal preference. The one clear case is that in which you install into your personal tree because you lack the privileges needed to install system-wide. In that case, you have no choice but to maintain personal font map files or forgo the use of all fonts not provided by your administrator. Other cases are thankfully beyond the scope of this document.

A.3.1 Method 1

If you installed the package system-wide, use the command:

```
updmap-sys --enable Map=ybv.map
```

[5] See, for example, Why shouldn't I use getnonfreefonts to install additional fonts? Why shouldn't I use updmap when installing or removing fonts?.

If you installed the package in your personal tree, you *may* prefer[6]:

```
updmap --enable Map=ybv.map
```

Either way, updmap will output a good deal of information after each incantation. This is normal. Just check that it does not end with an error and that it found the new map file.

A.3.2 Method 2: TEX Live 2008 (and probably earlier)

If you installed the package system-wide, use updmap-sys --edit.

If you installed into your personal tree, you *may* prefer to use updmap --edit[6].

Either way, a configuration file will be opened which you can edit. Move to the end of the file and add the following line:

```
Map ybv.map
```

When you are done, save the file. updmap or updmap-sys will produce a great deal of output if all is well. Just check that it does not end with an error and that ybv.map is found.

A.3.3 Method 2: TEX Live 2009 (and possibly later)

If you installed the package system-wide, edit or or create TEXMFLOCAL/web2c/updmap-local.cfg and add the following line to the end of the file:

```
Map ybv.map
```

Save the file and tell tlmgr to merge in your addition using the command:

```
tlmgr generate updmap
```

tlmgr will then tell you that you need to ensure the changes are propagated correctly by calling updmap-sys. This should produce a great deal of output. Check that it finds the new map file and does not end with an error.

If you installed into your personal tree, you *may* prefer to use updmap --edit as described above for TEX Live 2008[6].

A.3.4 Method 3: Current/Recent TEX Live

If you installed the package system-wide, tell \updmap to enable the map file:

```
updmap --sys --enable Map=ybv.map
```

[6]See, for example, Why shouldn't I use getnonfreefonts to install additional fonts? Why shouldn't I use updmap when installing or removing fonts?.

This should produce a great deal of output. Check that it finds the new map file and does not end with an error.

If you installed into your personal tree, you *could* use `updmap --user` in place of `updmap --sys` as described above for TEX Live 2008, but this is **not** recommended[7].

To test your installation and that the package works on your system, latex this file (`baskervaldadf.tex`). The console output and/or log should tell you whether any fonts were not found. If you are careful not to overwrite it, you may also compare your output with `baskervaldadf.pdf`.

B Implementation

You do not need to read the remainder of this document in order to install or use the fonts.

```
\NeedsTeXFormat{LaTeX2e}
\RequirePackage{svn-prov}
\ProvidesPackageSVN[baskervald.sty]{$Id: baskervaldadf.dtx 10395 2024-09-26 23:52:22Z cfrees $}[v1.1 \rev-
info]
\DefineFileInfoSVN[baskervald]
\RequirePackage[T1]{fontenc}
\RequirePackage{nfssext-cfr}[2024/01/01]
```

nfssext-cfr provides \ProcessKeyOptions, \IfFormatAtLeastTF on older kernels.

```
\IfFormatAtLeastTF {2020-02-02}{%
```

To get the oldstyle numbers etc. used from TS1, we need to set the subset to 0 or 1. Unfortunately, this means characters missing from the fonts will not use default symbols as fallback, but this seems to be unavoidable.

```
  \DeclareEncodingSubset{TS1}{ybv}{1}%
  \DeclareEncodingSubset{TS1}{ybvw}{1}%
}{%
  \RequirePackage{textcomp}}
\ExplSyntaxOn
```

The actual sty is ultra simple. Four options of which only three are actually needed. lig sets additional ligatures (swash) or not. Two booleans suffice. scale takes a factor by which to scale the fonts. This is empty by default, which is equivalent to 1, but more efficient.

```
\keys_define:nn {  baskervald }
{
  lig .bool_set:N = \g__baskervald_lig_bool,
  lig .default:n = true,
  lig .initial:n = false,
```

[7] See, for example, Why shouldn't I use getnonfreefonts to install additional fonts? Why shouldn't I use updmap when installing or removing fonts?.

```
  scale .tl_set:N = \ybv@scale,
  scale .initial:V = \@empty,
}
```

Note the optional argument is mandatory in case we're on an older kernel.

```
\ProcessKeyOptions[baskervald]
```

Use a token list initialised with the bare Berry name. could I just use ybvdirectly here? does it matter if it is a cs rather than a tl?

```
\tl_new:N \g___baskervald_rm_tl
\tl_gset:Nn \g___baskervald_rm_tl {ybv}
```

Add indicator for swash or not.

```
\bool_if:NT \g___baskervald_lig_bool
{
  \tl_gput_right:Nn \g___baskervald_rm_tl {w}
}
```

Order is critical as we're matching on family names. Make BaskervaldADF default roman font, using the assembled name to implement requested options. Note that older versions of this package ignored the lig option entirely ....

```
\renewcommand{\rmdefault}{\g___baskervald_rm_tl}
\ExplSyntaxOff
\DeclareTextSymbol{\zeroslash}{TS1}{225}
\DeclareTextSymbolDefault{\zeroslash}{TS1}
\AddToHook {begindocument}[.]
{%
  \@ifpackageloaded{hyperref}{%
    \DeclareTextCommand{\zeroslash}{PU}{0}% U+0030
    \DeclareTextCommand{\zeroslash}{PD1}{0}% U+0030
  }{}%
}
%%%%% end baskervald.sty
```

The remaining files are not used directly, but are required to generate the files which allow TEX and LATEX to use the fonts. The sources use fontinst as explained in the (sparse) comments. While you can install these files into a TEX tree, they are not required for typesetting.

B.1 Driver

The file does all the initial setup of the fonts. It organises the fonts into families, defines shapes and reencodes as required.

```
\input fontinst.sty
\needsfontinstversion{1.926}
```

Substitutions Bold for bold extended

```
\substitutesilent{bx}{b}
\substitutesilent{si}{it}
\substitutesilent{scit}{si}
\substitutesilent{it}{sl}
\substitutesilent{sl}{it}
\substitutesilent{sc}{n}
% light for medium
%\substitutesilent{m}{l}
% demi-bold for bold
%\substitutesilent{bx}{db}
% simulate small caps (if optical small caps are unavailable)
% 800 is fontinst's default
\setint{smallcapsscale}{800}
```

Record transformations for later map file creation

```
\recordtransforms{ybv-rec.tex}
```

Allow fonts to be scaled via variable in fd files Also requires fontinst.lua fnttarg as no means to define variable in fontinst

```
\declaresize{}{<-> \string\ybv@@scale}
```

Transformations : reencode fonts

```
\transformfont{ybvr8r}{\reencodefont{8r}{\fromafm{ybvr8a}}}
\transformfont{ybvri8r}{\reencodefont{8r}{\fromafm{ybvri8a}}}
\transformfont{ybvb8r}{\reencodefont{8r}{\fromafm{ybvb8a}}}
\transformfont{ybvbi8r}{\reencodefont{8r}{\fromafm{ybvbi8a}}}
\transformfont{ybvh8r}{\reencodefont{8r}{\fromafm{ybvh8a}}}
\transformfont{ybvho8r}{\reencodefont{8r}{\fromafm{ybvho8a}}}
\transformfont{ybvr8s}{\reencodefont{supp-ybv}{\fromafm{ybvr8a}}}
\transformfont{ybvri8s}{\reencodefont{supp-ybv}{\fromafm{ybvri8a}}}
\transformfont{ybvb8s}{\reencodefont{supp-ybv}{\fromafm{ybvb8a}}}
\transformfont{ybvbi8s}{\reencodefont{supp-ybv}{\fromafm{ybvbi8a}}}
\transformfont{ybvh8s}{\reencodefont{supp-ybv}{\fromafm{ybvh8a}}}
\transformfont{ybvho8s}{\reencodefont{supp-ybv}{\fromafm{ybvho8a}}}
\input reglyph-ybv.tex
```

Installation: creation of virtual fonts

```
\installfonts
 \installfamily{T1}{ybv}{}
 \installfont{ybvr8t}{ybvr8r,ybvr8sr,newlatin}{t1-baskervald}{T1}{ybv}{m}{n}{}
 \installfont{ybvri8t}{ybvri8r,ybvri8sr,newlatin}{t1-baskervald}{T1}{ybv}{m}{it}{}
 \installfont{ybvb8t}{ybvb8r,ybvb8sr,newlatin}{t1-baskervald}{T1}{ybv}{b}{n}{}
 \installfont{ybvbi8t}{ybvbi8r,ybvbi8sr,newlatin}{t1-baskervald}{T1}{ybv}{b}{it}{}
 \installfont{ybvh8t}{ybvh8r,ybvh8sr,newlatin}{t1-baskervald}{T1}{ybv}{eb}{n}{}
\installfont{ybvho8t}{ybvho8r,ybvho8sr,newlatin}{t1-baskervald}{T1}{ybv}{eb}{sl}{}
```

```
\installfamily{T1}{ybvw}{}
\installfont{ybvrw8t}{ybvr8r,ybvr8sr,newlatin}{t1-baskervald-lig}{T1}{ybvw}{m}{n}{}
\installfont{ybvriw8t}{ybvri8r,ybvri8sr,newlatin}{t1-baskervald-lig}{T1}{ybvw}{m}{it}{}
\installfont{ybvbw8t}{ybvb8r,ybvb8sr,newlatin}{t1-baskervald-lig}{T1}{ybvw}{b}{n}{}
\installfont{ybvbiw8t}{ybvbi8r,ybvbi8sr,newlatin}{t1-baskervald-lig}{T1}{ybvw}{b}{it}{}
\installfont{ybvhw8t}{ybvh8r,ybvh8sr,newlatin}{t1-baskervald-lig}{T1}{ybvw}{eb}{n}{}
\installfont{ybvhow8t}{ybvho8r,ybvho8sr,newlatin}{t1-baskervald-lig}{T1}{ybvw}{eb}{sl}{}
\installfamily{TS1}{ybv}{}
\installfont{ybvr8c}{ybvr8r,ybvr8sr,textcomp}{ts1-baskervald}{TS1}{ybv}{m}{n}{}
\installfont{ybvri8c}{ybvri8r,ybvri8sr,textcomp}{ts1-baskervald}{TS1}{ybv}{m}{it}{}
\installfont{ybvb8c}{ybvb8r,ybvb8sr,textcomp}{ts1-baskervald}{TS1}{ybv}{b}{n}{}
\installfont{ybvbi8c}{ybvbi8r,ybvbi8sr,textcomp}{ts1-baskervald}{TS1}{ybv}{b}{it}{}
\installfont{ybvh8c}{ybvh8r,ybvh8sr,textcomp}{ts1-baskervald}{TS1}{ybv}{eb}{n}{}
\installfont{ybvho8c}{ybvho8r,ybvho8sr,textcomp}{ts1-baskervald}{TS1}{ybv}{eb}{sl}{}
\installfamily{TS1}{ybvw}{}
\installfontas{ybvr8c}{TS1}{ybvw}{m}{n}{}
\installfontas{ybvri8c}{TS1}{ybvw}{m}{it}{}
\installfontas{ybvb8c}{TS1}{ybvw}{b}{n}{}
\installfontas{ybvbi8c}{TS1}{ybvw}{b}{it}{}
\installfontas{ybvh8c}{TS1}{ybvw}{eb}{n}{}
\installfontas{ybvho8c}{TS1}{ybvw}{eb}{sl}{}
\endinstallfonts
\endrecordtransforms
\bye
```

B.2 Map

This file is compiled to produce the map file fragment updmap needs to install the fonts. It uses files recorded during compilation of the driver.

```
\input finstmsc.sty
\resetstr{PSfontsuffix}{.pfb}
\adddriver{dvips}{ybv.map}
\adddriver{pltotf}{ybv-pltotf.sh}
\input ybv-rec.tex
\donedrivers
\bye
```

B.3 Encodings

baskervaldadf uses several custom encoding files (.etx) to generate the files required to use BaskervaldADF in LaTeX 2_ε. These are included in the package, listed in baskervaldadf-build.pdf and briefly described in this section.

B.3.1 Supplementary (raw)

We need an additional 'raw' encoding to pick up characters otherwise missed. Many of these are here just because they are named differently, but this also covers fancy ligatures, alternate styles of digits etc.

Note that etx files may specify raw and/or output encodings. Those which are specific to BaskervaldADF are described below and included in this package. Those which are not are included as separate sources unless provided by fontinst.

- supp-ybv.etx

B.3.2 Reglyph

We need to rename characters whose names don't match our TeX font encodings.

- reglyph-ybv.etx

B.3.3 Encodings (output)

These files define variant T1 and TS1 font encodings.

- t1-baskervald.etx
- t1-baskervald-lig.etx
- ts1-baskervald.etx

In addition to these encodings, we use encoding files supplied by fontinst.

The etx files are not used directly by LaTeX or TeX. Where needed, they are processed to produce enc files. In some cases, however, they are not themselves standalone encodings. Instead, they change how some other encoding is interpreted.

B.3.4 MEX

mtx files are used to build 'fake' glyphs where these are missing from the original fonts. We do not fake small-caps or bold, but only glyphs which can be constructed without altering the original design.

This package doesn't use any mtx files specific to BaskervaldADF, but it does make use of standard files supplied by fontinst.

```
% !TEX TS-program = pdflatex
% !TEX encoding = UTF-8 Unicode
```

```
\documentclass[12pt]{article}
\usepackage{longtable}
\title{\textswash{baskervald test (ybv, ybvw)}}
\author{\textswash{splendid spiky strains of active fjords}}
\newcommand{\alphaline}{%
 \begin{flushleft}
 ABCDEFGHIJKLMNOPQRSTUVWXYZ\par abcdefghijklmnopqrs{}tuvwxyz\par %
 0\zeroslash 123456789 f{}f ff f{}i fi f{}l fl f{}f{}i ffi f{}f{}l ffl f{}j fj f{}f{}j ffj c{}t ct s{}p sp s{}t st\par
 <{}< << >{}> >> - -{}- -- -{}-{}- ---\par
  \& \texteuro\ \textdollar\ \textsterling\ \textyen\ \textcurrency\ \textflorin\ \textcent\ \textohm\ \textmu\ \textcelsius\ \textnumero\ \textdiv\ \texttimes\ \textpm\ \textregistered\ \textcopyright\ \texttrademark\ \textparagraph\ \textestimated\ \textonequarter\ \textonehalf\ \textthreequarters\ \textonesuperior\ \texttwosuperior\ \textthreesuperior\par
 Sphinx of black quartz, judge my vow.\par
 The quick brown fox jumps over the lazy dog.\par
 Somewhat splendid fjords act last.
 \end{flushleft}}
\newcommand{\alphatest}{%
 \begin{flushleft}
 {\upshape upright shape:\par \alphaline}\smallskip\par
 {\itshape italics/oblique:\par \alphaline}\smallskip\par
 {\bfseries
  {\upshape upright shape:\par \alphaline}\smallskip\par
  {\itshape italics/oblique:\par \alphaline}\smallskip\par}
 {\ebweight
   {\upshape upright shape:\par \alphaline}\smallskip\par
  {\itshape italics/oblique:\par \alphaline}\smallskip\par}
  \end{flushleft}}

\usepackage[T1]{fontenc}
\pdfmapfile{+ybv.map}
\usepackage{baskervald}

\begin{document}
\maketitle
\setlength{\parindent}{0pt}

\section*{regular modified encoding}

\alphatest

\section*{alternative modified encoding (ligature)}

\swashstyle

\alphatest

\end{document}
```

Change History

v1.0

General: First public release. 6

v1.1

General: Belated update for (New) NFSS and revised nfssext-cfr. Add package option to scale fonts. Try switching to DTX/INS. 6

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Numbers written in italic refer to the page where the corresponding entry is described; numbers underlined refer to the code line of the definition; numbers in roman refer to the code lines where the entry is used.