

The `realscripts` package

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1 Introduction

OpenType fonts provide the possibility of using specially-drawn glyphs for subscript and superscript text. \LaTeX by default simply uses a smaller font size, which is acceptable if the font has optical sizes. Most fonts don't, however.

If you are using the `fontspec` package¹ to select OpenType fonts (or other sorts of fonts with the necessary font features), then loading this package will provide versions of the `\textsuperscript` and `\textsubscript` commands that take advantage of the OpenType font features.

2 Technical details

Starred versions of the original commands are provided (e.g., `\textsubscript*`) for cases where the new commands are not appropriate. The functionality of the starred and non-starred commands can also be accessed using the macros `\realsubscript`, `\realsuperscript`, `\fakesubscript`, and `\fakesuperscript`, in case another package (or you wish to) redefine the original `\text...` commands.

This package will also patch the default \LaTeX footnote mechanism to use `\textsuperscript` automatically. You may change the font used to typeset the footnote numbers (by default it is the `\normalfont`) by redefining `\footnotemarkfont`; e.g.:

```
\renewcommand\footnotemarkfont{\font switch}
```

and users of KOMA-Script may use instead

```
\setfkomafont{footnotelabel}{\font switch}
```

where `\font switch` is a command such as `\sffamily` or a `fontspec` font defined with `\newfontfamily`.

Beware of other packages, however, that change the footnote mechanism. (Usually by redefining `\@makefnmark`. I can often work around or work with such packages to `realscripts` cooperates gracefully with them; please report any conflicts to me.

¹The `fontspec` package requires \XeTeX or \LuaTeX .

3 Examples

Here is an example using the ‘Skia’ font of Mac OS X: (surrounded by ‘A’ and ‘Z’ for visual context)

```
\textsuperscript A abcdefghijklmnopqrstuvwxyz1234567890 Z
\textsubscript A abcdefghijklmnopqrstuvwxyz1234567890 Z
```

The original definitions are available in starred versions of the commands: (compare this example to that above to see why using these features is often desirable)

```
\textsuperscript* A abcdefghijklmnopqrstuvwxyz1234567890 Z
\textsubscript* A abcdefghijklmnopqrstuvwxyz1234567890 Z
```

When the glyphs are not available the commands will fall back on the standard technique of scaling down the text font: (this is Mac OS X’s ‘Didot’)

```
\textsuperscript A abcdefghijklmnopqrstuvwxyz1234567890 Z
\textsubscript A abcdefghijklmnopqrstuvwxyz1234567890 Z
```

But beware fonts that contain the necessary font features but lack the full repertoire of glyphs: (this is ‘Adobe Jenson Pro’)

```
\textsuperscript A abcdefghijklmnopqrstuvwxyz1234567890 Z
\textsubscript A abcdefghijklmnopqrstuvwxyz1234567890 Z
```

File I

Implementation of realscripts

This is the package implementation. If you're only interested in the footnote re-definition, skip ahead to Section 4 on page 4.

```
1 \RequirePackage{fontspec}[2010/05/14 v2.0]
2 \ExplSyntaxOn
```

`\fakesubscript` The old ('fake') methods. Because `\textsubscript` is not defined in L^AT_EX 2_ε,
`\fakesuperscript` we either define it from scratch along with `\textsuperscript` (for consistency),
or if it's already defined just use whatever definition is currently active (e.g., if `fixltx2e` is loaded).

```
3 \cs_if_exist:NTF \textsubscript
4 {
5   \cs_set_eq:NN \fakesubscript \textsubscript
6   \cs_set_eq:NN \fakesuperscript \textsuperscript
7 }
8 {
9   \DeclareDocumentCommand \fakesubscript {m} {
10     \@textsubscript{\selectfont#1}
11   }
12   \DeclareDocumentCommand \fakesuperscript {m} {
13     \@textsuperscript{\selectfont#1}
14   }
15 }
```

`\textsubscript` These commands are either defined to create fake or real sub-/super-scripts if they
`\textsubscript*` are starred or not, respectively.

```
\textsuperscript 16 \DeclareDocumentCommand \textsubscript {s} {
\textsuperscript* 17   \IfBooleanTF #1 \fakesubscript \realsubscript
18 }
19 \DeclareDocumentCommand \textsuperscript {s} {
20   \IfBooleanTF #1 \fakesuperscript \realsuperscript
21 }
```

`\realsubscript` The new subscript command to use rich font features if possible.

```
22 \DeclareDocumentCommand \realsubscript {m} {
23   \fontspec_if_fontspec_font:TF {
24     \fontspec_if_opentype:TF
25     { \fontspec_if_feature:nTF {+subs}
26       { {\addfontfeature{VerticalPosition=Inferior}#1} }
27     }
28   }
```

For OpenType fonts, the subscript feature (`subs`) is used, but if that doesn't exist then the scientific inferior feature (`sinf`) is used on the assumption that something's better than nothing.

```

27     { \fontspec_if_feature:nTF {+sinf}
28       { {\addfontfeature{VerticalPosition=ScientificInferior}#1} }
29       { \fakesubscript{#1} }
30     }
31   }

```

ATSUI fonts:

```

32   { \fontspec_if_aat_feature:nnTF {10} {2}
33     { {\addfontfeature{VerticalPosition=Inferior}#1} }
34     { \fakesubscript{#1} }
35   }
36 }

```

Non-fontspec fonts:

```

37 { \fakesubscript{#1} }
38 }

```

`\realsuperscript` The new superscript command to use rich font features if possible.

```

39 \DeclareDocumentCommand \realsuperscript {m} {
40   \fontspec_if_fontspec_font:TF
41   {

```

OpenType fonts:

```

42     \fontspec_if_opentype:TF
43     { \fontspec_if_feature:nTF {+sup}
44       { {\addfontfeature{VerticalPosition=Superior}#1} }
45       { \fakesuperscript{#1} }
46     }

```

ATSUI fonts:

```

47   { \fontspec_if_aat_feature:nnTF {10} {1}
48     { {\addfontfeature{VerticalPosition=Superior}#1} }
49     { \fakesuperscript{#1} }
50   }
51 }

```

Non-fontspec fonts:

```

52 { \fakesuperscript{#1} }
53 }

```

4 Patching footnotes

`@makefnmark` This is the command used to typeset the ‘footnote mark’. Feel free to redefine it as necessary for your own purposes.

```

54 \cs_set:Npn \@makefnmark {
55   \mbox{\footnotemarkfont\textsuperscript{\@thefnmark}}
56 }

```

We define a `\footnotemarkfont` that is used to style the number used for the footnote, which by default is simply `\normalfont` (following $\text{\LaTeX} 2_{\epsilon}$'s default). If `KOMA-Script` is being used, we use their hook for the footnotemark font instead.

```
57 \cs_if_exist:NTF \ftntm@font
58 {
59   \cs_new:Npn \footnotemarkfont {\ftntm@font}
60 }
61 {
62   \cs_new:Npn \footnotemarkfont {\normalfont}
63 }
```

Fin.