SMUFL-BROWSER

TEI character declarations web service

A preferable approach, described in chapter 5 of the TEI Guidelines (Characters, Glyphs, and Writing Modes), involves markup constructs from the TEI's gaiji module. Each occurrence of a character in a text is encoded as a <g> element which links to a detailed character declaration in the TEI header. Projects wishing to follow that approach, but not intending to provide extensive character declarations in their own documents, may make use of the SMUFL-Browser web service which provides declarations of all SMuFL characters encoded in TEI format. All an encoder needs to do is find the right character with the SMuFL-Browser and copy the "TEI code for embedding" into his/her TEI text.

SMUFL-Browser was developed with both the encoder as well as the developer in mind. For the developer, this web service provides the information concerning each character in several formats, at a stable URL, via both glyphname and codepoint (NB: the glyphnames are case sensitive while the codepoints are not).

WEB SERVICE
SMUFL-Browser was developed with both the encoder as well as the developer in mind. For the developer, this web service provides the information concerning each character in several formats, at a stable URL, via both glyphname and codepoint (NB: the glyphnames are case sensitive while the codepoints are not).

SUPPORTED DATA FORMATS
• TEI-XML
• JSON
• JSONP
• PNG
• HTML

GLYPHPICKER
TEI-based glyph table plugin for oXygen

The GlyphPicker plugin is an add-on to the XML editor oXygen, providing support for inserting non-standard characters into TEI documents based on TEI character declarations.

INPUT
Data is loaded from local TEI files or remote resources, allowing to incorporate standard declaration providers as well as project-specific data. Access to character declarations by the SMuFL-Browser and ENRICH gBank projects is pre-configured.

OUTPUT
The plugin provides a simple way to insert character references, typically in form of <g> elements, into XML documents both in oXygen’s Author and Text Mode. A template engine enables users to adjust the output to project conventions.

DISPLAY
Characters and their metadata can be browsed, sorted and searched in grid and list view. Three rendering modes allow to display characters either by resolving <graphic> references in the TEI character declarations or based on fonts.

EASY-ACCESS TABLE
A supplementary table allows encoders to assemble frequently used characters from multiple data sources for easy access.

REQUIREMENTS
oXygen 15.0+
http://richard-strauss-werke.github.io/glyphpicker/