

The Cochineal Font Package

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Cochineal is a fork of Crimson, a remarkable creation of Sebastian Kosch inspired by oldstyle font designers. The name Cochineal is intended to suggest that, while it is crimson, there may be bugs involved. More than 1500 glyphs were added to Crimson, allowing a more than modest chance that some poor spacing or kerning or accent placement might have been introduced. Such problems will occur in the less frequented parts of the fonts, and I would appreciate reports of problems you may discover. You are unlikely to trip over issues if you stay within the bounds of, say, the T1 encoding. I did correct problems in a number of glyphs from Crimson that FontForge uncovered and that could have led to poor rendition on some platforms, especially MAC OS. I also changed the emsize to 1000 (the standard for PostScript-flavored Opentype) from the Crimson value of 1024 and rescaled accordingly.

Cochineal provides Roman, Bold, Italic and BoldItalic. (Crimson provided semibold weights but with only limited coverage, which I did not wish to extend as this would have required the creation of about 2000 additional glyphs. Bob Tennent's Crimson package does support semibold and the other styles, though without my glyph additions.)

PACKAGE FEATURES:

In addition to the encodings OT1, T1, TS1, LY1 in general use by Western European (and some Eastern European) scripts, the package also offers LGR with full support for monotonic, polytonic and some ancient Greek, and T2A and OT2 Cyrillic support. All allow a choice from four figure styles—TLF (tabular lining figures, monospaced and uppercase), LF (proportional lining figures, uppercase), T0sF (tabular oldstyle figures, monospaced and lowercase) and 0sF (proportional oldstyle figures, lowercase). The encodings OT1, T1, TS1, LY1 offer SMALL CAPS, even *ITALICS SMALL CAPS*, and additional figure styles—superiors, inferiors and denominators. These features are available from either fontspec or from [pdf]L^AT_EX. In L^AT_EX, you access these through the macros \textsu, \textinf and \textde, or through their font-switching equivalents \sufigures, \infigures and \defigures. For example:

- M\textsu{lle} Dupont and M{\sufigures lle} Dupont both produce M^{ll}e Dupont.
- {\infigures 12345} and \textinf{12345} render as $_{12345}$, dipping noticeably below the baseline, while {\defigures 12345} and \textde{12345} render as 12345 , aligned with the baseline.

As of version 1.062 (2020), there is a new \textfrac macro that works as in the following examples:

- (two arguments) \textfrac{31}{32} renders as $\frac{31}{32}$;
- (three arguments) \textfrac[2]{63}{64} renders as $2\frac{63}{64}$.

In addition, there is a \textcircled macro that makes \textcircled{W} render as ®. Numerals can also be circled: \textcircled{2} renders as ®.

PACKAGE OPTIONS AND MACROS:

The package defines two macros, `\useosf` and `\useproportional`, useable only in the preamble, which determine the default figure style in text. A typical invocation would be something like

```
\usepackage{cochineal} % default figure style is tabular, lining  
% load sans and typewriter fonts  
% load a math font---it will use tabular lining figures in math  
\useosf % switch from lining figures to oldstyle figures  
\useproportional % switch from tabular to proportional
```

There is a simpler way to achieve essentially the same result, but with the advantage that the figure styles are not loaded until after the math package (if any) is loaded, so that math always uses the default tabular lining figures.

```
% If you use babel, load it here, before cochineal  
\usepackage[p,osf]{cochineal} % default figure style is proportional, oldstyle  
% load sans and typewriter fonts  
% load a math font---it will use tabular lining figures in math
```

No matter what the default figure style in text, the package provides switches and macros to use any available figure style.

- `\textlf{}` and `{\lfstyle}` give proportional lining figures; `\texttlf{}` and `{\tlstyle}` give tabular lining figures; `\textosf{}` and `{\osfstyle}` give proportional oldstyle figures; `\texttosf{}` and `{\tosfstyle}` give tabular oldstyle figures; `\textfrac{3}{4}` uses superior and denominator figures to make the fraction $\frac{3}{4}$.

The options that can be passed to `cochineal.sty` are the following:

- `scale` or `scaled`: a magnification factor—e.g., `scaled=1.02` enlarges all text controlled by the package by 2%;
- `p`, or `proportional`: make proportional figures the default rather than tabular; `lf`, or `lining`: make lining figures the default (this is already the default); `osf`, or `oldstyle`: make oldstyle figures the default rather than lining;
- `sups`: use superior figures to make footnote markers, rather than the L^AT_EX's default markers;
- `swashQ`: use Cochineal's swash `Q` instead of its tamer default version, `Q`;
- `scosf`: always use oldstyle figures within a small caps block;
- `theoremfont`: for theorem statements in the plain style, use a doctored version of italics that has upright figures, braces, brackets, parentheses, exclamation mark, colon and semicolon. It is implemented as the slanted shape, and there are two options you can add to the call to the `cochineal` package to modify the way it outputs figures.

The default (neither of the following options is set) is to use upright figures within theorem text, but in the same alignment (proportional or tabular) and the same style (lining or oldstyle) as in general text.

Option `thmtabular` causes figures in theorem text to render in tabular alignment, while option `thmlining` causes figure styles to render in lining rather than oldstyle. The two may be used in conjunction, forcing figures in theorem text to render as tabular lining figures.

Mathematical accompaniment

The package contains fonts for use as math letters that are derived from Cochineal Roman and Greek glyphs and the newtxmath family. Note that v and ν (Greek nu) are quite distinct. Here's a sample.

```
% preamble should include, in this order:  
\usepackage[T1]{fontenc}  
% load babel here  
\usepackage[p,osf]{cochineal}  
\usepackage[varqu,varl,var0]{inconsolata}  
\usepackage[scale=.95,type1]{cabin}  
\usepackage[cochineal,vvarbb]{newtxmath}  
\usepackage[cal=boondoxo]{mathalfa}
```

The typeset math below follows the ISO recommendations that only variables be set in italic. Note the use of upright shapes for d , e and π . (The first two are entered as d and e , and in fonts derived from `mtpro2` or `newtxmath`, the latter is entered as `\uppi`.)

Simplest form of the Central Limit Theorem: Let X_1, X_2, \dots be a sequence of iid random variables with mean 0 and variance 1 on a probability space (Ω, \mathcal{F}, P) . Then

$$P\left(\frac{X_1 + \dots + X_n}{\sqrt{n}} \leq v\right) \rightarrow N(v) := \int_{-\infty}^v \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt \quad \text{as } n \rightarrow \infty,$$

or, equivalently, letting $S_n := \sum_1^n X_k$,

$$Ef\left(S_n/\sqrt{n}\right) \rightarrow \int_{-\infty}^{\infty} f(t) \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt \quad \text{as } n \rightarrow \infty, \text{ for every } f \in b\mathcal{C}(R).$$

Cochineal's TS1 (textcomp)

Coverage of TS1 has been enriched as of version 1.062 so that it now qualifies as sub-encoding 0, with essentially all TS1 features available.

	o	í	é	ó	á	ú	ö	ü	
'00x	` o	’ 1	^ 2	~ 3	.. 4	” 5	° 6	ˇ 7	"0x
'01x	˘ 8	‐ 9	· 10	, 11	€ 12	, 13	— 14	— 15	"1x
'02x	₁₆	₁₇	„ 18	₁₉	₂₀	— ₂₁	— ₂₂	₂₃	"2x
'03x	← ₂₄	→ ₂₅	˜ ₂₆	˜ ₂₇	˜ ₂₈	˜ ₂₉	₃₀	₃₁	"3x
'04x	ḃ ₃₂	₃₃	₃₄	₃₅	₃₆	₃₇	₃₈	₃₉	"4x
'05x	₄₀	₄₁	* ₄₂	₄₃	, ₄₄	= ₄₅	· ₄₆	/ ₄₇	"5x
'06x	O ₄₈	1 ₄₉	2 ₅₀	3 ₅₁	4 ₅₂	5 ₅₃	6 ₅₄	7 ₅₅	"6x
'07x	8 ₅₆	9 ₅₇	Q ₅₈	Q ₅₉	⟨ ₆₀	— ₆₁	⟩ ₆₂	₆₃	"7x
'08x	₆₄	₆₅	₆₆	₆₇	₆₈	₆₉	₇₀	₇₁	"8x
'09x	₇₂	₇₃	₇₄	₇₅	₇₆	ꝑ ₇₇	₇₈	ꝑ ₇₉	"9x
'10x	₈₀	₈₁	₈₂	₈₃	₈₄	₈₅	₈₆	ꝑ ₈₇	"Ax
'11x	₈₈	₈₉	₉₀	ꝑ ₉₁	₉₂	ꝑ ₉₃	↑ ₉₄	↓ ₉₅	"Bx
'12x	₉₆	₉₇	★ ₉₈	O O ₉₉	† ₁₀₀	₁₀₁	₁₀₂	₁₀₃	"Cx
'13x	₁₀₄	₁₀₅	₁₀₆	₁₀₇	ꝑ ₁₀₈	ꝑ ₁₀₉	♪ ₁₁₀	₁₁₁	"Dx
'14x	₁₁₂	₁₁₃	₁₁₄	f ₁₁₅	₁₁₆	₁₁₇	₁₁₈	₁₁₉	"Fx
'15x	₁₂₀	₁₂₁	₁₂₂	₁₂₃	₁₂₄	₁₂₅	~ ₁₂₆	= ₁₂₇	
'16x	₁₂₈	₁₂₉	” ₁₃₀	” ₁₃₁	† ₁₃₂	‡ ₁₃₃	 ₁₃₄	%o ₁₃₅	
'17x	₁₃₆	°C ₁₃₇	\$ ₁₃₈	€ ₁₃₉	f ₁₄₀	ꝑ ₁₄₁	ꝑ ₁₄₂	ꝑ ₁₄₃	
'18x	G ₁₄₄	P ₁₄₅	£ ₁₄₆	R ₁₄₇	ꝑ ₁₄₈	Δ ₁₄₉	ꝑ ₁₅₀	TM ₁₅₁	
'19x	%oo ₁₅₂	¶ ₁₅₃	฿ ₁₅₄	No ₁₅₅	% ₁₅₆	E ₁₅₇	◦ ₁₅₈	SM ₁₅₉	
'20x	[₁₆₀] ₁₆₁	¢ ₁₆₂	£ ₁₆₃	¤ ₁₆₄	¥ ₁₆₅	 ₁₆₆	§ ₁₆₇	
'21x	.. ₁₆₈	(C ₁₆₉	a ₁₇₀	© ₁₇₁	¬ ₁₇₂	(P ₁₇₃	(B ₁₇₄	- ₁₇₅	
'22x	° ₁₇₆	± ₁₇₇	² ₁₇₈	³ ₁₇₉	‘ ₁₈₀	μ ₁₈₁	¶ ₁₈₂	· ₁₈₃	
'23x	※ ₁₈₄	¹ ₁₈₅	º ₁₈₆	√ ₁₈₇	¼ ₁₈₈	½ ₁₈₉	¾ ₁₉₀	€ ₁₉₁	
'24x	₂₀₈	₂₀₉	₂₁₀	₂₁₁	₂₁₂	₂₁₃	×	₂₁₅	
'25x	₂₁₆	₂₁₇	₂₁₈	₂₁₉	₂₂₀	₂₂₁	₂₂₂	₂₂₃	
'26x	₂₄₀	₂₄₁	₂₄₂	₂₄₃	₂₄₄	₂₄₅	÷ ₂₄₆	₂₄₇	
'27x	₂₄₈	₂₄₉	₂₅₀	₂₅₁	₂₅₂	₂₅₃	₂₅₄	₂₅₅	
	"8	"9	"A	"B	"C	"D	"E	"F	

Typesetting Greek with LaTeX

Cochineal offers a rather complete LGR-encoded glyph collection, lacking just a few ancient symbols.

	ó	í	é	é	á	é	ó	é	
óox	- o	~ 1	2	3	4	5	ó 6	é 7	"0x
óix	~ 8	À 9	Í 10	Ó 11	À 12	Ý 13	à 14	ü 15	"1x
ó2x	, 16	~, 17	í 18	ó 19	~, 20	ó 21	ó 22	á 23	"2x
ó3x	€ 24	% 25	θ 26	á 27	‘ 28	’ 29	~ 30	~ 31	"3x
ó4x	~ 32	! 33	.. 34	.. 35	.. 36	% 37	· 38	’ 39	"4x
ó5x	(40) 41	* 42	+ 43	, 44	- 45	. 46	/ 47	"5x
ó6x	0 48	1 49	2 50	3 51	4 52	5 53	6 54	7 55	"6x
ó7x	8 56	9 57	: 58	· 59	‘ 60	= 61	,	; 63	"7x
ó10x	~ 64	À 65	B 66	“ 67	Δ 68	E 69	Φ 70	Γ 71	"8x
ó11x	H 72	I 73	Θ 74	K 75	Λ 76	M 77	N 78	O 79	"9x
ó12x	Π 80	X 81	P 82	Σ 83	T 84	Y 85	“ 86	Ω 87	"Ax
ó13x	Ξ 88	Ψ 89	Z 90	[91	” 92] 93	” 94	” 95	"Bx
ó14x	‘ 96	α 97	β 98	ς 99	δ 100	ε 101	φ 102	γ 103	"Cx
ó15x	η 104	l 105	θ 106	κ 107	λ 108	μ 109	ν 110	ο 111	"Dx
ó16x	π 112	χ 113	ρ 114	σ 115	τ 116	υ 117	ι 118	ω 119	"Ex
ó17x	ξ 120	ψ 121	ζ 122	« 123	„ 124	» 125	˜ 126	— 127	"Fx
ó20x	à 128	á 129	â 130	ã 131	ä 132	å 133	ë 134	ö 135	
ó21x	á 136	ă 137	ă 138	ă 139	ă 140	ă 141	ă 142	ă 143	
ó22x	ă 144	ă 145	ă 146	F 147	ă 148	ă 149	ă 150	~ 151	
ó23x	ń 152	ń 153	ń 154	ń 155	ń 156	ń 157	ń 158	ń 159	
ó24x	ń 160	ń 161	ń 162	ń 163	ń 164	ń 165	ń 166	ń 167	
ó25x	ń 168	ń 169	ń 170	ń 171	ń 172	ń 173	ń 174	ń 175	
ó26x	ѡ 176	ѡ 177	ѡ 178	ѡ 179	ѡ 180	ѡ 181	ѡ 182	ѡ 183	
ó27x	ѡ 184	ѡ 185	ѡ 186	ѡ 187	ѡ 188	ѡ 189	ѡ 190	ѡ 191	
ó30x	ѡ 192	ѡ 193	ѡ 194	F 195	ѡ 196	ѡ 197	ѡ 198	199	
ó31x	í 200	í 201	í 202	í 203	ú 204	ú 205	ú 206	ú 207	
ó32x	í 208	í 209	í 210	í 211	ú 212	ú 213	ú 214	ú 215	
ó33x	í 216	í 217	í 218	í 219	ú 220	ú 221	ú 222	ý 223	
ó34x	é 224	é 225	é 226	é 227	ò 228	ó 229	ó 230	ó 231	
ó35x	é 232	é 233	é 234	é 235	ó 236	ó 237	ó 238	ó 239	
ó36x	í 240	í 241	í 242	í 243	ü 244	ü 245	ü 246	ü 247	
ó37x	ø 248	ø 249	ø 250	ø 251	ø 252	ø 253	’ 254	’ 255	
	” 8	” 9	” A	” B	” C	” D	” E	” F	

Setting up your source file to use LGR usually involves `babel` and `substitutefont`. See the documentation of `nimbus15` for details.

Typesetting Russian

With T2A encoding, the process is the same as with other T2A-encoded fonts, though the gaps in coverage may affect users of a number of non-Russian Cyrillic scripts. The only figure style provided is tabular lining (TLF.)

	ó	í	é	ž	á	é	ö	é
óox	ó	í	é	ž	á	é	ö	é
óix	ó	í	é	ž	á	é	ö	é
ó2x	ó	í	é	ž	á	é	ö	é
ó3x	ó	í	é	ž	á	é	ö	é
ó4x	ó	í	é	ž	á	é	ö	é
ó5x	ó	í	é	ž	á	é	ö	é
ó6x	ó	í	é	ž	á	é	ö	é
ó7x	ó	í	é	ž	á	é	ö	é
íox	í	ó	é	ž	á	é	ö	é
íix	í	ó	é	ž	á	é	ö	é
í2x	í	ó	é	ž	á	é	ö	é
í3x	í	ó	é	ž	á	é	ö	é
í4x	í	ó	é	ž	á	é	ö	é
í5x	í	ó	é	ž	á	é	ö	é
í6x	í	ó	é	ž	á	é	ö	é
í7x	í	ó	é	ž	á	é	ö	é
í20x	í	ó	é	ž	á	é	ö	é
í21x	í	ó	é	ž	á	é	ö	é
í22x	í	ó	é	ž	á	é	ö	é
í23x	í	ó	é	ž	á	é	ö	é
í24x	í	ó	é	ž	á	é	ö	é
í25x	í	ó	é	ž	á	é	ö	é
í26x	í	ó	é	ž	á	é	ö	é
í27x	í	ó	é	ž	á	é	ö	é
í30x	í	ó	é	ž	á	é	ö	é
í31x	í	ó	é	ž	á	é	ö	é
í32x	í	ó	é	ž	á	é	ö	é
í33x	í	ó	é	ž	á	é	ö	é
í34x	í	ó	é	ž	á	é	ö	é
í35x	í	ó	é	ž	á	é	ö	é
í36x	í	ó	é	ž	á	é	ö	é
í37x	í	ó	é	ž	á	é	ö	é
	"8	"9	"A	"B	"C	"D	"E	"F

The OT2 encoding (supposedly obsolete, but still useful) is intended for limited use in producing Russian characters with a Western keyboard, making by means of T_EX a transliteration of ASCII for most characters in the range 33–122, and providing ligatures to generate the rest. See the documentation of `nimbus15` for further details.

	ó	í	ў	ѓ	Ӯ	ӹ	ӻ	Ӽ	
‘00x	Ҥ ۧ	ڶ ۨ	ҩ ۪	Ҵ ۫	ҵ ۬	Ҷ ۭ	Ҹ ۮ	ҹ ۯ	“0x
‘01x	Ҥ ۧ	ڶ ۨ	ҩ ۪	Ҵ ۫	ҵ ۬	Ҷ ۷	Ҹ ۮ	ҹ ۯ	
‘02x	Ӣ ۧ	ڶ ۨ	ҩ ۪	Ҵ ۫	ҵ ۬	Ҷ ۱	Ҹ ۲	ҹ ۳	“1x
‘03x	Ӣ ۧ	ڶ ۨ	ҩ ۪	Ҵ ۫	ҵ ۬	Ҷ ۲	Ҹ ۳	ҹ ۴	
‘04x	‘ ۢ	! ۢ	” ۢ	‘ ۢ	” ۢ	% ۢ	‘ ۢ	” ۢ	“2x
‘05x	(ۢ) ۢ	* ۢ	‘ ۢ	, ۢ	- ۢ	‘ ۢ	/ ۢ	
‘06x	Ӫ ۢ	ڶ ۢ	ҩ ۢ	Ҵ ۢ	ҵ ۢ	Ҷ ۢ	Ҹ ۢ	ҹ ۢ	“3x
‘07x	Ӫ ۢ	ڶ ۢ	ҩ ۢ	Ҵ ۢ	ҵ ۢ	Ҷ ۢ	Ҹ ۢ	ҹ ۢ	
‘10x	‘ ۣ	A ۣ	ҩ ۣ	Ҵ ۣ	ҵ ۣ	Ҷ ۣ	Ҹ ۣ	ҹ ۣ	“4x
‘11x	Ҳ ۣ	Ӣ ۣ	ҩ ۣ	Ҵ ۣ	ҵ ۣ	Ҷ ۣ	Ҹ ۣ	ҹ ۣ	
‘12x	Ӣ ۣ	Ӣ ۣ	ҩ ۣ	Ҵ ۣ	ҵ ۣ	Ҷ ۣ	Ҹ ۣ	ҹ ۣ	“5x
‘13x	Ӣ ۣ	Ӣ ۣ	ҩ ۣ	Ҵ ۣ	ҵ ۣ	Ҷ ۣ	Ҹ ۣ	ҹ ۣ	
‘14x	‘ ۤ	a ۤ	‘ ۤ	‘ ۤ	‘ ۤ	‘ ۤ	‘ ۤ	‘ ۤ	“6x
‘15x	Ҳ ۤ	Ӣ ۤ	ҩ ۤ	Ҵ ۤ	ҵ ۤ	Ҷ ۤ	Ҹ ۤ	ҹ ۤ	
‘16x	Ӣ ۤ	Ӣ ۤ	ҩ ۤ	Ҵ ۤ	ҵ ۤ	Ҷ ۤ	Ҹ ۤ	ҹ ۤ	“7x
‘17x	Ӣ ۤ	Ӣ ۤ	ҩ ۤ	Ҵ ۤ	ҵ ۤ	Ҷ ۤ	Ҹ ۤ	ҹ ۤ	
	“8	“9	“A	“B	“C	“D	“E	“F	

Running cochineal in XeLaTeX or LuaLaTeX

The preceding pages of this document were processed using pdflatex, which was the only engine supported by `cochineal.sty`. As of version 1.07, XeLaTeX and LuaLaTeX are also supported. All `cochineal` options and macros formerly limited to pdflatex have been modified and now work essentially the same under both unicode engines, though the output may not always be precisely the same as with pdflatex. There are some macros and options available under unicode engines that go beyond what can be done under pdflatex.

MODIFIED MACROS AND OPTIONS:

- `\textfrac` works better under unicode tex because it is possible to adjust kerning between all characters. The effect should not be very noticeable, at least in regular style.
- `sups`: the package treats this differently in unicode LaTeX and pdflatex, with handling in the unicode case passed off to the `realscripts` package where the footnote marker font is set to `\normalfont`, meaning that superiors from the current (Cochineal) text font are employed.
- `theoremfont`, `thmtabular`, `thmlining` all function in a similar manner to pdflatex.
- `swashQ` operates as before.
- `foresolidus`, `aftsolidus` are not used in unicode tex.
- `scosf` operates without change.
- `\textcircled` works the same as under pdflatex.^⑧

NEW MACROS AND OPTIONS:

- An alternate version of Q, `Q(\Qwash)` and their small cap versions is available using option `altQ`, which sets `StylisticSet=3`. The alternate versions are `Q`, `Q`.
- An alternate version of J is available in italic shapes only using option `altJ`, which sets `StylisticSet=2`. The alternate version of `J` is `J`.
- `oldSS` controls whether the new German capital sharp S is used or whether the old SS is retained. The former is the default but the option `oldSS` forces the latter by setting `StylisticSet=1`. The effects are summarized in the following tables.

Glyph name	glyph	macro
<code>uni1E9E</code>	ß	<code>\symbol{"1E9E}" or \SS</code>
<code>uni1E9E.ss01</code>	SS	<code>{\addfontfeature{StylisticSet=1}\symbol{"1E9E}}</code>
<code>germandbls.sc</code>	ß	<code>{\textsc{\ss}}</code>
<code>germandbls.sc.ss01</code>	ss	<code>{\addfontfeature{StylisticSet=1}\textsc{\ss}}</code>

Effect of choice of `StylisticSet`:

StylisticSet	<code>\ss</code>	<code>\SS</code>	<code>\MakeUppercase{\ss}</code>	<code>\textsc{\ss}</code>
<code>None</code>	ß	ß	ß	ß
<code>=1</code>	ß	SS	SS	ss