

# Narnoor - Version History

## 29 Sep 2023 (SIL International) Narnoor font version 3.000

- Add more weights (Medium, SemiBold, Bold, ExtraBold)
- Latin characters are from Source Sans at 96.67%
- Latin characters are darker and smaller than the v2.000 release

## 21 Feb 2023 (SIL International) Narnoor font version 2.000

- Redraw all Gunjala Gondi glyphs
- Resolve Font Bakery issues
- Remove Graphite shaping
- Improve OpenType shaping
- Improve Gunjala Gondi glyphs
- Replaced Latin characters with Source Sans Regular at 100%
- Some geometric characters (U+2423, U+F130, U+F131) are from Andika Regular at 90%

## 01 Oct 2019 (SIL International) Narnoor font version 1.000

- An extra attachment point class caused builds to be non-deterministic, so that attachment point class is now excluded from the font build.

## 06 Jun 2019 (SIL International) Narnoor font version 0.100

- Added OpenType font smarts
- Extra Latin glyphs (mostly outside of ASCII) are from Charis SIL (<https://software.sil.org/charis/>) scaled 110%
- Fix test data and font to remove codepoints from
  - PUA
  - outside the Gunjala Gondi block
  - unassigned with the Gunjala Gondi block
- Rename glyphs and encode correctly (hopefully)
- Convert glyphs to Postscript curves
- Added test data, build system, and Graphite font smarts
- Updated licensing for SIL additions and modifications

## 04 Apr 2017 (S. Sridhar Murthy) GunjalaGondi font version 1.002

- Initial release

This guide is from the [Narnoor project](#) version 3.000 and is copyright © 2015-2023 SIL International.