Omega, OpenType and the XML World

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Abstract   In this paper we present the results of our efforts (a) to use OpenType as the default font format for Omega, (b) to adapt Omega fonts into this format with as many OpenType features as possible, and (c) to integrate Omega in the XML world by providing SVG output, XML input, log and other intermediate files in XML, etc. We also discuss the different aspects and problems of Unicode compliance, and future projects related with XSL-FO, XLink and other W3C standards.