

# comicneue

Craig Rozynski's Comic Neue fonts for L<sup>A</sup>T<sub>E</sub>X

Silke Hofstra, [tex@slxh.nl](mailto:tex@slxh.nl)

Documentation for comicneue v1.2.  
April 26, 2020

This package provides the Comic Neue fonts in an easy to use way. For X<sub>Y</sub>L<sup>A</sup>T<sub>E</sub>X and LuaL<sup>A</sup>T<sub>E</sub>X users the original OpenType fonts are used. The entire font family is included.

Comic Neue is a redesign of the infamous Comic Sans font. More information about this redesign can be found on [comicneue.com](http://comicneue.com).

This package is also available on [GitHub](https://github.com).

## 1 Options

The package has the following options:

- **light**: use the light weight by default.
- **regular**: use the regular weight by default.
- **angular**: Use the angular variant instead of the normal one.
- **scale**: Change the scaling with a factor. For example: `scale=.5`
- **default**: Sans-serif is set as default font family.
- **sfdefault**: Comic Neue is set as sans-serif family.
- **nosfdefault**: Comic Neue is not set as sans-serif family.
- **type1, t1**: Override automatic detection and use the Type 1 fonts.
- **opentype, otf**: Override automatic detection and use OpenType fonts.

The following options are enabled by default: `sfdefault`, `regular`.

## 2 Commands

Commands for all weights and styles are also provided:

- `\comicneue` – the regular and bold weights.
- `\comicneuelight` – the light and bold weights.
- `\comicneueangular` – the regular and bold weights in the angular style.
- `\comicneueangularlight` – the light and bold weights in the angular style.

## 3 Licence

The Comic Neue fonts are available under the [SIL Open Font License](https://www SIL Open Font License).

All L<sup>A</sup>T<sub>E</sub>X code is available under the [L<sup>A</sup>T<sub>E</sub>X project public license](https://www.latex-project.org/public-license/) v1.3 or later.

## 4 Specimen

Simple specimen are included on page 3.

## 5 Version history

### 1.1

- Update Comic Neue to v2.5.
- Fix `\comicneueangularlight` in documentation.
- Joseph Wright: `\sys_if_engine` replaces `\pdftex_if_engine` ([pull request #1](#)).

### 1.0

- Initial release with v2.2 of the fonts.

## 6 Specimen

### 6.1 OpenType

		Light	Regular	Bold
Normal	normal	abcde	abcde	<b>abcde</b>
	italic	<i>abcde</i>	<i>abcde</i>	<b><i>abcde</i></b>
	capitals	ABCDE	ABCDE	<b>ABCDE</b>
	italic capitals	<i>ABCDE</i>	<i>ABCDE</i>	<b><i>ABCDE</i></b>
	numbers	01469	01469	<b>01469</b>
	italic numbers	<i>01469</i>	<i>01469</i>	<b><i>01469</i></b>
Angular	normal	abcde	abcde	<b>abcde</b>
	italic	<i>abcde</i>	<i>abcde</i>	<b><i>abcde</i></b>
	capitals	ABCDE	ABCDE	<b>ABCDE</b>
	italic capitals	<i>ABCDE</i>	<i>ABCDE</i>	<b><i>ABCDE</i></b>
	numbers	01469	01469	<b>01469</b>
	italic numbers	<i>01469</i>	<i>01469</i>	<b><i>01469</i></b>

This table can also be found in [comicneue-otf-specimen](#).

### 6.2 Type1

		Light	Regular	Bold
Normal	normal	abcde	abcde	<b>abcde</b>
	italic	<i>abcde</i>	<i>abcde</i>	<b><i>abcde</i></b>
	capitals	ABCDE	ABCDE	<b>ABCDE</b>
	italic capitals	<i>ABCDE</i>	<i>ABCDE</i>	<b><i>ABCDE</i></b>
	numbers	01469	01469	<b>01469</b>
	italic numbers	<i>01469</i>	<i>01469</i>	<b><i>01469</i></b>
Angular	normal	abcde	abcde	<b>abcde</b>
	italic	<i>abcde</i>	<i>abcde</i>	<b><i>abcde</i></b>
	capitals	ABCDE	ABCDE	<b>ABCDE</b>
	italic capitals	<i>ABCDE</i>	<i>ABCDE</i>	<b><i>ABCDE</i></b>
	numbers	01469	01469	<b>01469</b>
	italic numbers	<i>01469</i>	<i>01469</i>	<b><i>01469</i></b>

This table can also be found in [comicneue-type1-specimen](#).