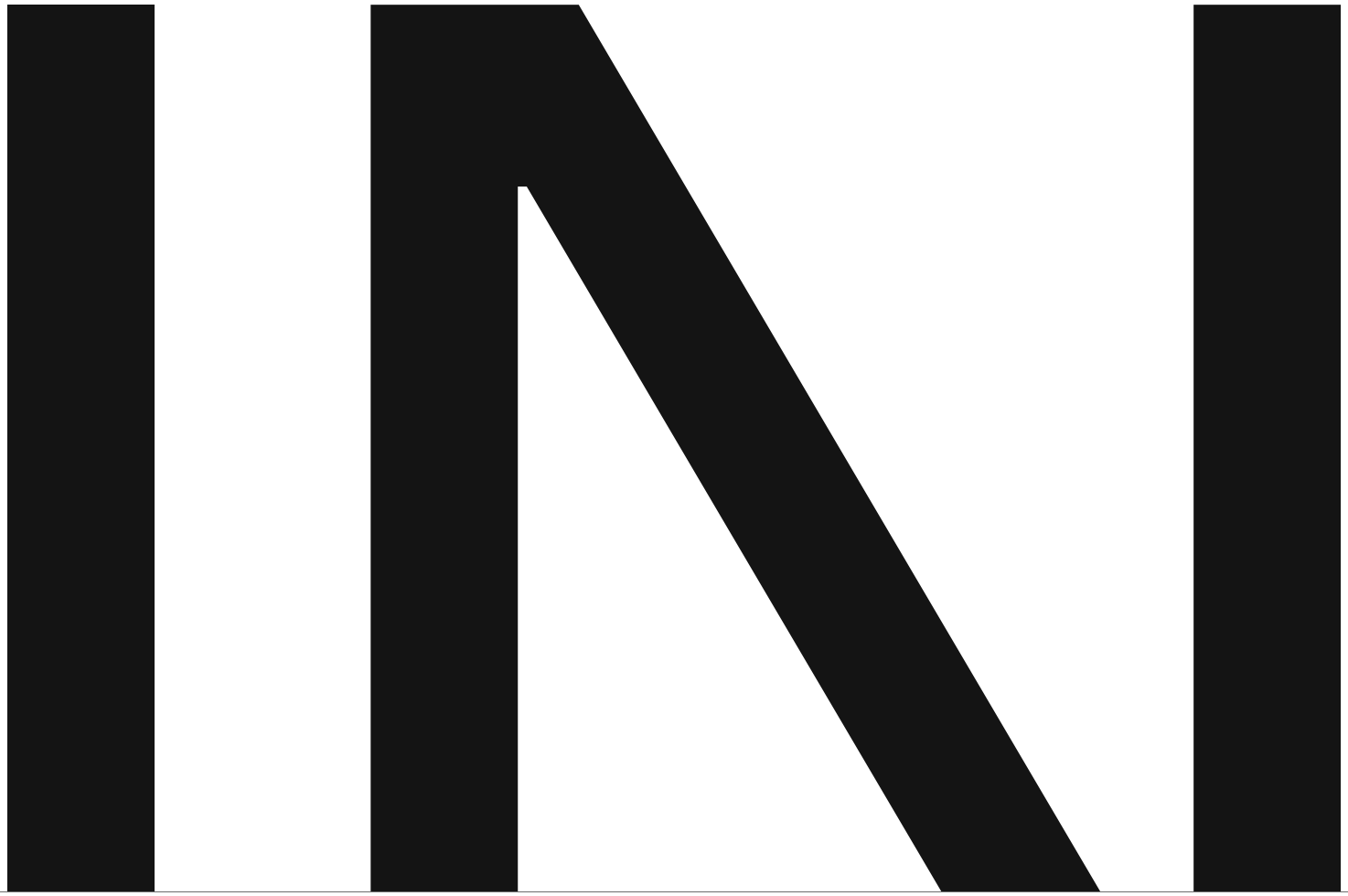


2025

TT Interphases Pro

Meet TT Interphases Pro version 2.100—now with Greek language support! We've updated this functional and convenient interface font, making it even more perfect.

TT Interphases Pro is a Neo-Grotesque typeface specifically designed for working with interfaces. Text set in this font appears uniform thanks to its static proportions. A larger height of the lowercase characters improves screen legibility, while neutral glyph characteristics and squared forms of the round characters allow it to remain readable even in smaller point sizes. Fluid bracket forms are consistent across all elements, making large blocks of text easy and pleasant to read. Closed apertures give the font a modern and distinctive look.

TT Interphases Pro has a neutral yet aesthetic character. The main subfamily serves as an ideal foundation for any project.

The TT Interphases Pro Mono subfamily—with its interesting glyph forms and consistent size of em-spaces—has a more distinctive appearance and is well-suited not only for coding but also for creating design products. The Condensed version allows you to make text blocks more compact.

We paid special attention to the variable version of the font: you can adjust stroke weight, width, and the slant angle of the characters. From Thin to Black, from Condensed to Normal, from 0 to 11 degrees—customize the font however you need! By the way, we've added two variable fonts to the Mono subfamily—they now change along the weight axis.

The updated version includes support for Greek and other languages as well; we've improved kerning and hinting and significantly expanded the character set. Specifically, we've

TT INTERPHASES PRO

added Uzbek som, Kyrgyz som, and tugrik currency symbols in all cases, proportional oldstyle and tabular oldstyle versions of currency symbols, and oldstyle characters for mathematical symbols.

TT Interphases Pro also includes a comprehensive set of interface icons commonly used in UI design that visually harmonize with the font characters. This provides even more possibilities for implementing your ideas.

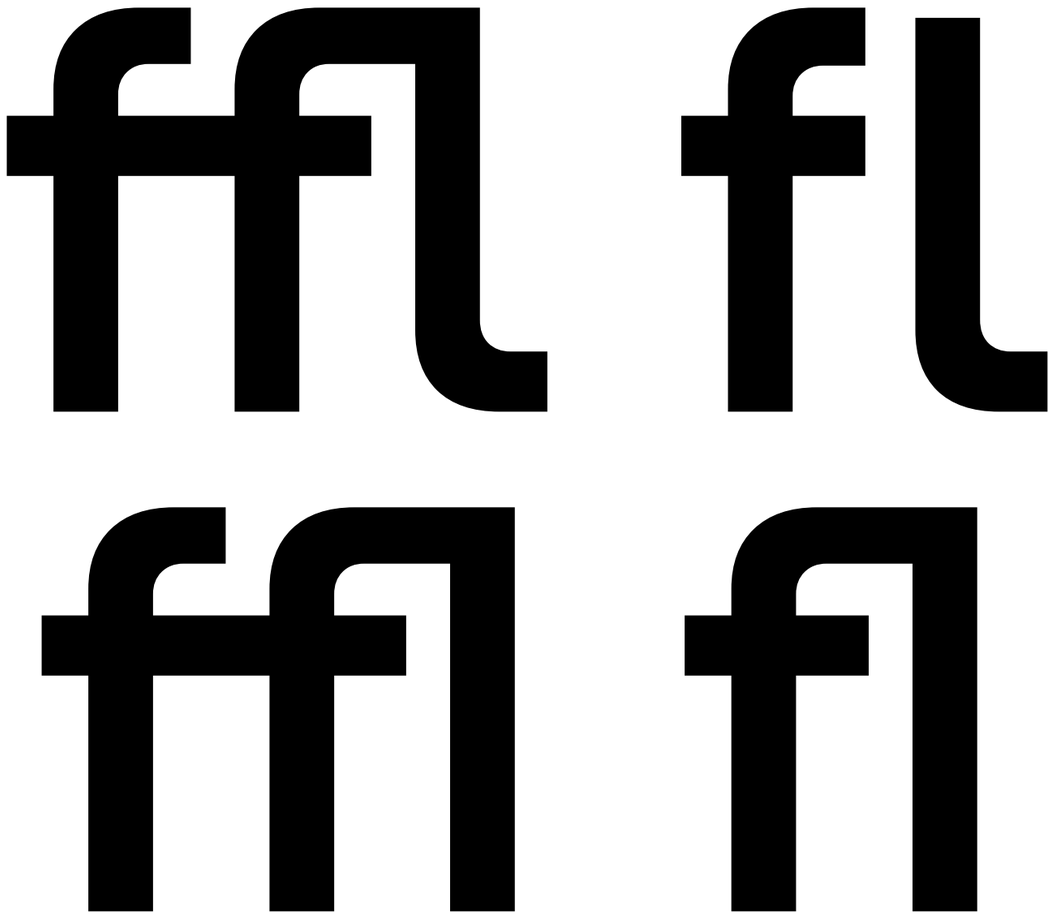
TT Interphases Pro

Ελάχιστα
γνωρίζουμε
για τη ζωή

The updated TT Interphases Pro includes:

→ 43 styles: 36 styles in the basic subfamily, 4 mono-spaced, and 3 variable fonts
→ 1,179 characters in each style of the basic subfamily
→ 817 glyphs in each Mono style
→ 35 OpenType features in the basic subfamily
→ 28 OpenType features in the Mono subfamily
→ Support for more than 245 languages

TT Interphases Pro is the perfect font for working with interfaces on modern mobile and web platforms.



TT Interphases Pro
DemiBold 260 pt

AaBbCcDdEeFfGgHhIi
JiKkLlMmNnOoPpQqRr
SsTtUuVvWwXxYyZz
0123456789@#$%&*!?
абвгдеёжз + lˈăťįň

TT Interphases Pro
Regular 48 pt

AaBbCcDdEeFfGgHhIi
JjKkLlMmNnOoPpQqRr
SsTtUuVvWwXxYyZz
0123456789@#$%&*!?
абвгдеёжз + lˈăťįň

TT Interphases Pro Mono
Regular 48 pt

1 Thin *Italic*
2 ExtraLight *Italic*
3 Light *Italic*
4 Regular *Italic*
5 Medium *Italic*
6 DemiBold *Italic*
7 Bold *Italic*
8 ExtraBold *Italic*
9 Black *Italic*

TT Interphases Pro Condensed
52 pt

1 Thin *Italic*
2 ExtraLight *Italic*
3 Light *Italic*
4 Regular *Italic*
5 Medium *Italic*
6 DemiBold *Italic*
7 Bold *Italic*
8 ExtraBold *Italic*
9 Black *Italic*

TT Interphases Pro
52 pt

1 Regular *Italic*
2 Bold *Italic*

TT Interphases Pro Mono
52 pt

CONDENSED

NORMAL

MONO

AaBb
AaBb
AaBb

TT TT Interphases Pro has 3 different widths: Normal with classic proportions, narrowed Condensed and monospace font Mono.

48 PT

Ergonomics, also known as human

24 PT

Human factors or human factors engineering (HFE), is the application of psychological and physiological principles to the engineering and design of products, processes, and systems

18 PT

Primary goals of human factors engineering are to reduce human error, increase productivity and system availability, and enhance safety, health and comfort with a specific focus on the interaction between the human and equipment. The field is a combination of numerous disciplines, such as

12 PT

Human factors research employs methods and approaches from these and other knowledge disciplines to study human behavior and generate data relevant to previously stated goals. In studying and sharing learning on the design of equipment, devices, and processes that fit the human body and its cognitive abilities, the two terms, "human factors" and "ergonomics", are essentially synonymous as to their referent and meaning in current literature. The International Ergonomics Association defines ergonomics or human

8 PT

Ergonomics (or human factors) is the scientific discipline concerned with the understanding of interactions among humans and other elements of a system, and the profession that applies theory, principles, data and methods to design to optimize human well-being and overall system performance. Human factors engineering is relevant in the design of such things as safe furniture and easy-to-use interfaces to machines and equipment. Proper ergonomic design is necessary to prevent repetitive strain injuries and other musculoskeletal disorders, which can develop over time and can lead to long-term disability. Human factors and ergonomics are concerned with the "fit" between the user, equipment, and environment or "fitting a job to a person" or "fitting the task to the man".

TT Interphases Pro
Condensed

48 PT

Computer science is the

24 PT

Study of computation, information, and automation. Computer science spans theoretical disciplines (such as algorithms, theory of computation, and in-

18 PT

Algorithms and data structures are central to computer science. The theory of computation concerns abstract models of computation and general classes of problems that can be solved using them. The fields of cryptography and computer security involve study-

12 PT

Computer graphics and computational geometry address the generation of images. Programming language theory considers different ways to describe computational processes, and database theory concerns the management of repositories of data. Human–computer interaction investigates the interfaces through which humans and computers interact, and software engineering focuses on the design and principles behind developing software. Areas such as

8 PT

Computer architecture describes the construction of computer components and computer-operated equipment. Artificial intelligence and machine learning aim to synthesize goal-orientated processes such as problem-solving, decision-making, environmental adaptation, planning and learning found in humans and animals. Within artificial intelligence, computer vision aims to understand and process image and video data, while natural language processing aims to understand and process textual and linguistic data. The fundamental concern of computer science is determining what can and cannot be automated. The Turing Award is generally recognized as the highest distinction in computer science.

TT Interphases Pro
Normal

48 PT

Epistemology of computer

24 PT

Despite the word science in its name, there is debate over whether or not computer science is a discipline of science

18 PT

Computer science is an empirical discipline. We would have called it an experimental science, but like astronomy, economics, and geology, some of its unique forms of observation and experience do

12 PT

Nonetheless, they are experiments. Each new machine that is built is an experiment. Actually constructing the machine poses a question to nature; and we listen for the answer by observing the machine in operation and analyzing it by all analytical and measurement means available. It has since been argued that computer science can

8 PT

Proponents of classifying computer science as an engineering discipline argue that the reliability of computational systems is investigated in the same way as bridges in civil engineering and airplanes in aerospace engineering. They also argue that while empirical sciences observe what presently exists, computer science observes what is possible to exist and while scientists discover laws from observation, no proper laws have been found in computer science and it is instead concerned with creating.

TT Interphases Pro
Mono

TT Interphases Pro includes 3 variable fonts: TT Interphases Pro Variable with three parameters of variation (weight, width, and slant), TT Interphases Pro Mono VF Upright and TT Interphases Pro Mono VF Italic with weight axes of variation. To use the variable font with 3 variable axes on Mac you will need MacOS 10.14 or higher. An important clarification—not all programs support variable technologies yet, you can check the support status here: v-fonts.com/support/.

Variable

75 WIDTH 100

100 WEIGHT 900

0 SLANT 11

TT Interphases Pro
Variable 150 pt

Variable

400 WEIGHT 700

TT Interphases Pro Mono
Variable 110 pt

Variable

400 WEIGHT 700

TT Interphases Pro Mono
Variable 110 pt

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those computations.

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and correction, and more recently also for network coding. Codes are

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The study is connected to many other fields in com-

TT Interphases Pro
Thin

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those computations.

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and correction, and more recently also for network coding.

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The study is connected to many other fields in com-

TT Interphases Pro
ExtraLight

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those computations.

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and correction, and more recently also

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing.
For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The study is connected to many other fields

TT Interphases Pro
Light

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those computations.

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and correction, and more recently also

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The study is connected to many other fields

TT Interphases Pro
Regular

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those computations.

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and correction, and more recently also

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The study is connected to many other fields

TT Interphases Pro
Italic

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those com-

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and correction, and more re-

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and involves the synthesis and manipulation of image data. The

TT Interphases Pro
Medium

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those com-

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression, cryptography, error detection and

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics is the study of digital visual contents and

TT Interphases Pro
DemiBold

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to perform those com-

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are used for data compression,

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and hardware specification and verification. Computer graphics

TT Interphases Pro
Bold

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to per-

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application. Codes are

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types to problems in software and

TT Interphases Pro
ExtraBold

24 PT

According to Peter Denning, the fundamental question underlying computer science is, "What can be automated?" Theory of computation is focused on answering fundamental questions about what can be computed and what amount of resources are required to per-

12 PT

In an effort to answer the first question, computability theory examines which computational problems are solvable on various theoretical models of computation. The second question is addressed by computational complexity theory, which studies the time and space costs associated with different approaches to solving a multitude of computational problems. The famous P = NP? problem, one of the Millennium Prize Problems, is an open problem in the theory of computation. Information theory, closely related to probability and statistics, is related to the quantification of information. This was developed by Claude Shannon to find fundamental limits on signal processing operations such as compressing data and on reliably storing and communicating data. Coding theory is the study of the properties of codes (systems for converting information from one form to another) and their fitness for a specific application.

9 PT

Programming language theory is a branch of computer science that deals with the design, implementation, analysis, characterization, and classification of programming languages and their individual features. It falls within the discipline of computer science, both depending on and affecting mathematics, software engineering, and linguistics. It is an active research area, with numerous dedicated academic journals. Formal methods are a particular kind of mathematically based technique for the specification, development and verification of software and hardware systems. The use of formal methods for software and hardware design is motivated by the expectation that, as in other engineering disciplines, performing appropriate mathematical analysis can contribute to the reliability and robustness of a design. They form an important theoretical underpinning for software engineering, especially where safety or security is involved. Formal methods are a useful adjunct to software testing since they help avoid errors and can also give a framework for testing. For industrial use, tool support is required. However, the high cost of using formal methods means that they are usually only used in the development of high-integrity and life-critical systems, where safety or security is of utmost importance. Formal methods are best described as the application of a fairly broad variety of theoretical computer science fundamentals, in particular logic calculi, formal languages, automata theory, and program semantics, but also type systems and algebraic data types

TT Interphases Pro
Black

TT Interphases Pro supports more than 245 languages including Northern, Western, Central European languages, most of Cyrillic, Greek.

CYRILLIC

Russian, Belarusian, Bosnian, Bulgarian, Macedonian, Serbian, Ukrainian, Gagauz, Moldavian, Kazakh, Kirghiz, Tadzhik, Turkmen, Uzbek, Abkhazian, Azerbaijan, Kurdish, Lezgian, Abazin, Agul, Archi, Avar, Dargwa, Ingush, Kabardian, Kabardino-Cherkess, Karachay-Balkar, Khvarshi, Kumyk, Lak, Nogai, Ossetian, Rutul, Tabasaran, Tat, Tsakhur, Altai, Buryat, Dolgan, Enets, Evenki, Ket, Khakass, Khanty, Komi-Permyak, Komi-Yazva, Komi-Zyrian, Manci, Shor, Siberian Tatar, Tofalar, Touva, Aleut, Alyutor, Even, Itelmen, Koryak, Nanai, Negidal'skij, Nivkh, Orok, Udege, Ulch, Yukagir, Bashkir, Chechen, Chukchi, Chuvash, Erzya, Eskimo, Kryashen Tatar, Mari-high, Mari-low, Mordvin-moksha, Nenets, Nganasan, Saami Kildin, Selkup, Tatar Volgaic, Udmurt, Yakut, Uighur, Rusyn, Urum, Karaim, Montenegrin, Romani, Dungan, Karakalpak, Shughni, Yaghnobi, Mongolian, Adyghe, Kalmyk, Talysh, Russian Old

OTHER

Greek

LATIN

English, Albanian, Basque, Catalan, Croatian, Czech, Danish, Dutch, Estonian, Finnish, French, German, Hungarian, Icelandic, Irish, Italian, Latvian, Lithuanian, Luxembourgish, Maltese, Moldavian, Montenegrin, Norwegian, Polish, Portuguese, Romanian, Serbian, Slovak, Slovenian, Spanish, Swedish, Swiss German, Valencian, Azerbaijani, Kazakh, Turkish, Uzbek, Acehnese, Banjar, Betawi, Bislama, Boholano, Cebuano, Chamorro, Fijian, Filipino, Hiri Motu, Ilocano, Indonesian, Javanese, Khasi, Malay, Marshallese, Minangkabau, Nauruan, Nias, Palauan, Rohingya, Salar, Samoan, Sasak, Sundanese, Tagalog, Tahitian, Tetum, Tok Pisin, Tongan, Uyghur, Afar, Afrikaans, Asu, Aymara, Bemba, Bena, Chichewa, Chiga, Embu, Gikuyu, Gusii, Jola-Fonyi, Kabuverdianu, Kalenjin, Kamba, Kikuyu, Kinyarwanda, Kirundi, Kongo, Luba-Kasai, Luganda, Luo, Luyia, Machame, Makhuwa-Meetto, Makonde, Malagasy, Mauritian Creole, Meru, Morisyen, Ndebele, Nyankole, Oromo, Rombo, Rundi, Rwa, Samburu, Sango, Sangu, Sena, Seychellois Creole, Shambala, Shona, Soga, Somali, Sotho, Swahili, Swazi, Taita, Teso, Tsonga, Tswana, Vunjo, Wolof, Xhosa, Zulu, Ganda, Maori, Alsatian, Aragonese, Arumanian, Asturian, Belarusian, Bosnian, Breton, Bulgarian, Colognian, Cornish, Corsican, Esperanto, Faroese, Frisian, Friulian, Gaelic, Gagauz), Galician, Interlingua, Judaeo-Spanish, Karaim, Kashubian, Ladin, Leonese, Manx, Occitan, Rheto-Romance, Romansh, Scots, Silesian, Sorbian, Vastese, Volapük, Võro, Walloon, Walser, Welsh, Karakalpak, Kurdish, Talysh, Tsakhur (Azerbaijan), Turkmen, Zaza, Aleut, Cree, Haitian Creole, Hawaiian, Innu-aimun, Lakota, Kara- chay-Balkar, Karelian, Livvi-Karelian, Ludic, Tatar, Vepsian, Guarani, Nahuatl, Quechua

şùppôrtś
māný
diffěreñŧ
lăņguåǵęs
χωεδτσψ

TT Interphases Pro
Bold 115 pt

GERMAIN

Über eine grafische Webschnittstelle mit kartografischer Grundlage, die die Visualisierung von Datenempfang, -verarbeitung, -registrierung und -übertragung ermöglicht, werden digitale Dienste bereitgestellt. Anwendungsbereich: Informationsunterstützung und Interaktion von Schiffen und küs-

FRENCH

Par le biais d'une interface web graphique à base cartographique permettant de visualiser la réception, le traitement, l'enregistrement et la transmission des données, il fournit des services numériques. Domaine d'application : soutien à l'information et interaction entre les navires et les sys-

RUSSIAN

Через графический веб-интерфейс, имеющий картографическую основу и позволяющий визуализировать приём, обработку, регистрацию и передачу данных, обеспечивая предоставление цифровых услуг. Область применения: информационное обеспечение и взаимодействие судов

ESTONIAN

Kartograafilisel alusel põhineva graafilise veebiliidese kaudu, mis võimaldab andmete vastuvõtmise, töötlemise, registreerimise ja edastamise visualiseerimist, pakkudes digitaalteenuseid. Rakendusvaldkond: laevade ja rannikualade seire- ja kontrollisüsteemide teabetoetus ja koostoimimine.

BULGARIAN

Чрез графичен уеб интерфейс с картографска основа, позволяващ визуализация на получаването, обработката, регистрацията и предаването на данни, се предоставят цифрови услуги. Област на приложение: информационна поддръжка и взаимодействие и контрол. Функцио-

GREEK

Μέσω μιας γραφικής διεπαφής μέσω διαδικτύου με χαρτογραφική βάση, η οποία επιτρέπει την οπτικοποίηση της λήψης, επεξεργασίας, καταχώρισης και διαβίβασης δεδομένων, παρέχοντας ψηφιακές υπηρεσίες. Πεδίο εφαρμογής: υποστήριξη πληροφοριών και αλληλεπίδραση πλοίων και συστημάτων

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z a b c d e f g h i j k l m n o p q r s t u v w x y z Á Ă Ǎ Â Ä À Ā Ą Å Ǻ Ã Æ Ǽ Ć Č Ç Ĉ Ċ Ð Ď Đ DZ DŽ Dz Dž É Ĕ Ě Ê Ë Ė È Ē Ẽ Ę Ə Ǵ Ğ Ǧ Ĝ Ģ Ġ Ħ Ȟ Ĥ Ḧ Ḥ Í Ĭ Î Ï İ Ì Ī Ĩ Į IJ Ǐ́J Ĵ Ḱ Ķ Ĺ Ľ Ļ Ŀ Ł Ḷ LJ Lj Ḿ Ń Ň Ņ Ñ NJ Nj Ŋ Ó Ŏ Ô Ö Ò Ő Ō Õ Ø Ǿ Œ Ṕ Þ Ŕ Ř Ŗ Ś Š Ş Ŝ Ș ẞ Ŧ Ť Ţ Ț Ú Ʉ Ŭ Ǔ Û Ü Ù Ű Ū Ũ Ų Ů Ẃ Ŵ Ẅ Ẁ Ẍ Ý Ŷ Ÿ Ỳ Ȳ Ỹ Ź Ž Ż á ă ǎ â ä à ā ą å ǻ ã æ ǽ ć č ç ĉ ċ ð ď đ dz dž é ĕ ě ê ë ė è ē ẽ ę ə ǵ ğ ǧ ĝ ģ ġ ħ ȟ ĥ ḧ ḥ ı í ĭ î ï i ì ī ĩ į ij ǐ́j ȷ ĵ ḱ ķ ĺ ľ ļ ŀ ł ḷ lj ḿ ŉ ń ň ņ ñ nj ŋ ó ŏ ô ö ò ő ō õ ø ǿ œ ṕ þ ŕ ř ŗ ś š ş ŝ ș ß ŧ ť ţ ț ú ʉ ŭ ǔ û ü ù ű ū ũ ų ů ẃ ŵ ẅ ẁ ẍ ý ŷ ÿ ỳ ȳ ỹ ź ž ż ff ffi ffj ffl fi fj fl ffl fl IJ ǏJ J Ĵ LJ NJ ɑ ɑ́ ɑ̆ ɑ̌ ɑ̂ ɑ̈ ɑ̀ ɑ̄ ɑ̨ ɑ̊ ɑ̊́ ɑ̃ l ĺ ľ ļ ŀ ł ḷ lj y ý ŷ ÿ ỳ ȳ ỹ А Б В Г Д Е Ё Ж З И Й К Л М Н О П Р С Т У Ф Х Ц Ч Ш Щ Ъ Ы Ь Э Ю Я Ѓ Ґ Ќ Є S I Ї Ј Љ Њ Ћ Ђ Ў Џ а б в г д е ё ж з и й к л м н о п р с т у ф х ц ч ш щ ъ ы ь э ю я ѓ ґ ќ є s i ї ј љ њ ћ ђ ў џ Ӑ Ӓ Ғ F Ҕ Ӗ Ѐ Җ Ӂ Ҙ Ҙ З Ѝ Ӣ I Қ Ҝ Ҟ Ң Ŏ Ö Ө Ә Ç Ҫ Ç Ӱ Ӳ Ӯ Ү Ұ Ҳ Ҷ Ҹ Һ Ӹ Ӭ ӑ ӓ ғ ғ ҕ ӗ ѐ җ ӂ ҙ ҙ ҙ ѝ ӣ I қ ҝ ҟ ң ŏ ö ө ә ç ҫ ç ӱ ӳ ӯ ү ұ ҳ ҷ ҹ һ ӹ ӭ Ј ɑ ӑ ӓ у ў ӱ ӳ ӯ Д Л Ф в г д ж з и й ѝ к л п т ц ш щ ъ ь ю б Α Β Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν Ξ Ο Π Ρ Σ Τ Υ Φ Χ Ψ Ω Ά Έ Ή Ί Ό Ύ Ώ Ϊ Ϋ α β γ δ ε ζ η θ ι κ λ μ ν ξ ο π ρ ς σ τ υ φ χ ψ ω ά έ ή ί ό ύ ώ ϊ ϋ ΐ ΰ ΅ ' , ˙ ¨ ˝ ˆ ˇ ˘ ˚ ˜ ¯ ¸ ˛ 0 0 1 2 3 4 5 6 7 8 9 1 6 9 0 0 1 2 3 4 5 6 7 8 9 1 6 9 0 0 1 2 3 4 5 6 7 8 9 1 6 9 0 0 1 2 3 4 5 6 7 8 9 1 6 9 ª º 0 0 1 2 3 4 5 6 7 8 9 1 6 9 0 0 1 2 3 4 5 6 7 8 9 1 6 9 0 0 1 2 3 4 5 6 7 8 9 1 6 9 0 0 1 2 3 4 5 6 7 8 9 1 6 9 ⓿ ❶ ❷ ❸ ❹ ❺ ❻ ❼ ❽ ❾ ❿ ⓫ ⓬ ⓭ ⓮ ⓯ ⓰ ⓱ ⓲ ⓳ ⓴ ◯ ⓪ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳ ⁄ ⅟ ½ ⅓ ¼ ⅕ ⅙ ⅐ ⅛ ⅑ ⅒ ⅔ ⅖ ¾ ⅗ ⅜ ⅘ ⅚ ⅝ ⅞

TT Interphases Pro
Regular 18 pt

· . … , : ; · ; ! ¡ ? ¿ * ' " , „ ' ' " " ‹ › « » • - – — _ ( ) [ ] { } | ¦ † ‡ / \ # № & § ¶ © ® ™ @ · ¡ ¿ ‹ › « » • - – — ( ) [ ] { } @ ฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₸ ₮ ₩ ¥ ƒ ¤ ฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₸ ₮ ₩ ¥ ƒ ¤ ฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₸ ₮ ₩ ¥ ƒ ¤ ฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₸ ₮ ₩ ¥ ƒ ¤ ฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₸ ₮ ₩ ¥ ƒ ¤ ฿ ¢ $ € ₴ ₺ ₽ ₹ £ ₾ ₸ ₮ ₩ ¥ ƒ ¤ − + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ − + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ % ‰ µ ∅ ∞ ∫ Ω ∆ ∏ ∑ √ ∂ ◊ ℗ ℓ ℮ ⌘ ^ ° ↑ ↗ → ↘ ↓ ↙ ← ↖ ↔ ↕ ⇅ ⇵ ⤢ ⤡ ^ ˅ ‹ ›

BASIC CHARACTERS

ABCDEFGHIJ
KLMNOPQRS
TUVWXYZ
abcdefghijklmn
opqrstuvwxyz
0123456789

TT Interphases Pro
Regular 80 pt

BASIC CYRILLIC

АБВГДЕЁЖЗИ
ЙКЛМНОПРС
ТУФХЦЧШЩ
ЪЫЬЭЮЯ
абвгдеёжзийк
лмнопрстуфх
цчшщъыьэюя

TT Interphases Pro
Regular 80 pt

LATIN UPPERCASE

ABCDEFGHIJKLMNOPQRSTUVWXYZ

LATIN LOWERCASE

abcdefghijklmnopqrstuvwxyz

FIGURES

0123456789

CYRILLIC UPPERCASE

АБВГДЕЁЖЗИЙКЛМНОПРСТУФХЦЧШЩЪ
ЫЬЭЮЯЃҐЌЄЅІЇЈЉЊЋЂЎЏ

CYRILLIC LOWERCASE

абвгдеёжзийклмнопрстуфхцчшщъыьэюяѓ
ґќєѕіїјљњћђўџ

GREEK

ΑΒΓΔΕΖΗΘΙΚΛΜΝΞΟΠΡΣΤΥΦΧΨΩΆΈΉ
ΊΌΎΏΪΫαβγδεζηθικλμνξοπρςστυφχψ
ωάέήίόύώϊΰϋΐ

EXTENDED LATIN

ÁĂǍÂÄÀĀĄÅǺÃÆǼĆČÇĈĊĐĎĐ DZ DŽ Dz
Dž É Ĕ Ě Ê Ë Ė È Ē Ẽ Ę Ə Ǵ Ğ Ǧ Ĝ Ģ Ġ Ħ Ȟ Ĥ Ḧ Ḥ Í Ĭ Î Ï
İ Ì Ī Ĩ Į IJ ÍJ́ Ĵ Ḱ Ķ Ĺ Ľ Ļ Ŀ Ł Ļ LJ Lj Ḿ Ń Ň Ņ Ñ NJ Nj Ŋ
Ó Ŏ Ô Ö Ò Ő Ō Õ Ø Ǿ Œ Ṕ Þ Ŕ Ř Ŗ Ś Š Ş Ŝ Ș ẞ Ŧ Ť Ţ
Ț Ú Ʉ Ŭ Ǔ Û Ü Ù Ű Ū Ũ Ų Ů Ẃ Ŵ Ẅ Ẁ Ẍ Ý Ŷ Ÿ Ỳ Ȳ Ỹ Ź
Ž Ż á ă ǎ â ä à ā ą å ǻ ã æ ǽ ć č ç ĉ ċ ð ď đ dz dž é ĕ
ě ê ë ė è ē ẽ ę ə ǵ ğ ǧ ĝ ģ ġ ħ ȟ ĥ ḧ ḥ ı í ĭ î ï i ì ī ĩ į ij íj́ ȷ ĵ
ḱ ķ ĺ ľ ļ ŀ ł ļ lj ḿ ŉ ń ň ņ ñ nj ŋ ó ŏ ô ö ò ő ō õ ø ǿ œ ṕ þ
ŕ ř ŗ ś š ş ŝ ș ß ŧ ť ţ ț ú ʉ ŭ ǔ û ü ù ű ū ũ ų ů ẃ ŵ ẅ ẁ ẍ ý
ŷ ÿ ỳ ȳ ỹ ź ž ż

EXTENDED CYRILLIC

Ӑ Ӓ Ғ Ғ Ҕ Ӗ Ѐ Җ Ӂ Ҙ Ҙ Ӡ Ѝ Ӣ Ӏ Қ Ҟ Ҝ Ң Ŏ Ӧ Ө Ә Ҫ Ҫ Ç
Ӱ Ӳ Ӯ Ү Ұ Ҳ Ҹ Ҷ Һ Ӹ Ӭ ӑ ӓ ғ ғ ҕ ӗ ѐ җ ӂ ҙ ҙ ӡ ѝ ӣ ӏ қ ҟ ҝ ң
ŏ ӧ ө ә ҫ ҫ ç ӱ ӳ ӯ ү ұ ҳ ҹ ҷ һ ӹ ӭ

DIACRITICS

, , ,‥ ‥ ¨ ¨ . . ˙ ` ` ´ ´ ˝ ˝ ˆ ˆ ˇ , , ˇ ˘ ˘ ˘ ˘ ˚ ˚ ˚ ˚ ~ ~ ¯ ¯ ,
ʹ , ˀ ˀ ˁ .
, , ‥ ¨ ˙ ` ´ ˝ ˆ ˇ ˘ ˚ ~ ¯
ˀ ˁ

PUNCTUATION

. … , : ; ! ¡ ? ¿ · • * # / \ ( ) { } [ ] ‐ – — _ ‚ „ “
” ‘ ’ « » ‹ › " ' & ¶ § No | ¦ † ‡ © ® ℗ TM @
ª º

MATH SYMBOLS

− + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ ^ ° ∅ ∞ ∫ Ω ◊ I ∆ ∏ ∑ √ µ
∂ % ‰ ⌘ ℮

CURRENCY

₿ ¢ $ € ƒ ₴ ₺ ₽ ₹ £ ₵ ₾ ₸ ₮ ₩ ¥ ¤

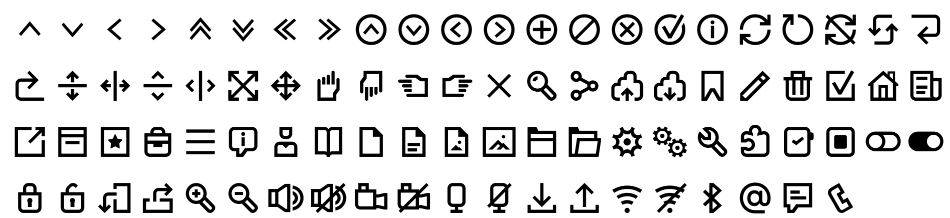
FIGURES IN CIRCLES

⓪ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳
⓿ ❶ ❷ ❸ ❹ ❺ ❻ ❼ ❽ ❾ ❿ ⓫ ⓬ ⓭ ⓮ ⓯ ⓰ ⓱ ⓲ ⓳ ⓴

ARROWS

↑ ↗ → ↘ ↓ ↙ ← ↖ ↔ ↕ ⇵ ⇅ ⤢ ⤡

ICONS



LIGATURES

ff ffi ffj ffl fi fj fl ffl fl

TABULAR FIGURES	1234567890	1234567890
TABULAR OLDSTYLE	1234567890	1234567890
PROPORTIONAL OLDSTYLE	1234567890	1234567890
NUMERATORS	H12345	H^{12345}
DENOMINATORS	H12345	H$_{12345}$
SUPERSCRIPTS	H12345	H^{12345}
SUBSCRIPTS	H12345	H$_{12345}$
FRACTIONS	1/2 3/4	½ ¾
ORDINALS	2ao	2^{ao}
CASE SENSITIVE	[{(H)}]	[{(H)}]
STANDARD LIGATURES	ff fi ffl	ff fi ffl
DISCRETIONARY LIGATURES	ffj fj	ffj fj
SS01—Alt. a	áăâäā	áăâäā
SS02—Alt. l	łļl	łļl
SS03—Alt. y	ǔȳýÿ	ǔȳűÿ
SS04—Alt. Latin and Cyr. J	Ĵ LJ NJ	Ĵ LJ NJ
SS05—Alt. Figures 1, 6, 9	169	169
SS06—Circled Figures	18 19 20	⑱ ⑲ ⑳
SS07—Negative Circled Figures	18 19 20	⓲ ⓳ ⓴
SS08—Serbian localization	б	δ
SS09—Bashkir localization	Ғғ Çç	Ғғ Çç
SS10—Chuvash localization	Çç	Çç

SS11—Bulgarian localization	Д Л Ф в г д ж з	Д Λ Ф в г g ж з
SS12—Romanian Comma Accent	Şş Ţţ	Șș Țț
SS13—Dutch IJ	IJ ij íj	IJ ij íj
SS14—Catalan Ldot	L·L l·l	L·L l·l
SS15—Turkish i	i	i
SS16—Slashed Zero	0 o	0 o

BASIC CHARACTERS

ABCDEFGHIJ
KLMNOPQRST
UVWXYZ
abcdefghij
klmnopqrst
uvwxyz
0123456789

TT Interphases Pro Mono
Regular 80 pt

BASIC CYRILLIC

АБВГДЕЁЖЗИЙК
ЛМНОПРСТУФХ
ЦЧШЩЪЫЭЮЯ
абвгдеёжзийк
лмнопрстуфх
цчшщъыэюя

TT Interphases Pro Mono
Regular 80 pt

LATIN UPPERCASE

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

LATIN LOWERCASE

a b c d e f g h i j k l m n o p q r s t u v w x y z

FIGURES

0 1 2 3 4 5 6 7 8 9

CYRILLIC UPPERCASE

А Б В Г Д Е Ё Ж З И Й К Л М Н О П Р С Т У Ф Х Ц
Ч Ш Щ Ъ Ы Ь Э Ю Я Ѓ Ґ Ќ Є S І Ї Ј Љ Њ Ћ Ђ Ў Џ

CYRILLIC LOWERCASE

а б в г д е ё ж з и й к л м н о п р с т у ф х ц
ч ш щ ъ ы ь э ю я ѓ ґ ќ є ѕ і ї ј љ њ ћ ђ ў џ

EXTENDED LATIN

À Á Ă Â Ä Ā Ą Å Ǻ Ã Æ A É Ć Č Ç Ĉ Ċ Ď Đ Ð È É Ě Ê Ë Ė Ē Ĕ Ę
Ǵ Ğ Ģ Ĝ Ġ Ĥ Ħ Ì Í Î Ï İ Ī Į Ĭ Ĳ Í J Ĵ Ķ Ĺ Ľ Ļ Ŀ Ł Ń Ň Ņ Ñ Ŋ
ẞ Ò Ó Ô Ö Ő Ō Õ Ŏ Ø Ǿ O E Þ Ŕ Ř Ŗ Ś Š Ŝ Ş Ș Ť Ţ Ț Ŧ Ù Ú Û Ü
Ű Ū Ŭ Ų Ů Ʉ Ə Ẁ Ŵ Ẅ Ẃ Ý Ŷ Ÿ Ȳ Ź Ž Ż à á ă â ä ā ą å ǻ ã æ a
é ć č ç ĉ ċ ď đ đ è é ě ê ë ė ē ĕ ę ǵ ğ ģ ĝ ġ ĥ ħ ì í î ï i
ī į ĭ ĳ í j ĵ ķ ĺ ľ ļ ŀ ł ń ň ņ ñ ŋ ß ò ó ô ö ő ō õ ŏ ø ǿ o
e þ ŕ ř ŗ ś š ŝ ş ș ť ţ ț ŧ ù ú û ü ű ū ŭ ų ů ʉ ə ẁ ŵ ẅ ẃ ý
ŷ ÿ ȳ ź ž ż

EXTENDED CYRILLIC

Ӓ Ѐ Ә Ӧ Ө Ҫ Ӂ Җ Ѝ Ӣ Ғ Ҕ Ӡ Қ Ҝ Ң Ү Ұ Ӯ Ӱ Ҳ Ҹ Ҷ Һ
ӓ ѐ ә ӧ ө ҫ ӂ җ ѝ ӣ ғ ҕ ӡ қ ҝ ң ү ұ ӯ ӱ ҳ ҹ ҷ һ

TT INTERPHASES PRO GLYPH SET (MONO)

PUNCTUATION

! ¡ ? ¿ ‽ ⸘ « » ‹ › . , : ; ‘ ’ ‚ “ ” „ . . . ″ ′ | ¦ - – —
_ \ / ( ) [ ] { } · • * # § © ® ℗ ¶ № ™ @ & † ‡ ° ^ ª º

MATH SYMBOLS

- + < > ≤ ≥ = ≠ ~ ≈ ¬ ± × ÷ ^ ° Ø ∞ ∫ Ω ◊ ı ∆ ∏ ∑ √ ∂ % ‰ ⌘

CURRENCY

₿ ¢ ¤ $ € ƒ ₴ ₺ ₽ ₹ £ ₸ ₩ ¥

DISCRETIONARY LIGATURES

¼ ½ ¾ ⅐ ⅑ ⅒ ⅓ ⅔ ⅕ ⅖ ⅗ ⅘ ⅙ ⅚ ⅛ ⅜ ⅝ ⅞ ‴ ‷ ‼ ⁇ ⁈ ⁉

ARROWS

← ↑ → ↓ ↔ ↕ ↖ ↗ ↘ ↙

DIACRITICS

¨ ˙ ` ´ ˝ ˆ ˇ ˘ ˚ ˜ ˛

ICONS

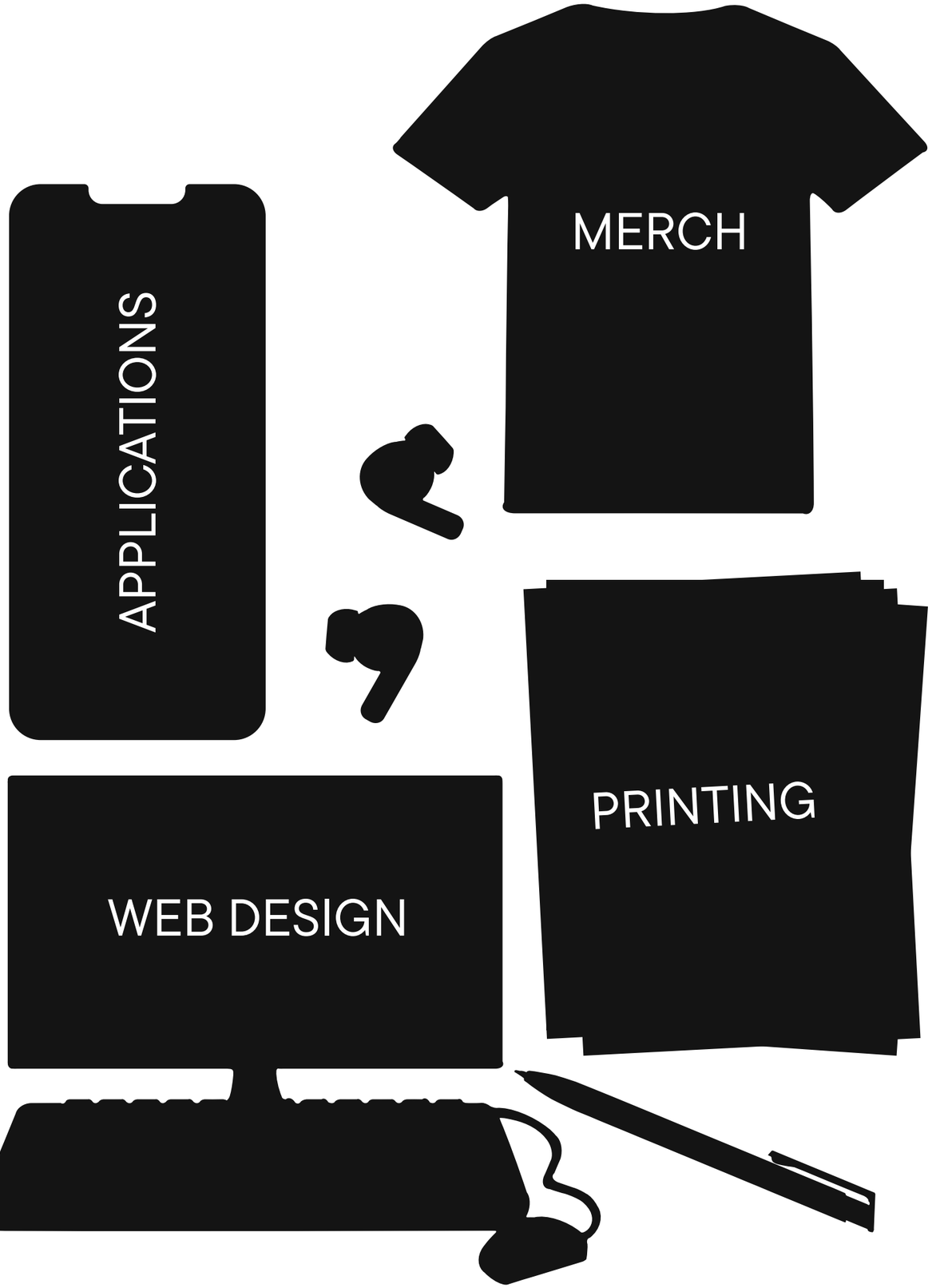
PROPORTIONAL OLDSTYLE	1234567890	1234567890
NUMERATORS	H12345	H¹²³⁴⁵
DENOMINATORS	H12345	H₁₂₃₄₅
SUPERSCRIPTS	H12345	H¹²³⁴⁵
SUBSCRIPTS	H12345	H₁₂₃₄₅
FRACTIONS	1/2 3/4	½ ¾
ORDINALS	2ao	2ªº
CASE SENSITIVE	[{(H)}]	[{(H)}]
DISCRETIONARY LIGATURES	?! !? 3⁄8	⁈ ⁉ ⅜
SS01—Alt. a	ąåǻã	ɑåǻã
SS02—Alt. l	lÍĭį	líĭį
SS03—Alt. y	yýŷÿ	ყýŷÿ
SS04—Alt. Lat. and Cyr. J	JĴ	ϳĵ
SS05—Alt. Figures 1, 6, 9	169	169
SS08—Serbian localization	б	б
SS09—Bashkir localization	Fғ	Fғ
SS10—Chuvash localization	Çç	Çç
SS11—Bulgarian localization	ДЛФгджз	ДΛФɡджз
SS12—Romanian Comma Accent	ŞŢşţ	ȘȚșț
SS13—Dutch IJ	ÍJ íj	Ű ű
SS14—Catalan Ldot	L·L l·l	Ŀ·L l·l
SS15—Turkish i	i	i

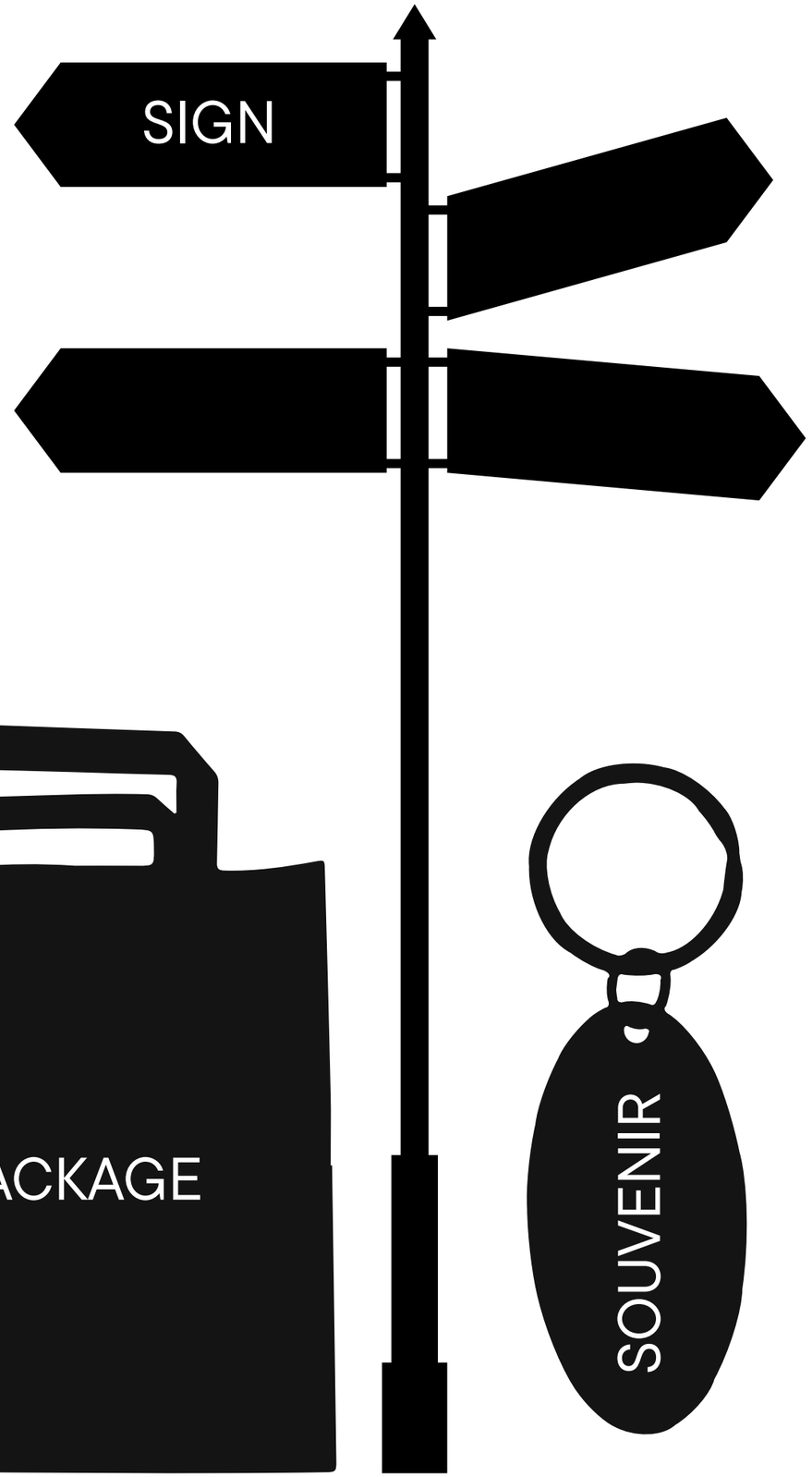
BASIC GLYPHS

Mechanical installation

STYLISTIC ALTERNATES

Mechanical installation


APPLICATIONS
MERCH
PRINTING
WEB DESIGN


SIGN
PACKAGE
SOUVENIR

TypeType company was founded in 2013 by Ivan Gladkikh, a type designer with a 10 years' experience, and Alexander Kudryavtsev, an experienced manager. Over the past 10 years we've released more than 75+ families, and the company has turned into a type foundry with a dedicated team.

Our mission is to create and distribute only carefully drawn, thoroughly tested, and perfectly optimized typefaces that are available to a wide range of customers.

Our team brings together people from different countries and continents. This cultural diversity helps us to create truly unique and comprehensive projects.

Copyright © TypeType Foundry 2013–2025.
All rights reserved.
For more information about our fonts,
please visit our website
typetype.org

Most of the texts used in this specimen
are from Wikipedia.