NAME

unicode_start – put keyboard and console in unicode mode

SYNOPSIS

unicode_start [*font* [*umap*]]

DESCRIPTION

The **unicode_start** command will put the keyboard and console into Unicode (UTF-8) mode.

For the keyboard this means that one can attach 16-bit U+xxxx values to keyboard keys using **loadkeys**(1), and have these appear as UTF-8 input to user programs. Also, that one can type hexadecimal Alt-xxxx using the numeric keypad, and again produce UTF-8.

For the console this means that the kernel expects UTF-8 output from user programs, and displays the output accordingly.

The parameter *font* is a font that is loaded. It should have a built-in Unicode map, or, if it hasn't, such a map can be given explicitly as second parameter. When no font was specified, the current font is kept.

NOTE

Unicode mode is a parameter with a value per virtual console. However, usually the font and keymap is common to all consoles.

SEE ALSO

dumpkeys(1), **kbd_mode**(1), **loadkeys**(1), **unicode_stop**(1), **utf-8(7), setfont**(8)