

**NAME**

**ucs2any** – generate BDF fonts containing subsets of ISO 10646-1 codepoints

**SYNOPSIS**

**ucs2any** [ **+d** | **-d** ] *source-name* { *mapping-file* *registry-encoding* } ...

**DESCRIPTION**

**ucs2any** allows one to generate from an ISO 10646-1 encoded BDF font other BDF fonts in any possible encoding. This way, one can derive from a single ISO 10646-1 master font a whole set of 8-bit fonts in all ISO 8859 and various other encodings.

**OPTIONS**

- +d** puts DEC VT100 graphics characters in the C0 range (default for upright, character-cell fonts).
- d** omits DEC VT100 graphics characters from the C0 range (default for all font types except upright, character-cell fonts).

**OPERANDS**

*source-name*

is the name of an ISO 10646-1 encoded BDF file.

*mapping-file*

is the name of a character set table like those at [<ftp://ftp.unicode.org/Public/MAPPINGS/>](ftp://ftp.unicode.org/Public/MAPPINGS/). These files can also typically be found installed in the */usr/share/fonts/X11/util* directory.

*registry-encoding*

are the `CHARSET_REGISTRY` and `CHARSET_ENCODING` field values for the font name (XLFD) of the target font, separated by a hyphen.

Any number of *mapping-file* and *registry-encoding* operand pairs may be specified.

**EXAMPLE**

The command

```
ucs2any 6x13.bdf 8859-1.TXT iso8859-1 8859-2.TXT iso8859-2
```

will generate the files *6x13-iso8859-1.bdf* and *6x13-iso8859-2.bdf*.

**FUTURE DIRECTIONS**

Hopefully a future release will have a facility similar to **ucs2any** built into the server, and reencode ISO 10646-1 on the fly, because storing the same fonts in many different encodings is clearly a waste of storage capacity.

**SEE ALSO**

**bdftruncate**(1)

**AUTHOR**

**ucs2any** was written by Markus Kuhn.

Branden Robinson wrote this manual page, originally for the Debian Project.