

#### NAME

Encode::Byte - Single Byte Encodings

#### **SYNOPSIS**

```
use Encode qw/encode decode/;
$greek = encode("iso-8859-7", $utf8); # loads Encode::Byte implicitly
$utf8 = decode("iso-8859-7", $greek); # ditto
```

## **ABSTRACT**

This module implements various single byte encodings. For most cases it uses \x80-\xff (upper half) to map non-ASCII characters. Encodings supported are as follows.

```
Canonical
              Alias
                                                Description
  # ISO 8859 series
  (iso-8859-1 is in built-in)
  iso-8859-2 latin2
                             [ISO]
 iso-8859-3 latin3
iso-8859-4 latin4
iso-8859-5 [ISO]
                              [ISO]
                              [ISO]
                      [ISO]
  iso-8859-6
  iso-8859-7
iso-8859-8
                       [ISO]
                      [ISO]
  iso-8859-9 latin5
                             [ISO]
  iso-8859-10 latin6
                              [ISO]
  iso-8859-11
  (iso-8859-12 is nonexistent)
  iso-8859-13 latin7 [ISO]
 iso-8859-14 latin8 [ISO]
iso-8859-15 latin9 [ISO]
iso-8859-16 latin10 [ISO]
  # Cyrillic
  koi8-f
                cp878
  koi8-r
                          [RFC1489]
  koi8-u
              [RFC2319]
  # Vietnamese
  viscii
  # all cp* are also available as ibm-*, ms-*, and windows-*
  # also see
L<http://msdn.microsoft.com/workshop/author/dhtml/reference/charsets/charse
t4.asp>
  cp424
  cp437
  cp737
  cp775
  cp850
  cp852
  cp855
  cp856
  cp857
```



```
cp860
cp861
cp862
cp863
cp864
cp865
cp866
cp869
cp874
cp1006
cp1250 WinLatin2
cp1251 WinCyrillic
cp1252 WinLatin1
cp1253 WinGreek
cp1254 WinTurkish
cp1255 WinHebrew
cp1256 WinArabic
cp1257 WinBaltic
cp1258 WinVietnamese
# Macintosh
# Also see L<http://developer.apple.com/technotes/tn/tn1150.html>
MacArabic
MacCentralEurRoman
MacCroatian
MacCyrillic
MacFarsi
MacGreek
MacHebrew
MacIcelandic
MacRoman
MacRomanian
MacRumanian
MacSami
MacThai
MacTurkish
MacUkrainian
# More vendor encodings
AdobeStandardEncoding
nextstep
hp-roman8
```

## **DESCRIPTION**

To find how to use this module in detail, see Encode.

# **SEE ALSO**

Encode