

NAME

repertoiremap – map symbolic character names to Unicode code points

DESCRIPTION

A repertoire map defines mappings between symbolic character names (mnemonics) and Unicode code points when compiling a locale with **localedef(1)**. Using a repertoire map is optional, it is needed only when symbolic names are used instead of now preferred Unicode code points.

Syntax

The repertoiremap file starts with a header that may consist of the following keywords:

comment_char

is followed by a character that will be used as the comment character for the rest of the file. It defaults to the number sign (#).

escape_char

is followed by a character that should be used as the escape character for the rest of the file to mark characters that should be interpreted in a special way. It defaults to the backslash (\).

The mapping section starts with the keyword *CHARIDS* in the first column.

The mapping lines have the following form:

<symbolic-name> <code-point> comment

This defines exactly one mapping, *comment* being optional.

The mapping section ends with the string *END CHARIDS*.

FILES

/usr/share/i18n/repertoiremaps

Usual default repertoire map path.

STANDARDS

POSIX.2.

NOTES

Repertoire maps are deprecated in favor of Unicode code points.

EXAMPLES

A mnemonic for the Euro sign can be defined as follows:

<Eu> <U20AC> EURO SIGN

SEE ALSO

locale(1), **localedef(1)**, **charmap(5)**, **locale(5)**