

NAME

psfaddtable – add a Unicode character table to a console font

SYNOPSIS

psfaddtable *fontfile tablefile outfile*

DESCRIPTION

psfaddtable takes a console font in .psf format given by *fontfile* and merges it with the Unicode character table given by *tablefile* to produce a font file with an embedded character table, which is written to *outfile*. An input file name of "-" denotes standard input, and an output file name of "-" denotes standard output. If the *fontfile* already contains an embedded character table, it is ignored.

TABLE FILE FORMAT

Each line in the *tablefile* should be either blank, contain a comment (preceded by #), or contain a sequence of numbers in either decimal (default), octal (preceded by 0), or hexadecimal (preceded by 0x) format, separated by spaces or tabs. The first number on each line indicates the glyph slot in the font that is being referred to, this is between 0 and 0xff for a 256-character font and 0 and 0x1ff for a 512-character font. Any subsequent numbers on the same line are Unicodes matched by this specific glyph slot. Instead of a single Unicode one may have a sequence of Unicodes separated by commas, to denote that the glyph depicts the corresponding composed symbol. It is permissible to have multiple lines for the same glyph.

SEE ALSO

setfont(8), **psfgettext(1)**, **psfstriptable(1)**, **psfxtable(1)**