NAME
      fonttosfnt – Wrap a bitmap font in a sfnt (TrueType) wrapper

SYNOPSIS
      fonttosfnt [*options*] **−o** *file.ttf* [*−−*] *font…*

DESCRIPTION
      Wrap a bitmap font or a set of bitmap fonts in a sfnt (TrueType or OpenType) wrapper.

OPTIONS
   −v   Be verbose.

   −c   Do not crop glyphs. This usually increases file size, but may sometimes yield a modest decrease
            in file size for small character cell fonts (terminal fonts).

   −b   Write byte-aligned glyph data. By default, unaligned data is written, which yields a smaller file
            size.

   −r   Do not reencode fonts. By default, fonts are reencoded to Unicode whenever possible.

   −g *n*   Set the type of scalable glyphs that we write. If *n* is 0, no scalable glyphs are written; this is legal
            but confuses most current software. If *n* is 1, a single scalable glyph (the undefined glyph) is writ-
            ten; this is recommended, but triggers a bug in current versions of **FreeType**. If *n* is 2 (the de-
            fault), a sufficiently high number of blank glyphs are written, which works with **FreeType** but in-
            creases file size.

   −m *n*   Set the type of scalable metrics that we write. If *n* is 0, no scalable metrics are written, which may
            or may not be legal. If *n* is 1, full metrics for a single glyph are written, and only left sidebearing
            values are written for the other glyphs. If *n* is 2, scalable metrics for all glyphs are written, which
            increases file size and is not recommended. The default is 1.

   −−   End of options.

BUGS
      Some of the font-level values, notably sub- and superscript positions, are dummy values.

SEE ALSO
      X(7), Xserver(1), Xft(3x). *Fonts in X11.*

AUTHOR
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