

# Kedebideri - Frequently Asked Questions

Many questions can be answered by consulting the following FAQ pages. Here are a few sample questions answered in each FAQ:

- [SIL fonts in general](#)
  - *How can I type...?*
  - *How can I use font features?*
  - *Will you add support for character...?*
  - *Will you add support for script...?*
  - *Will you help me...?*
- [The SIL Open Font License \(OFL-FAQ\)](#)
  - *Can I use this font for...?*
  - *Can I modify the font and then include it in...*
  - *If I use the font on a web page do I have to include an acknowledgement?*
  - The full OFL-FAQ.txt is also included in the font package.

Here are a few of the most frequently asked questions specifically regarding Kedebideri:

## ***Where does the name Kedebideri come from?***

Kedebideri means "Let's write!" in the Zaghawa Beria language of Sudan and Chad.

## ***How do you pronounce Kedebideri?***

The emphasis is on the third syllable: keh-deh-BIH-deh-rih (kèdèbídéJí).

## ***Since the Beria Erfe script was recently encoded in the Unicode Standard, what are the problems I might encounter?***

Since the script was newly encoded in Unicode 17.0 there may be issues with different applications not supporting scripts in the Supplemental Plane (SMP). In addition, the script uses common combining marks. As long as an application provides good support for combining marks, and for the SMP, there should not be any issues.

## ***How is the font different from Zaghawa Beria?***

**Kedebideri** is based on the design of **Zaghawa Beria**. However, **Zaghawa Beria** used a custom encoding. **Kedebideri** uses the official Unicode 17.0 codepoints. In addition, it contains a basic set of Latin characters.

## ***What is the source of the Latin glyphs?***

The Latin glyphs in Kedebideri are based on Source Sans Pro.

## ***I used the Zaghawa Beria font which was custom encoded. How can I convert my data from the Zaghawa Beria encoding to Unicode?***

Data which was created with the Zaghawa Beria font will not be automatically converted to Unicode by switching fonts. The data must be converted to Unicode using a data conversion routine. See "Text conversion" in [Resources](#) for information on converting your data.

There is a minimally tested TECKit mapping file available for converting data from the custom encoded Zaghawa Beria font to the Unicode 17.0 codepoints:

- [ZaghawaBeria2Uni](#)