Rocky Enterprise Linux 9.2 Manual Pages on command 'mapscrn.8'

$ man mapscrn.8

MAPSCRN(8)   System Manager's Manual   MAPSCRN(8)

NAME

   mapscrn - load screen output mapping table

SYNOPSIS

   mapscrn [-V] [-v] [-o map.orig] mapfile

DESCRIPTION

   The mapscrn command is obsolete - its function is now built-in into setfont. However, for

   backwards compatibility it is still available as a separate command.

   The mapscrn command loads a user defined output character mapping table into the console

   driver. The console driver may be later put into use user-defined mapping table mode by

   outputting a special escape sequence to the console device. This sequence is <esc>(K for

   the G0 character set and <esc>)K for the G1 character set. When the -o option is given,

   the old map is saved in map.orig.

USE

   There are two kinds of mapping tables: direct-to-font tables, that give a font position

   for each user byte value, and user-to-unicode tables that give a unicode value for each

   user byte. The corresponding glyph is now found using the unicode index of the font.   The

   command

      mapscrn trivial

   sets up a one-to-one direct-to-font table where user bytes directly address the font. This

   is useful for fonts that are in the same order as the character set one uses.   A command

   like

      mapscrn 8859-2

sets up a user-to-unicode table that assumes that the user uses ISO 8859-2.

INPUT FORMAT

The mapscrn command can read the map in either of two formats:

1. 256 or 512 bytes binary data

2. two-column text file

Format (1) is a direct image of the translation table. The 256-bytes tables are direct-to-font, the 512-bytes tables are user-to-unicode tables. Format (2) is used to fill the ta?ble as follows: cell with offset mentioned in the first column is filled with the value mentioned in the second column. When values larger than 255 occur, or values are written using the U+xxxx notation, the table is assumed to be a user-to-unicode table, otherwise it is a direct-to-font table.

Values in the file may be specified in one of several formats:

1. Decimal: String of decimal digits not starting with '0'

2. Octal: String of octal digits beginning with '0'.

3. Hexadecimal: String of hexadecimal digits preceded by "0x".

4. Unicode: String of four hexadecimal digits preceded by "U+".

5. Character: Single character enclosed in single quotes. (And the binary value is used.) Note that blank, comma, tab character and '#' cannot be specified with this format.

6. UTF-8 Character: Single (possibly multi-byte) UTF-8 character, enclosed in single quotes.

Note that control characters (with codes < 32) cannot be re-mapped with mapscrn because they have special meaning for the driver.

OTHER OPTIONS

-V   Prints version number and exits.

-v   Be verbose.

FILES

/usr/share/consoletrans

   The default directory for screen mappings.

SEE ALSO

setfont(8)

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