Red Hat Enterprise Linux Release 9.2 Manual Pages on 'mapscrn.8' command

$ 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    The mapscrn command is obsolete - its function is now built-in into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 ad?

    dress 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 ta?

bles. Format (2) is used to fill the table as follows: cell with off?

set 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 bi?

nary 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, en?

closed 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/lib/kbd/consoletrans

        The default directory for screen mappings.

SEE ALSO

setfont(8)

AUTHOR

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