



Full credit is given to the above companies including the OS that this PDF file was generated!

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The mapscrn command is obsolete - its function is now built-in into setfont.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
```

```
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-byte

tables are direct-to-font, the 512-byte 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

Copyright (C) 1993 Eugene G. Crosser

<crosser@pccross.msk.su>

This software and documentation may be distributed freely.

kbd

20 March 1993

MAPSCRN(8)