

NAME

`psfaddtable` – add a Unicode character table to a console font

SYNOPSIS

psfaddtable *fontfile tablefile outfile*

DESCRIPTION

psfaddtable takes a console font in .psf format given by *fontfile* and merges it with the Unicode character table given by *tablefile* to produce a font file with an embedded character table, which is written to *outfile*. An input file name of "-" denotes standard input, and an output file name of "-" denotes standard output. If the *fontfile* already contains an embedded character table, it is ignored.

TABLE FILE FORMAT

Each line in the *tablefile* should be either blank, contain a comment (preceded by #), or contain a sequence of numbers in either decimal (default), octal (preceded by *0*), or hexadecimal (preceded by *0x*) format, separated by spaces or tabs. The first number on each line indicates the glyph slot in the font that is being referred to, this is between 0 and 0xff for a 256-character font and 0 and 0x1ff for a 512-character font. Any subsequent numbers on the same line are Unicodes matched by this specific glyph slot. Instead of a single Unicode one may have a sequence of Unicodes separated by commas, to denote that the glyph depicts the corresponding composed symbol. It is permissible to have multiple lines for the same glyph.

SEE ALSO

`setfont(8)`, `psfgettable(1)`, `psfstriptide(1)`, `psfxtable(1)`