

**NAME**

psfxtable – handle Unicode character tables for console fonts

**SYNOPSIS**

**psfxtable** [**-i** *infont*] [**-o** *outfont*] [**-it** *intable*] [**-ot** *outtable*] [**-nt**]

**DESCRIPTION**

**psfxtable** handles the embedded Unicode character table for .psf format console fonts. It reads a font and possibly a table and writes a font and/or a table. **psfaddtable(1)**, **psfgettable(1)** and **psfstriptable(1)** are links to it.

Each of the filenames *infont*, *outfont*, *intable*, and *outtable* may be replaced by a single dash (–), in which case standard input or standard output is used. If no **-i** option is given, the font is read from standard input. If no **-it** or **-o** or **-ot** option is given, no input table is read or no output font or output table is written.

By default the output font (if any) will have a Unicode table when either the input font has one, or an explicit table (which overrides an input font table) has been provided. The option **-nt** causes output of a font without table. When *outfont* is requested it will get a psf1 header when *infont* has a psf1 header and *intable* does not have sequences and a psf2 header otherwise.

**SEE ALSO**

**setfont(8)**, **psfaddtable(1)**, **psfgettable(1)**, **psfstriptable(1)**